

Monstrous Menagerie

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See the *Level Up* System Reference Document for a full list of Open Gaming Content.



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Here Be Monsters

The Monstrous Menagerie is a bestiary for *Level Up: Advanced 5th Edition*. It contains all of the classic monsters that you need to play the game, carefully tuned to provide just the right level of tactical challenge—along with quite a few new faces.

With around 600 monsters, variants, and monster templates—many of them suitable for high level play—there are unique challenges for an adventuring party of any level. From the humble kobold to the titanic tarrasque, each monster has new tricks, new treasure, new combat strategies, and more detailed worldbuilding and adventure hooks than ever before.

For good measure, we're including new guidance on how to build more fun monsters (Appendix C: Designing Monsters) and more challenging combat encounters (Appendix D: Designing Combat Encounters), along with a new type of monster—the elite monster—that's built to match up against an entire party of adventurers in a way that even a legendary monster can't.

While every monster in this book has been tuned to provide a satisfying combat challenge, a wise party knows that not every encounter leads to battle. In *Level Up* few creatures are inherently good or evil (or chaotic or lawful), and most monsters can become either implacable enemies or steadfast allies. Adventurers may find themselves fighting alongside hobgoblin soldiers against a fallen angel riding a corrupted unicorn. Deep-delving heroes may win the friendship of distrustful dark elves, and run afoul of an imprisoned titan or a forgotten god.

Consider everything in this book as merely a suggestion! Modify monsters and rewrite stories however you like. Every stat block and bit of lore in this tome describes a potential monster: the real creature is what appears in your game.

Monster Entries

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

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

Description

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

Legends and Lore

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

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

Sample Encounters and Treasure

Most monster entries include sample encounters, usually featuring multiple variations and varying difficulty levels. For instance, the goblin monster entry includes encounters suitable for beginning adventurers. A handful of goblins is enough to challenge a low-level party. It also features challenges for mid-level groups and even an encounter suitable for powerful characters: a goblin boss with a dozen goblin warriors, and possibly a mighty spellcasting goblin warlock or an elite worg-riding cavalry.

This bestiary can be used with 5E or *Level Up*. If you're using 5E, you'll want to be aware of a few rules changes which we've introduced. These changes will be discussed in greater detail further on in this introduction.

Alignment: Few monsters have an alignment. Those that do (mostly celestials, fiends, and some undead) have their alignment listed among their traits.

Bloodied Monsters: Monsters are considered bloodied when they've been reduced to half their hit points or less. There are no rules associated with being bloodied, but other game elements may interact with it. For instance, some monsters have abilities they can only use while bloodied.

Expertise Dice: Some monsters have expertise dice listed next to skills, saving throws, or other d20 rolls. An expertise die is rolled and added to the d20 roll it modifies. For instance, a Stealth bonus of +5 (+1d4) means that 1d4 + 5 is added to the monster's d20 roll when it makes a Stealth check.

New Conditions: *Level Up* introduces confused, rattled, slowed, fatigue, and strife, which are described fully in Appendix E: Conditions.

Gazes: Some monsters' actions include the Gaze keyword in their name. These actions can be taken only if the monster and the target can both see each other. Full rules for gaze attacks can be found later in this introduction.

Ongoing Damage: Some attacks, like being set on fire, deal ongoing damage. This damage occurs at the end of each of the affected creature's turns, and it continues until ended by a condition specified by the attack.

Math Changes: We've slightly changed the way a few monster statistics are calculated behind the scenes. For instance, some monsters gain different Armor Class benefits from armors, and grapple escape DCs are calculated using a slightly different formula. None of these changes require any tweaking: just use the monsters as they are written.

Similarly, we've included sample treasure hoards along with each sample encounter. A small goblin patrol might have a handful of gold and silver, while a goblin army might have gold, jewels, wagons of trade goods, and multiple magic items.

These sample treasures are a convenience for when you don't have the time to randomly generate or hand-curate a treasure hoard. *Don't use a trea-*

sure more than once! It will strain credibility if two aboleths both have the exact same treasure hoards with identical numbers of coins and identical *periapts of health*. The second time a party would earn the same treasure reward, instead hand-pick or randomly generate a treasure using the appropriate rules.

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

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

Monster Signs

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

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

A group may try to identify a monster by the signs it leaves behind, for instance by examining a footprint. As a rule of thumb, doing so requires a Survival or Investigation check (minimum DC 15), with some monsters being impossible to identify (for instance, a doppelganger's footprint is indistinguishable from that of the creature it mimics, and a distant pillar of smoke offers no clues about the creature that set its flame).

Monster Behavior

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

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

Sample Names

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

Monster-Specific Random Generators

Some monsters call out for unique random charts to give them variety and bring them to life. Does your vampire have an alternate weakness instead of sunlight? Does your lich or dragon have some unique lair defenses sure to complicate the players' lives? Whenever possible, we want to provide inspiring details to make your encounters vivid and memorable.

Stat Block

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

One monster entry may contain multiple stat blocks. For instance, the entry for the salamander (an elemental creature made of fire) contains three stat blocks: the salamander (a typical adult member of its species), the salamander nymph (a larval but still very dangerous form of the salamander), and the salamander noble (a larger variant of the salamander that gains extra hit points and fire breath).

Challenge and XP

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

Appendix D: Designing Combat Encounters includes details about using Challenge Rating to plan a battle or to determine a combat encounter's difficulty. In general, a monster of a given Challenge Rating can challenge two to four characters of the same level. If a single monster's Challenge Rating is more than 50 percent higher than the characters' level, it may be too powerful an adversary for them. Thus, no monster in this book has a CR higher than 30.

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

Legendary Monsters

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

A legendary monster has up to three legendary actions, which it can use when it's not its turn. Many legendary monsters also have legendary resistances, which are abilities that allow them to succeed at a saving throw that they would otherwise fail. Using Legendary Resistance often comes with a cost.

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

Elite Monsters

An elite monster is a tough and dangerous example of its species or type. Often, an elite monster represents a specific, named individual. For instance, the Skull of Medon is a demilich mastermind, more fearsome even than a normal demilich.

An elite monster is only suitable for gaming groups that desire an unusually difficult combat challenge. Fighting an elite monster is as tough as fighting two ordinary monsters of its Challenge Rating. For instance, although the Skull of Medon's Challenge Rating is 18, it is as tough as two ordinary Challenge Rating 18 demiliches.

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

For magical effects and spells that rely on a creature's Challenge Rating, such as *true polymorph*, treat an elite monster as if its Challenge Rating was doubled. For instance, treat an ancient aboleth (a CR 11 elite monster) as if its Challenge Rating was 22.



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

Size

A monster can be Tiny, Small, Medium, Large, Huge, Gargantuan, or Titanic. A Small or Medium monster is around the same size as most characters and takes up a 5 by 5 foot space in combat. A Tiny creature takes up a 2 ½-foot-square space. A Large creature takes up a 10-foot-square space, and a Huge creature takes up a 15-foot-square space. A Gargantuan creature takes up a 20-foot-square space. A Titanic creature takes up at least a 25-foot-square space but can be larger.



Type

A monster's type describes its origin or nature. While a monster's type has no effect on its own, other game elements may refer to it. For instance, the *charm person* spell only affects creatures of the humanoid type.

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

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

The fourteen monster types are as follows:

Aberrations are unnatural beings that don't belong to this plane of existence. Many aberrations are telepathic and use a mental power known as psionic power instead of magic. An aboleth is an aberration.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Armor Class

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

Hit Points

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

A Narrator can vary a monster's hit points. Listed after each monster's hit point value is a die expression (for instance 3d8 + 3). The Narrator can roll this to obtain a number of hit points that may be lower or higher than average for the monster, or raise or lower a monster's hit points within this range to represent a creature that is stronger or weaker than average. For instance, a monster with 3d8 + 3 hit points has an average of 16 hit points, but it might have as many as 27 hit points (if it rolled three 8s) or as few as 6 hit points (if it rolled three 1s).

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

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

Speed

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

Some creatures have additional movement modes:

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

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

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

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

Ability Scores

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

Proficiency Bonus

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

Armor, weapon, and tool proficiencies aren't listed in a monster's stat block. Assume that a monster is proficient with any armor, weapon, or tool that it's likely to have used before.

Maneuver DC

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

If you're playing *Level Up*, you can use a monster's Maneuver DC to determine the success of various combat maneuvers; otherwise, you can ignore it and just use the monster as written.

Saving Throws

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

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

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

Skills

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

Expertise Dice

Some monsters have expertise dice listed next to skills, saving throws, or other rolls based on their ability scores. An expertise die is a d4, d6, d8, d10, d12, or d20, which is rolled and added to the d20 roll it modifies. For instance, a Stealth bonus of +5 (+1d4) means that 1d4 + 5 is added to the monster's d20 roll when it makes a Stealth check.

When an expertise die is applied to a passive score, such as passive Perception, the expertise die's average value (rounded down) is added to the passive score. For instance, a creature gains a +2 bonus to its passive Perception if it has a 1d4 expertise die in Perception checks.

Resistances, Immunities, and Vulnerabilities

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

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



Senses

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

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

A naturally blind creature with blindsight is noted as being blind beyond the blindsight's range. Naturally blind creatures are immune to visual illusions (such as those created by *minor illusion*).

Darkvision: Darkvision allows a monster to see in dim light as if it were bright light, and in darkness as if it were dim light. Darkvision doesn't allow a creature to see color.

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

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

Languages

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

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

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

Traits

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

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

Common monster traits include the following:

Spellcasting: A creature with the Spellcasting trait casts spells in much the same way a character does. It has a spellcaster level, spell slots, and a list of known or prepared spells. A monster with

this trait can cast a spell with a higher spell slot if it has one available. The Narrator can customize such a monster's spell list, swapping any known or prepared spell for another of the same level and from the same spell list. When casting an attack cantrip, the monster uses its spellcaster level to determine the effect of the spell.

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

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

Actions

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

Monsters follow the same rules as characters when they take actions, bonus actions, and reactions. They can use one of the options described in their stat block, or they can use the options available to characters (such as using the Dash action, taking the Opportunity Attack reaction, and so on).

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

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

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

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

Some of a monster's actions or abilities may be magical in nature. If an ability's description notes that it is magical, then it may be subject to spells such as *antimagic field* and *dispel magic*. Unless an action or ability specifies that it is magical, it doesn't interact with those spells. For instance, a red dragon's fire breath isn't described as magical, and therefore it can be used inside an *antimagic field*.

Limited Use Actions

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

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

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

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

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

Attacks

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

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

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

roll dice to provide variety.

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

Spells

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

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

A monster's stat block doesn't summarize every spell known by a creature—just the ones most likely to be used during combat. Furthermore, the spell summary doesn't always describe every option available in a spell. For example, if a monster can cast *fire shield*, the spell description might list the effects of either the warm shield or the chill shield, whichever the monster is most likely to use. Additionally, a spell description rarely notes the effects of casting a spell with a higher spell slot. If a monster needs access to these tactical choices, you can refer to the full description of the spell.

Monstrous Menagerie stat blocks use the *Level Up* version of each spell, which may slightly differ from the spell as presented in other systems. For instance, the *Level Up* version of *fireball* deals 6d6, not 8d6, damage. Even if you're not using the *Monstrous Menagerie* as part of a *Level Up* game, the spell versions presented here are well-balanced and usable as printed.

Targets

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

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

Gaze

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

- In order to take the action, the monster must be able to see the target.
- If the target can't see the monster at the time of the action, it has no immediate effect. However, if the monster and the target can see each other at any time before the beginning of the monster's next turn, and the monster is not incapacitated, the action occurs then.
- If the target is not surprised, it can choose to avert its eyes from the monster at the start of the target's turn. This lasts until the start of the target's next turn. While its eyes are averted, the creature can't see the monster.



Ongoing Damage

Some attacks deal ongoing damage. This is recurring hit point loss that doesn't occur when the ongoing damage is first dealt; instead, it happens at the end of each of the affected creature's turns. An effect that deals ongoing damage specifies the condition that ends the damage. For instance, a fire elemental's slam deals 5 (1d10) ongoing fire damage by causing its target to catch on fire. This ongoing damage can be ended when a creature (either the target or another creature within 5 feet) uses an action to extinguish the flame.

Combat Strategy

After each monster's stat block is a section describing the monster's strategy in combat. It describes the monster's preferred tactics: for instance, does it typically engage in melee or ranged combat, and when does it use its limited-use moves? Most combat strategy sections also outline situations in which a monster will flee or surrender.

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

Modifying Monsters

A monster is nothing but statistics until it's brought to life at your game table. Therefore, monsters should be modified to best serve your game. Here are some tools you can use to customize the monsters in this book.

Variants

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

A variant might represent an exceptional member of a group. For instance, the balor general is a legendary variant of the balor. Other variants are re-imaginings of the original monster. For instance, a warlord's ghost is a variant of a banshee that doesn't alter the banshee's mechanics at all but changes the monster's story and appearance.

When a variant changes a monster's Challenge Rating, the monster's proficiency bonus is unchanged. For instance, a balor general, Challenge Rating 24, uses the balor's proficiency bonus of +6.

Templates

This book includes several templates which can be applied to a wide variety of monsters. For instance, the skeleton template can be applied to any beast, humanoid, giant, or monstrosity, allowing you to create skeleton bears, berserkers, and bulettes, among other horrors.

Other Changes

Two easy ways to get more use out of a stat block are to reskin it or to increase or decrease its Challenge Rating.

To reskin a monster, you can change the way you describe it and its attacks. You might change its type, size, and Intelligence score, and possibly change the damage type dealt by some of its attacks, but otherwise leave its numeric statistics alone. For instance, you could describe a manticore as a flying elven archer, reflavoring its tail attack as a volley of arrows and its claws and bite as a dual wielded axe and rapier.

To increase or decrease the combat challenge offered by a monster, you can use the statistics in Appendix C: Designing Monsters. A quick and easy way to increase a monster's Challenge Rating by 1 is to increase its hit points by 15 and make one of its attacks deal an extra 5 damage each turn.

Aboleth



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

Ancient Empires. Aboleths claim they once ruled barren land and slimy sea alike before the coming of the gods. They commanded legions of fish folk in underwater cities of black stone columns, twisted towers, and floating portals glowing with unearthly light. The ruins of these sunless cities still beckon and annihilate unwise explorers.

Memory Eaters. Aboleths remember their former days of dominion perfectly. Each aboleth gains the memory of any creature it eats, and aboleths consume their elders as well as other prey. Every aboleth is a repository of ancient knowledge, which it will share for a price. If a supplicant asks a sea witch for a service or secret that she can't provide, she will turn to an aboleth for help.

Well-Laid Plans. Aboleths plot to overthrow the gods, sink continents, and bring about an endless watery empire. To that end, they scheme endlessly to enthrall mighty mortals, acquire artifacts, gain the keys to the krakens' freedom, and sow dissent and distrust among the gods and their servants.

Every setback can be turned to advantage in time, and aboleths—with their generation-spanning memories—have eons at their disposal. Nevertheless, aboleths always seek to avenge a wrong. Even a slain aboleth can be a dangerous foe; the aboleth that consumes it will inherit its resentments.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Aboleths are underwater monsters. They are said to have dealings with merfolk and sea hags.

DC 15 Aboleths are ancient aberrations that turn victims into charmed servants.

DC 20 Aboleths maintain a network of spies working behind the scenes in settled lands.

Aboleth Encounters

Aboleths dwell among the ruins of forgotten cities in underground lakes or at the bottom of the sea.

CR 11–16 Aboleth; aboleth and 1 or 2 thralls; aboleth and 1 or 2 merrow; aboleth and sea hag or siren (see harpy)

Treasure 170 pp, 600 ep, platinum statuette of a three-eyed piscine humanoid (900 gp), gold crown for a Large creature (750 gp), 2 *potions of water breathing* that also allow water-breathing creatures to breathe air, *periapt of health*

CR 17–22 Aboleth and 1d4 + 1 thralls; aboleth and 1 or 2 chuuls

Treasure 6,000 gp, 30 scattered pearls (100 gp each), 2 *potions of supreme healing*, *folding boat*, *staff of charming*

CR 23–30 Aboleth and 1d4 + 5 thralls; aboleth and 3 chuuls; ancient aboleth and 1d4 thralls

Treasure 500 bars of gold stamped with the name of a legendary empire (50 gp each), life-sized silver statue of a sea elf (7,500 gp), *apparatus of the crab*, *rod of lordly might*

Signs

1 A projected image of the nearby aboleth; it promises you information or treasure in exchange for your promise to perform a task on the surface world or to kill a rival monster

2 An aboleth thrall that tries to lead you towards or away from the aboleth's lair

3 A telepathic vision of you swimming into a nearby underwater cave and finding treasure

4 Wet footprints lead to a dying humanoid, diseased by an aboleth tentacle; it's gasping out its last, unable to breathe air

Behavior

1 Tries to *detect thoughts*, then communicates with you telepathically and offers you a trade: information about something you desire in exchange for a future service

2 Uses *major image* to draw travelers in with illusory visions of something they desire

3 Tries to *detect thoughts* and then ambush intruders; during the battle, it drops hints about useful information it possesses, which it will provide if you surrender

4 Its evil plans are too far advanced to risk any trouble; it tries to escape if interfered with

5 Meeting with one of its aboleth thralls, a well-known human or merfolk noble; they will kill you to preserve their secret

6 In its lair, monologuing about how it is one of the last of a species beyond age, knows secrets beyond mortal ken, has been banished by treacherous gods, etc.; its monologue lasts until killed

ABOLETH

CHALLENGE 11

LEGENDARY LARGE ABERRATION

7,200 XP

AC 17 (natural armor)

HP 171 (18d10 + 72; bloodied 85)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	20 (+5)	20 (+5)	18 (+4)

Proficiency +4; **Maneuver DC** 17

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

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

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

Languages Deep Speech, telepathy 120 ft.

Amphibious. The aboleth can breathe air and water.

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

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

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

ACTIONS

Multiattack. The aboleth attacks three times with its tentacle.

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

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

LEGENDARY ACTIONS

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

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

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

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

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

Combat

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

Aboleth Variant: Ancient Aboleth

The eldest aboleths are immense creatures that haunt underwater cities. Their memories extend back to ages when oceans covered the world.

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

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

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

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

Aboleth Thrall

Aboleths use their Baleful Charm to turn creatures into their thralls, keeping some as bodyguards and sending others to infiltrate the sunlit world. They have agents in positions of power in many lands. Aboleths make tantalizing promises of power and immortality to their servants; many thralls continue to serve their overlords even when their magical charm is broken.

ABOLETH THRALL CHALLENGE 2
MEDIUM HUMANOID 450 XP

AC 12

HP 45 (7d8 + 14; bloodied 22)

Speed 30 ft., swim 30 ft.

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

Proficiency +2; **Maneuver DC** 12

Skills Any one skill

Senses passive Perception 10

Languages Common, unlimited-range telepathy with aboleth

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

ACTIONS

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

REACTIONS

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

Combat

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

Angels

Angels are the immortal servants of the gods and the extensions of divine power. They aid mortals, battle fiends, and further their deity's causes. While most angels are good, some evil deities are served by evil angels. All angels hold their god's divine laws as sacred.

Angels appear as awe-inspiring, winged humanoids of unearthly beauty and strength.

No Possessions. To angels, the physical world is not as real as their native realm of divine energy. Angels own no physical objects of their own, though they may sometimes safeguard another being's treasure. Even an angel's garments and weapons are made of astral energy and are changeable according to the angel's needs.



Angels of Chaos. Legends tell of angels of chaotic alignment that travel the astral realm alone, unaffiliated with any god. They claim that angels existed before gods, and that the "fall of angels" was when most angels forsook their independence to become servants of the gods.

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

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

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

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

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 15 Not all angels are good. Some serve evil gods, and some have fallen from grace and have been banished from their celestial domains.

DC 20 Gods rarely send angels to the material world, but they can be summoned, sometimes against their will.

Angel Encounters

Angels guard places of power and travel the Astral Plane.

CR 5–10 Deva

CR 11–16 Planetar; deva with couatl

CR 17–22 Solar; 2 devas

CR 31+ Solar counselor; solar counselor with 1 or 2 devas

Signs

1. A faint glow illuminates the area
2. Melodic chimes
3. A distant, quiet chant or song
4. Worshipers of the angel's deity feel a sense of sacred quiet

Behavior

1	Protecting a forgotten holy spot or a gate to a celestial realm
2	Guarding an unholy spot, making sure no one frees an imprisoned fiend or opens an infernal gate
3	With a message from a higher power and a quest to bestow
4	Fallen angel, in disguise or hiding
5	Wounded, wings broken; looking for help against enemy forces
6	Shackled with infernal chains, forced to attack mortal creatures

Names

Aia, Alfiath, Aturnal, Belarial, Emelar, Jarnaxa, Marn, Serapas, Starlathan, Zadianth

Deva

Devas usually travel alone, acting as messengers, emissaries, or guardians of mortals. Although they rarely lie, they often travel in disguise, hiding their angelic nature even from those they are bound to protect.

DEVA

CHALLENGE 10
MEDIUM CELESTIAL
5,900 XP

AC 17 (natural armor)
HP 153 (18d8 + 72; bloodied 76)
Speed 30 ft., fly 90 ft.

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

Proficiency +4; **Maneuver DC** 16
Saving Throws Wis +9, Cha +9
Skills Insight +9, Perception +9, Religion +9
Damage Resistances radiant; damage from nonmagical weapons
Condition Immunities charmed, fatigue, frightened
Senses truesight 30 ft., passive Perception 19
Languages all, telepathy 120 ft.

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

ACTIONS

Multiattack. The deva makes two attacks.

Celestial Hammer (Deva Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 17 (5d6) radiant damage. On a hit, the target can't make opportunity attacks against the deva until the beginning of the target's next turn.

Divine Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 22 (5d8) radiant damage.

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

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

Combat

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

Angel Variant: Fallen Angel

When angels violate the moral laws of the deity they serve, they are severed from their creator. No longer sustained by their deity, they must find spiritual nourishment elsewhere by serving another divine power or by consuming mortal souls, or their powers slowly fade. Any type of angel can become a fallen angel.

A fallen angel's alignment changes, although the lawful portion remains. Most fallen angels suffer an alignment change from good to evil, though an angel of an evil god may become good.

A fallen angel gains the following vulnerability:

Damage Vulnerabilities: radiant

Evil fallen angels gain the following action:

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

Planetar

Planetars are leaders of divine armies. They are most commonly sent to battle fiendish armies, guard holy places, and guide the most important mortal servants of a god.

PLANETAR CHALLENGE 16
LARGE CELESTIAL 15,000 XP

AC 19 (natural armor)
HP 250 (20d10 + 140; bloodied 125)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	24 (+7)	22 (+6)	24 (+7)	24 (+7)

Proficiency +5; **Maneuver DC** 19
Saving Throws Wis +12, Cha +12
Skills Athletics +11, Insight +12, Perception +12, Religion +12
Damage Resistances radiant; damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, fatigue, frightened, poisoned
Senses truesight 60 ft., passive Perception 22
Languages all, telepathy 120 ft.

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

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

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

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

ACTIONS

Multiattack. The planetar attacks twice with its flaming sword.

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

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

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

BONUS ACTIONS

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

REACTIONS

Protective Parry. When a creature within 5 feet would be hit with a melee attack, the planetar applies disadvantage to the attack roll.

Combat

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

Solar

A solar acts as a deity's chief general and advisor. They are fierce in battle, but their ineffable wisdom and immortal memories make them even more useful as architects of divine schemes. Scholars believe that only a few dozen solars remain as survivors of ancient celestial wars.

SOLAR CHALLENGE 21
LEGENDARY LARGE CELESTIAL 33,000 XP

AC 21 (natural armor)
HP 319 (22d10 + 198; bloodied 159)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	28 (+9)	28 (+9)	30 (+10)	30 (+10)

Proficiency +7; **Maneuver DC** 24
Saving Throws Wis + 17, Cha +17
Skills Athletics +16, History +16, Insight +17, Perception +17, Religion +17
Damage Resistances radiant; damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, fatigue, frightened, poisoned
Senses truesight 120 ft., Passive Perception 27
Languages all, telepathy 120 ft.

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

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). The solar can innately cast the following spells, requiring no material components:
1/day each: *commune*, *control weather*, *resurrection*

Legendary Resistance (3/Day). When the solar fails a saving throw, it can choose to succeed instead. When it does so, it wards itself with its sword, which dissolves into glowing particles of light. The solar's sword re-forms at the beginning of its next turn. Until then, the solar has no sword and can't use Forceful Parry, attack with its holy sword, or use Legendary Resistance.

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

ACTIONS

Multiattack. The solar attacks twice with its holy sword.

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

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

REACTIONS

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

LEGENDARY ACTIONS

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

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

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

Deafening Command (Costs 2 Actions). The solar speaks an echoing command. Each creature of the solar's choice within 30 feet that can hear the solar and understands a language makes a DC 24 Charisma saving throw. Each creature that succeeds on the saving throw takes 21 (6d6) thunder damage. Each creature that fails its saving throw immediately takes a certain action, depending on the solar's command. This is a magical charm effect.

Abase yourself! The creature falls prone.

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

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

Surrender! The creature drops anything it is holding.

Combat

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

Solar Variant: Solar Counselor

The three most powerful solars command powers rivaling those of some deities.

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

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

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

Divine Gaze (1/Day, Gaze). The solar targets a creature within 120 feet. The target makes a DC 21 Charisma saving throw. On a failure, the target takes 49 (14d6) radiant damage and is blinded for 24 hours or until the blindness is magically removed.

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

Animated Objects

In a world filled with magic, even the most mundane object might be more than it appears. Animated objects can sit motionless for years, only to spring to life at their master's command. Though animated objects do not normally possess personalities of their own, some mirror the traits of their creator, their environment, or the creatures they interact with regularly.

Tireless Guardians. Their innocuous appearance makes animated objects the perfect guardians for those looking to catch intruders by surprise. Because they do not eat or rest, such objects can remain at their posts for centuries, long after their original owners have moved on.



Endless Variety. With potent enough magic, nearly any object can be granted the semblance of life. Creators of animated objects might weave other magic into their handiwork, such as the ability to sense falsehoods spoken in the item's presence, immunity to a certain element or spell, or a curse that befalls whoever destroys the object.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Spellcasters can animate objects as permanent guardians. While nearly anything can be animated, weapons and armor, rugs, and statues are most common.

DC 15 An animated object can be permanently destroyed with *dispel magic*. Breaking it into pieces works too.

Animated Objects Encounters

Animated objects stand guard in magical laboratories and ancient ruins.

CR 0–2 1d4 flying swords; 1 or 2 animated armors; rug of smothering

Treasure 700 sp, silver and hematite bracelet (25 gp)

CR 3–4 3 or 4 animated armors; 2 animated armors with 1d4 flying swords; walking statue; rug of smothering with animated armor and 2 flying swords; flame-spitting statue

Treasure 350 gp, *spell scrolls* of *thunderwave* and *unseen servant*

Behavior

1–3 Immobile, attacking when an intruder comes within a set distance

4 When approached, delivers a riddle or warning with a *magic mouth* and attacks those that don't heed it

5 Loudly patrolling or mock-fighting

6 Immobile, attacking only when intruders approach an object or location it guards

Animated Armor

Only when its visor is lifted can this suit of plate mail be distinguished from a living knight. It clanks and bangs as it patrols, and it sometimes intones hollow battle cries as it attacks, slamming its metal fists into an opponent or wielding a rusty weapon with both hands.

ANIMATED ARMOR

CHALLENGE 1
MEDIUM CONSTRUCT
200 XP

AC 18 (natural armor)
HP 31 (7d8; bloodied 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	1 (−5)	10 (+0)	1 (−5)

Proficiency +2; **Maneuver DC** 12
Damage Resistances piercing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Spell-created. The DC for *dispel magic* to destroy this creature is 19.
False Appearance. While motionless, the armor is indistinguishable from normal armor.

ACTIONS

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

Variants: Enchanted Objects

Any animated object may possess one of the following traits:

Flaming. The object is immune to fire damage, and any damage it deals is fire damage.
Sentinel. The object's creator receives a mental alarm if the object is destroyed.
Spell Imbued. The creator stores a spell in the object (typically a spell with a level equal to or lower than the object's CR) that triggers once when certain conditions are met. For instance, a rug of smothering might levitate before attacking.
Talkative. The object can pose riddles or answer questions as if it were a sentient creature.

Flying Sword

A weapon dances in the air as if wielded by a skilled invisible warrior. It can be defeated by magic or by damaging the weapon itself. Flying swords are often found crossed on walls, in the hands of animated armor, or in the scabbards of inanimate skeletons. Most wait to attack travelers by surprise, but some clash and clatter endlessly through sword drills and mock battles.

Swords are the most common animated weapons, although other flying weapons exist, differing in their damage type and damage dealt.

FLYING SWORD

CHALLENGE 1/4
SMALL CONSTRUCT
50 XP

AC 17 (natural armor)
HP 10 (3d6; bloodied 5)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	1 (−5)	10 (+0)	1 (−5)

Proficiency +2; **Maneuver DC** 11
Damage Resistances piercing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Spell-created. The DC for *dispel magic* to destroy this creature is 19.
False Appearance. While motionless, the sword is indistinguishable from a normal sword.

ACTIONS

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

Rug of Smothering

A rug of smothering lies in wait in a well-furnished room. When a victim steps on or sits on the rug, it rolls up around the victim and squeezes the life out of them. A nearby skeleton might betray the rug's dangerous nature.

A rug of smothering can also be used as a curtain or tapestry, in which case it may attack creatures that touch it or merely move within 5 feet.

RUG OF SMOTHERING

CHALLENGE 2
LARGE CONSTRUCT
450 XP

AC 12
HP 45 (7d8 + 14; bloodied 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	1 (–5)	10 (+0)	1 (–5)

Proficiency +2; **Maneuver DC** 13
Damage Resistances bludgeoning
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —

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

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

ACTIONS

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

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

Walking Statue

When it moves, a walking statue lumbers clumsily but deceptively quickly, its heavy footfalls accompanied by the sound of grinding stone. Its fists are fearsome weapons, although some statues are also armed with stone or bronze weaponry.

WALKING STATUE

CHALLENGE 3
LARGE CONSTRUCT
700 XP

AC 16 (natural armor)
HP 66 (7d10 + 28; bloodied 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	18 (+4)	1 (–5)	10 (+0)	1 (–5)

Proficiency +2; **Maneuver DC** 14
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —

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

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

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

ACTIONS

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

Flame-Spitting Statue

These brass constructs guard efreet palaces in the City of Brass, as well as fire temples on the Material Plane.

FLAME-SPITTING STATUE

CHALLENGE 4
LARGE CONSTRUCT
1,100 XP

AC 16 (natural armor)
HP 76 (8d10 + 32; bloodied 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	18 (+4)	1 (–5)	10 (+0)	1 (–5)

Proficiency +2; **Maneuver DC** 14
Damage Immunities fire, poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —

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

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

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

ACTIONS

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

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

Ankhegs

An ankheg is a monstrous burrowing insect with ferocious mandibles. It is a scourge of settled lands, making a meal of sheep and shepherd alike.

Burrowers Beneath. Ankhegs prey on animals in the wild, but they observe no borders. Because they can burrow to safety, they're hard to eradicate from settled lands. Ankheg tunnels can ruin farmlands and topple small buildings. Occasionally, their excavations turn up buried treasure or entrances to ancient dungeons.

Plague on the Land. In temperate lands, ankhegs often stay underground for years at a time, nurturing broods of young. After a cycle of 33 years, a region may erupt with hundreds of ravenous ankheg spawn that devour every animal for miles before burrowing underground for another 33 years of inactivity.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Ankhegs are giant insects that burst out of the ground and attack people and livestock.

DC 15 Ankhegs bite off people's heads and spit acid. They have a hard exoskeleton but a vulnerable underbelly.

DC 20 Ankheg tunnels sometimes contain a huge ankheg queen and dozens of young, each bigger and fiercer than a mastiff.

Ankheg Encounters

Ankhegs burrow beneath the soil in temperate and warm lands.

CR 0–2 ankheg; 2 to 4 ankheg spawn

CR 3–4 2 ankhegs; ankheg queen; ankheg with 2 to 4 ankheg spawn; 1d4 + 4 ankheg spawn
Treasure platinum armlet (250 gp), ancient brass key to an unknown door, 2 *potions of healing*

CR 5–10 ankheg queen with 2 or 3 ankhegs or 1d8 + 4 ankheg spawn; 1d10 + 10 ankheg spawn
Treasure 900 sp, 450 gp, vial made of glass as hard as steel (250 gp)

Signs

1. Partially collapsed tunnels (possibly containing treasure from a previous victim)
2. Acid-scarred trees
3. The ground vibrating as if something is digging below
4. A big, half-buried, grasshopper-like shed skin

Behavior

1–4 Bursts from the earth to attack

5. Half aboveground, eating prey
6. Dragging a struggling humanoid into its hole



ANKHEG

CHALLENGE 2
LARGE MONSTROSITY
450 XP

AC 14 (natural armor), 10 while prone
HP 45 (6d10 + 12; bloodied 22)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (–4)	14 (+2)	8 (–1)

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

ACTIONS

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

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

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

Combat

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

Variant: Ankheg Queen

An ankheg queen can threaten a village's very existence. Even more dangerous than its rapacious appetite is the clutch of eggs it hides in its lair; if undisturbed, it will hatch a swarm of ankheg spawn.

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

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

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

Ankheg Spawn

Ankheg spawn rarely leave their tunnels except when they reach adulthood or during their periodic swarms, but they chase and devour any who enter their lair.

ANKHEG SPAWN

CHALLENGE 1/4
MEDIUM MONSTROSITY
50 XP

AC 13 (natural armor), 10 while prone
HP 11 (2d8 + 2; bloodied 5)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (–4)	14 (+2)	8 (–1)

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

ACTIONS

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

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

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

Combat

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

Azers

Azers are beings of living flame bound within dwarflike bodies made of bronze. They are widely considered the finest smiths in the multiverse, due to the part they played in the construction of the City of Brass, the largest settlement on the Elemental Plane of Fire. This project also kindled the azers' legendary hatred of the efreet, who attempted to enslave their former allies once the city was complete.

Ordered Flame. Though native to the Plane of Fire, azers do not arise spontaneously from that burning chaos. Instead, they are born when an existing azer forges a body from bronze and fills it with its own life force, bringing order to an otherwise formless flame. Though some azers submit to their fiery inner impulses, most embody the discipline that went into their creation.

Death Masks. When an azer dies, its body melts into a puddle of inert metal—except for its face, which remains locked in the expression it held the moment the azer perished. Unscrupulous collectors value these bronze "death masks" as curiosities, but many azers consider their theft a grave offense. Some azers display such masks in places of honor as a reminder of their fallen kin.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 15 Azers are beings made of bronze and fire. They are so hot that merely approaching them is dangerous. They detest cold.

DC 20 Azers are native to the Plane of Fire and are that plane's finest smiths. They can teleport from one fire to another.

Azer Encounters

Azers are native to the Plane of Fire but build outposts near lava and other superheated environments.

CR 3–4 2 azers

Treasure 200 gp, a collection of perpetually-warm brass scraps (75 gp to the right buyer)

CR 5–10 azer forgemaster with 2 or 3 azers; 2 to 4 azers with fire snake

Treasure 600 gp, brass *+1 medium shield*

CR 11–16 3 to 5 azers with fire elemental; azer forgemaster with 3 to 5 azers; 5 to 7 azers

Treasure 4 1-pound mithral bars (750 gp each), *+1 warhammer* which grants advantage on smith's tools checks

Signs

1	Smoky smell
2	Clattering of metal and flickering orange light
3	Iron-shod bootprints
4	Deep gnome commoner as a captive or scout



Behavior

1. Looking for precious metals and gems to trade for or take by force
2. Tending a fire they can use to plane shift to their fiery realm
3. Mining or forcing prisoners to mine
4. Fleeing or hunting an efreeti

Names

Adrin, Bellowbright, Pyrth, Runewright, Skirn, Zintha

AZER

CHALLENGE 2
MEDIUM ELEMENTAL
450 XP

AC 16 (natural armor, buckler shield)
HP 39 (6d8 + 12; bloodied 19)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan

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

ACTIONS

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

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

BONUS ACTIONS

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

Combat

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

Azer Forgemaster

Azer forgemasters lead efforts to create outposts on other planes. Each forgemaster on the Material Plane knows the hidden location of a permanent portal to the Elemental Plane of Fire.

AZER FORGEMASTER

CHALLENGE 4
MEDIUM ELEMENTAL
1,100 XP

AC 16 (natural armor, buckler shield)
HP 78 (12d8 + 24; bloodied 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Proficiency +2; **Maneuver DC** 14
Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Common, Ignan

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

ACTIONS

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

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

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

BONUS ACTIONS

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

Combat

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

Banshee

A banshee manifests as a wispy spirit with a faint glow that resembles moonlight. Its form is suggestive of an androgynous humanoid wearing layers of rags, though stories often depict banshees as grieving women.

Born from Violence. Banshees are created when a humanoid is killed in an act of horrific violence, or when a mourner of such a violent death dies of grief. The trauma binds a spirit to the Material Plane. A *remove curse* spell or similar magic cast on its remains can release a spirit that has become a banshee, as can setting right old crimes.

Bound by Trauma. The banshee is cursed to spend eternity in the place where it was formed. It is unable to venture more than five miles from the site of its death. A banshee will wander within this boundary forever, occasionally manifesting illusory depictions of its brutal demise.

Harbingers of Death. Compelled by its curse, a banshee uses its powerful shriek (sometimes called a keen) to warn people of their imminent demise and to mourn the recent dead. If angered or attacked, it can instead use its shriek to inflict pain and death on the living.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 10 Banshee are ghostly spirits whose screams can kill.

DC 15 A banshee is insubstantial and can pass through walls. It takes little damage from most weapons and magic, but fears radiant and force energy.

DC 20: A banshee is the spirit of a creature that was a victim of violence. It can be put to rest by bringing a criminal to justice or by casting *remove curse* on its grave.

Banshee Encounters

Banshees haunt tombs and places of tragedy.

CR 3–4 Banshee
Treasure gold ring (125 gp), 3 vials of holy water

CR 11–16 3 banshees; banshee with 2 ghosts
Treasure golden harp (750 gp), letter revealing the spot where 3,000 gp are buried, *dagger of venom* between the ribs of a skeleton

Signs

1	Distant weeping or singing
2	A distant eerie wail
3	A sudden chill
4	A chilly mist that reduces visibility to 30 feet
5	A corpse, its face frozen in horror, with no obvious cause of death
6	A face looks back at you from a pool of water or mirror



Lone Behavior

1 Crooning a love song or working on an opera; attacks if interrupted

2 Mistakes you for someone from its life: friendly unless reminded of its death

3 While attacking, begs to be destroyed

4 Can't speak, but has something important about its life it wants to communicate; wails when frustrated

Group Behavior

1 Singing together, attack anyone that doesn't sing along

2 Floating in a circle around a grim altar; attack on sight

3 Circling an inanimate skeleton, towards which they feel some strong emotion; attack anyone that interferes with it

4 Each wishes you to side with them on some disagreement

Names

Ardas, Aurelia, Bellavia, Bittern, Callias, Desdemona, Leta, Morrigan

BANSHEE

CHALLENGE 4
MEDIUM UNDEAD
1,100 XP

AC 13
HP 58 (13d8; bloodied 29)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	18 (+4)

Proficiency +2; **Maneuver DC** 13
Saving Throws Wis +2
Damage Resistances acid, fire, lightning, thunder; damage from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., Passive Perception 10
Languages the languages it spoke in life

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

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

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

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

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

ACTIONS

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

Baleful Wail. The banshee shrieks. All living creatures within 30 feet of it that can hear it make a DC 14 Constitution saving throw. On a failure, a creature takes 11 (2d6 + 4) psychic damage. If the creature is cursed by the banshee, it drops to 0 hit points instead.

REACTIONS

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

Combat

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

Variant: Warlord's Ghost

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

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

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

Basilisk

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

Dangerous Guardians. Basilisks can be trained as pets and guardians, although the process is dangerous. They can learn to avoid meeting the eyes of specific creatures. A well-trained basilisk commands a high price, and even a basilisk egg is precious.

Basilisks are often used as guardians by blind creatures, such as grimlocks, and creatures immune to petrification, such as stone giants.

Killing Cure. The venom in a basilisk's mouth removes petrification, allowing the beast to consume a petrified victim piece by piece. If a basilisk's venom is extracted and spread on a petrified creature, the petrification ends—but the newly-cured creature takes 10 (3d6) poison damage from the venom.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 A basilisk's gaze can turn its victims to stone.

DC 15 If you act quickly, *lesser restoration* can prevent petrification. If it's too late, extracted basilisk venom can be used to unpetrify a creature, but victims don't always survive the process.

DC 20 If a basilisk sees itself in a mirror, it may turn itself to stone.

Basilisk Encounters

Basilisks favor caves, mountains, and other rocky environments.

CR 3–4 Basilisk

Treasure 450 petrified gp on a petrified statue

CR 5–10 2 or 3 basilisks; basilisk and 1d4 + 1 cockatrices

Treasure 400 gp, 800 sp, a golden-framed hand mirror (75 gp), a silver-and-pearl bracelet (125 gp), *+1 dagger*



Wilderness Signs

1	Toppled statue of a griffon with one leg missing
2	Statue of a basilisk with shoulder and tail missing
3	Nest containing stone birds
4	Big lizard footprints

Underground Signs

1	Statue of a knight with sword raised
2	Heaped flagstones sheltering large eggs
3	A life-sized stone head lying on the floor
4	Stone rat statues sitting in a circle

Behavior

1	Attacks on sight
2	Eating pieces of a statue
3	Immobile; doesn't immediately attack but will meet your eyes if you examine it
4	Asleep
5	Protecting a clutch of eggs
6	Guarding treasure for its master

BASILISK

CHALLENGE 3
700 XP

MEDIUM MONSTROSITY

AC 15 (natural armor)

HP 52 (7d8 + 21; bloodied 26)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	16 (+3)	2 (–4)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 30 ft., passive Perception 10

Languages —

ACTIONS

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

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

REACTIONS

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

Combat

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

Behir

The behir is a blue-scaled, serpentine monster that creeps through dark tunnels on a dozen legs. It swallows prey alive when it can, and electrocutes fiercer foes with lightning breath.

Underground Travelers. A behir constantly ranges through miles of underground caves and tunnels, hunting for lone creatures and small groups to devour. It sleeps only while digesting such a meal. A behir can scuttle through narrow spaces and is usually aware of the closest secret passages and boltholes it can use for escape or ambush.

Although behirs don't greatly value treasure, they collect some in their lair, and the relics of past meals are often found lodged in their gizzards.

Draconic Foes. Behirs are bitter enemies of dragonkind. Weaker than most adult dragons, they rely on stealth to prey on dragon eggs and young. Old legends have it that some ancient enemy of the dragons introduced behirs from another world to wipe out dragonkind—a failed effort which left the world's underground places even more dangerous than before.

Although behirs prey on humanoid adventurers, they sometimes make use of them, revealing the location of a dragon's lair, watching the ensuing battle from hiding, and attacking the victor. A behir rarely lies, so its directions can be trusted, though its motivations cannot.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Behirs resemble dragons but are their mortal enemies.

DC 15 Behirs breathe lightning bolts and take no damage from lightning.

DC 20 Behirs have been known to swallow adventurers whole, and sometimes treasure gets left behind in their gizzards.

Behir Encounters

Behirs make their lairs in twisting caverns deep beneath the earth.

CR 11–16 Behir

Treasure 1,100 gp, 3,500 sp, broken jade dragon statuette (750 gp when repaired), 2 *potions of greater healing*, *lantern of revealing*

Signs

1	Large bones. DC 13 Nature check: They are the bones of a young dragon.
2	A wall scorched by lightning
3–4	A five-foot-wide tunnel going straight up or down. DC 16 Perception or Investigation check: draconic tracks leading up or down
5	DC 17 Perception check: quiet slithering sound
6	A stone frieze of a dragon, defaced and scorched

Behavior

1	From hiding, questions trespassers about whether they are friends or foes of dragons; if foes, it reveals the location of a dragon lair, and if friends, it attacks
2	Lying in wait in dark holes in the ceiling or wall
3	On the hunt
4	Slithering stealthily over and under ruins, such as the fallen statues of storm giants
5	Dormant after a large meal
6	Muttering to itself about its craving for a delicious dragon egg
7	Obsessed with a particular dragon it wishes to destroy
8	Spellcaster (use the NPC Priest's Spellcasting trait)

BEHIR

CHALLENGE 11

HUGE MONSTROSITY

7,200 XP

AC 16 (natural armor)

HP 168 (16d12 + 64; bloodied 84)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14(+2)	18 (+4)	10 (+0)	16 (+3)	12 (+1)

Proficiency +4; **Maneuver DC** 17



Saving Throws Dex +6, Int +4, Wis +7
Skills Athletics +9, Perception +7, Stealth +6
Damage Immunities lightning
Senses darkvision 90 ft., passive Perception 17
Languages Common, Draconic

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

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

ACTIONS

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

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

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

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

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

REACTIONS

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

Combat

The behir prefers to attack with surprise, often from the ceiling. It opens with a lightning bolt and then tries to bite, constrict, and swallow. It tries to escape when badly hurt, and usually has a bolthole nearby.

Boggards

With their gangly limbs and haughty manners, boggards might seem comical, but an encounter with these frog-headed humanoids is no laughing matter. Though peaceful boggards exist, most lord over any creature they consider weaker than themselves. Adventurers who fail to pay a boggard ruler proper respect—usually in the form of a hefty tribute—might find themselves taken prisoner or fed to the giant frogs that boggards raise as watchdogs and mounts.

Grandiose Schemes. Their megalomania leaves many boggards susceptible to delusions of grandeur. They plot intricate campaigns of conquest against their neighbors, in the hopes of expanding into a mighty boggard empire. These schemes usually collapse when infighting breaks out among the would-be conquerors, but not before the boggards' raids have left trade routes disrupted and otherwise idyllic settlements burned to the ground.

Croaking Fiends. Scholars have long noted the similarities between boggards and the frog-headed demons known as hezrous. Some have even suggested that hezrous created boggards to spread havoc and chaos in the mortal world. What is known for certain is that some boggards pay reverence to hezrous, as evidenced by the crude stone idols found rising from the muck in the depths of boggard territory.

Amphibious. The boggard can breathe air and water.

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

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Boggards are arrogant humanoids constantly seeking to expand their territory. Like the frogs they resemble, boggards can jump incredible distances.

DC 15 Bribes or flattery can sometimes appease a boggard leader.

DC 20 Some boggards worship demons or other supernatural entities. These mysterious patrons grant their servants the ability to summon frog-like guardians.

Boggard Encounters

Boggards congregate in damp environments such as swamps and rainforests.

CR 0–2 1d4 boggards; 2 boggards with 2 giant frogs; boggard bravo riding giant toad
Treasure 650 sp

CR 3–4 1d4 + 4 boggards; 2 boggards riding giant toads
Treasure 300 gp, 800 sp, 3 stone frog statuettes (25 gp each), 2 *potions of healing*

CR 5–10 Boggard sovereign with 1d10 + 4 boggards
Treasure 600 gp, 12 gold and silver rings strung on a rope necklace (25 gp each), *gauntlets of ogre power*

CR 11–16 Boggard sovereign with hezrou and 1d6 + 6 boggards; boggard sovereign with 1d8 + 4 boggards riding giant toads
Treasure 2,000 gp, 8 pieces of amber (100 gp each), dented gold crown (750 gp), silver scepter (250 gp), 2 *potions of healing*, *Ioun stone of insight*

Signs

1. Clouds of swarming flies
2. A chorus of croaking that penetrates even plugged ears; non-frog and non-boggard creatures that take a long rest in the area must make a DC 10 Constitution saving throw or gain no benefit from the rest
3. Webbed footprints in the muck; some of the tracks were made by giant frogs, but other creatures walked upright
4. A menhir carved with images of frog-headed demons



Behavior

1. Scouting for an upcoming raid
2. Returning to their camp with a recently captured prisoner
3. Preparing a sacrifice to their fiendish patron
4. Transporting an offering of stolen goods to the boggard emperor
5. Two groups of boggards engaged in a border dispute
6. A peaceful tribe seeking new territory after a drought devastated their homeland

Boggard Names

Brekka, Glipglop, Guworka, Kerro, Koratar, Kawak, Mukmuk, Rhoka, Verrok

BOGGARD
CHALLENGE 1/4
MEDIUM HUMANOID (BOGGARD)
50 XP

AC 12
HP 13 (3d8; bloodied 6)
Speed 20 ft., swim 40 ft.

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

Proficiency +2; **Maneuver DC** 12
Skills Stealth +4 (+1d4), Survival +2
Senses passive Perception 10
Languages Boggard

ACTIONS

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

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

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

Combat

The boggard uses Vaulting Leap to move around whenever it's not sneaking, essentially doubling its movement speed. When attacking, it uses Vaulting Leap to close with its enemies and deliver a powerful spear attack. While next to a foe, it uses its more accurate bite attack. Once a group of boggards have been reduced to half their number, they retreat, trusting in their stealth to escape.

Boggard Variant: Boggard Bravo

The strongest and most daring boggards rise to become heroes among their people. The boggard bravo is CR ½ (100 XP) and has 27 (6d8; bloodied 13) hit points. It can make the following attack as a bonus action:

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

Boggard Sovereign

Blessed by a mysterious frog-like entity, a boggard sovereign swells to enormous size and gains magical powers it uses to protect and direct its tribe. Boggard sovereigns demand tribute from travelers and nearby peoples.

BOGGARD SOVEREIGN
CHALLENGE 3
LARGE HUMANOID (BOGGARD)
700 XP

AC 13 (natural armor)
HP 67 (9d10 + 18; bloodied 33)
Speed 20 ft., swim 40 ft.

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

Proficiency +2; **Maneuver DC** 13
Skills Stealth +3 (+1d4), Perception +3, Intimidation +3
Senses passive Perception 13
Languages Boggard, Common

ACTIONS

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

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

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

Summon Frog Guardians (1/Day). The boggard magically summons two Medium frog guardians, which wriggle from the ground in an empty space within 30 feet. They follow the boggard's orders and disappear after 1 minute. They have the statistics of boggards except they have Intelligence 2, have no spear attack, and can make a bite attack as part of their Vaulting Leap.

Combat

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

Bugbears

Bugbears are rangy, hairy creatures related to goblins. Nimble and quiet for their size, they are stealthy ambushers and relentless hunters. Along the margins of settled land, the word "bugbear" has become synonymous with hidden terrors lurking in wait.

Fearsome Hunters. Bugbears are skilled trackers and trappers. Despite their size and strength, they rarely attack openly. They strike from hiding; their prey often dies without ever knowing it was being stalked. Bugbears' silent combat efficiency makes them sought after as scouts and mercenaries, and some bugbears make good livings in cities and war camps. Few forest villages open their gates to a bugbear traveler, however—bugbear raids are the stuff of nightmares.

Goblins. Bugbears are related to goblins and hobgoblins and are sometimes found among them. Bugbears are strong enough to rule over goblins, but in a disciplined hobgoblin force they are relegated to the role of scout and ambusher.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Bugbears are stealthy hunters and trackers.

DC 15 Some bugbear tribes are feared raiders, and others are valued as mercenaries and bodyguards.

Bugbear Encounters

Bugbears thrive in any environment.

CR 0–2 1 or 2 bugbears

CR 3–4 3 or 4 bugbears; bugbear with 4 to 6 goblins

Treasure 250 gp, 600 sp, *potion of climbing*, *potion of healing*

CR 5–10 Bugbear chief with 1d4 + 2 bugbears; 2 or 3 bugbears with 1d4 + 3 goblins riding wolves

Treasure 700 gp, 1,200 sp, 5 bloodstones (50 gp each), 4 *potions of healing*, *gloves of missile snaring*

Signs

1. DC 14 Perception check: clump of coarse brown fur caught on something sharp
2. The corpse of a human soldier or bandit, strangled and robbed; DC 14 Perception check discovers big footprints leading away
3. An extinguished campfire
4. A hunting trap (DC 14 to spot)

Behavior

1. On the hunt
2. With a prisoner in a sack
3. Hiding in ambush
4. Looking for mercenary work
5. Scouting for a larger force
6. Looking for a new home after tribe was defeated



7 Owed money by a former boss, and mad about it

8 Working as mercenaries for a nearby faction; wearing breastplate (AC 16)

Names

Bruggek, Gashk, Gnashtooth, Groar, Hrak, Hrorr, Redclaw, Sturg

BUGBEAR

CHALLENGE 1
200 XP

MEDIUM HUMANOID (GOBLINOID)

AC 12
HP 30 (5d8 + 8; bloodied 15)
Speed 30 ft.

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

Proficiency +2; **Maneuver DC** 12
Skills Athletics +4, Stealth +4 (+1d4), Perception +3 (+1d4), Survival +3 (+1d4)
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin

ACTIONS

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

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

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

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

Combat

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

Bugbear Chief

Bugbears grow stronger with age, and their tribes are often led by a silver-pelted and muscular warrior.

BUGBEAR CHIEF

CHALLENGE 4
1,100 XP

MEDIUM HUMANOID (GOBLINOID)

AC 15 (leather brigandine)
HP 71 (11d8 + 22; bloodied 35)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 14
Skills Athletics +6, Stealth +4 (+1d4), Perception +3 (+1d4), Survival +3 (+1d4)
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin

ACTIONS

Multiattack. The bugbear chief makes two attacks.

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

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

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

Combat

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

Variant: Kech

Kech are arboreal, simian humanoids covered with leaf-green camouflage patterns. They are excellent hunters and trappers with a taste for humanoid flesh (but never ape flesh). They rarely leave the green forests and jungles in which they can hide so well. They construct snares and javelins from vines and saplings, and often hide in branches right above head height, grabbing travelers by the throat.

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

Bulette

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

Underground Hunters. Bulettes burrow constantly, never sleeping and claiming no lair for their own. When they tunnel at top speed after quarry, their trail can be marked by a path of disturbed ground racing across a field. They burst from the earth to seize their victim in huge, serrated jaws. A bulette knows no fear and never retreats from battle.

Two-legged Prey. The tremorsense of bulettes is sensitive enough to determine the species of the creatures that walk above them. They primarily hunt humanoids. When bulettes happen upon a settlement, they stay within a few dozen miles indefinitely, eating about one victim per day. They particularly enjoy the taste of halfling. Many a halfling village has been harried into nonexistence by a single bulette.

Prized Armor. Armorers pay well for an undamaged piece of bulette scale, a key ingredient in making enchanted armor.

Legends and Lore

With a Nature or Survival check, characters can learn the following:

DC 10 Bulettes are armor-plated predators that burst up from the ground.

DC 15 Bulettes love halflings and pursue them above other targets (note: this is DC 5 for halflings).

Bulette Encounters

Nowhere is safe from a rampaging bulette, but villages in hilly terrain or on the edges of deserts are particularly at risk.

CR 5–10 bulette

Wilderness Signs

1. Disturbed earth and a tree lying on its side
2. A path of turned-up earth; if you walk on it, you may fall in a sinkhole



3	A dead and partially-eaten beast; nearby are the signs of recent tunneling
4	DC 12 Perception check: a faint scraping underground, like something tunneling; it moves when you move and stops when you stop, as if tracking you

Underground Signs

1	The entrance of a rough earthen tunnel
2	A wall trembles as if a digging creature is about to burst through
3	Quiet rumbling like a distant rock fall
4	A single steely scale

Behavior

1	Bursts out of the ground and attacks on sight
2	Attacking a caravan, marketplace, or holy site
3	Audibly tunneling nearby; it bursts out and attacks you unless you stay still
4	Near an open tunnel, eating human corpses

BULETTE

CHALLENGE 6
LARGE MONSTROSITY
2,300 XP

AC 17 (natural armor)
HP 95 (10d10 + 40; bloodied 47)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (−4)	10 (+0)	8 (−1)

Proficiency +3; **Maneuver DC** 15
Saving Throws Int −1
Skills Perception +3
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages —

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

ACTIONS

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

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

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

REACTIONS

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

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

Combat

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

Cambion



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

Spawn of Evil. Demons and devils sometimes seek to extend their power by seducing or forming pacts with mighty mortals, or breeding children to act as underlings and generals. Most cambions serve their fiendish parent willingly, though some rebel, seeking power for their own ends or even rejecting their evil upbringing altogether.

Carefully Laid Plans. Every cambion wages a constant campaign to increase its own power, either to serve or to fight its parent. Using its ability to change form, a cambion often maintains false identities and surrounds itself with duped minions and allies. It has contingency plans for many eventualities and can readily turn failure into success. It uses its ability to escape to its parent's fiery domain only as a last resort. Once it does so, it remains under its fiendish creator's thumb for some time.

Black Iron Blade. A cambion's weapon often resembles a cruelly barbed black glaive, greatsword, axe, or scythe. A creature that obtains and attunes to it gains a magic weapon that grants resistance to fire damage. Some blades have additional sinister properties. The fiendish creator of a lost black iron blade will stop at nothing to retrieve it.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 A cambion is the winged, horned offspring of a mortal and a fiend.

DC 15 A cambion can change its shape and shrugs off damage from fire, cold, poison, and mundane weapons.

DC 20 Cambions can be bargained with and usually stick to the letter of their agreement.

Cambion Encounters

Cambions live in secret among humanoids, favoring war camps, cities gripped by political turmoil, and other places of strife.

CR 5–10 1 or 2 cambions; cambion with several commoners or nobles; cambion riding a nightmare

Treasure 110 pp, *potion of poison*, *figurine of wondrous power* (obsidian steed)

CR 11–16 Cambion with 1d6 + 7 soldiers; cambion with cult fanatic and 1d6 + 5 cultists; cambion with 2 or 3 doppelgangers

Treasure 3 black opals (1,000 gp each), *adamantine scale mail*, *figurine of wondrous power* (ebony fly)

Signs

1 Merry laughter, long and loud
2 Hoofprints filled with ash
3 A picnic with fine wine, bread, cakes, and a basket of pears, scattered and trampled
4 A charred corpse sitting cross-legged in front of a game board; DC 13 gaming proficiency check: the corpse was one turn away from winning
5 A stone altar, still wet with blood
6 An imp or cultist scout

Behavior

1 Carrying out its master's orders or reporting on its progress
2 Recruiting mighty adventurers for its army
3 Searching for an evil artifact
4 Threatening, bribing, or charming a victim
5 In mortal disguise, pretending to be a young, admiring noble
6 In its lair, executing a subordinate, throwing darts at a painting of its arch-enemy, or yelling at a cracked mirror

Names

Azlea, Belarith, Ilbane, Latharn

CAMBION

CHALLENGE 5
MEDIUM FIEND
1,800 XP

AC 16 (scale mail) or 14 while unarmored
HP 93 (11d8 + 44; bloodied 46)
Speed 30 ft., fly 60 ft.

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

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

ACTIONS

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

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

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

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

BONUS ACTIONS

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

Command. The cambion gives an order to an ally within 60 feet that can hear it. If the ally has a reaction available, it can use it to follow the cambion's order, either taking an action or moving up to its Speed.

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

Combat

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

Centaur

A centaur has the body of a horse and a humanoid's upper body. From a distance, a tribe of centaurs resembles a troop of armed riders, but they are more sure-footed than any cavalry.

Hunters and Gatherers. The keen, far-seeing eyes of centaurs make them excellent hunters and gatherers. They forage for rare medicinal herbs and enjoy brewing flower wine and mead. Their accuracy with the bow is famed, and they harry large game with hit-and-run tactics. These hunting skills make them prized as mercenaries. Even hardened knights blanch before a charge of centaurs equipped with breastplates and lances.

Isolated Tribes. Widely scattered across the world, centaur tribes have little contact with each other and share no common goals. Some range over vast areas, seeking peace and trade with all whose lands they cross. Others claim wide steppes as their hunting preserves, attacking any that dare to poach in their territory. Still others live in hidden forests, studying prophecies and consulting spirits.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Centaurs are creatures with the bodies of horses and the torsos of humanoids. Some are far-ranging nomads, while others spend their lives guarding secluded glades.

DC 15 Centaurs are skilled archers and fearsome skirmishers that trample foes beneath their hooves.

DC 20 While some centaurs are peaceful, others are fiercely territorial and attack strangers on sight.

Centaur Encounters

Centaurs range across open plains or protect hidden fey forests.

CR 0–2 Centaur
Treasure healing herbs which act as 2 *potions of healing*

CR 5–10 3 to 5 centaurs
Treasure healing herbs which act as a *potion of greater healing, bracers of archery*

Signs

1–2	Hoofprints
3	Distant sound of galloping hooves
4	An arrow stuck in the ground or a tree
5	DC 14 Perception check: a small sign or glyph carved 7 feet up on a tree or rock
6	DC 16 Perception check: a long strand of hair caught on a thorn bush

Behavior

1	Reading an omen by observing the sky or casting bones
2	Gathering herbs and fruit; have potions and herbs to sell
3	Recently attacked by human raiders; may mistake you for the raiders
4	Pretend to be friendly and try to lead you into a trap or ambush
5	Attack on sight
6	Engaging in races and archery contests; outsiders are welcome to compete
7	Hunting
8	Being preyed upon by a foe they can't defeat

Names

Caestra, Cimix, Elflock, Iris, Kratalos, Swiftbranch



CENTAUR

LARGE FEY

CHALLENGE 2
450 XP

AC 13

HP 45 (6d10 + 12; bloodied 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Proficiency +2; **Maneuver DC** 13

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

Senses passive Perception 17

Languages Common, Elvish, Sylvan

ACTIONS

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

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

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

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

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

Combat

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

Variants: Horned Tauric

Some centaur tribes resemble quadrupeds other than horses. These centaur variants are called taurics.

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

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

Chimera

In eons past, a cult of demon worshippers welcomed their dark lord to the mortal world with a gift of 999 beasts of the earth, air, and sea. Displeased with this meager offering, the half-mad demon prince divided the beasts into groups of three and fused them into terrible monstrosities, which he loosed to hunt his former servants. Through the ages, heroes have slain some of these ancient chimeras, but many continue to terrorize the world.

Multitudinous Monstrosities. The most recognizable chimera is an amalgam of a goat, a lion, and a dragon, but a nearly limitless variety of chimeras exist. Some exhibit the behaviors of the beasts that comprise them, but all chimeras share the viciousness of their demonic creator. Chimeras claim territory in lands far removed from civilization. Adventurers might encounter a chimera atop a windswept crag, within a trackless jungle, or—in the case of chimeras formed from aquatic beasts—inside a grotto deep beneath the waves.

Blasphemous Rites. Since the creation of the first chimeras, various cults have learned the magic to create more of these horrible monsters. The ritual requires three different living animals, which form the new chimera once the ceremony is complete. Cultists typically collect the most ferocious creatures they can find for this unholy rite, to ensure the newborn terror pleases their infernal master. Territorial and with several pairs of eyes always on alert, a chimera makes a fearsome guardian.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 A chimera is a three-headed, winged monster with a goat, lion, and dragon head.

DC 15 There are many types of chimeras besides the goat-lion-dragon type, often with heads that match the environment in which they live.

Chimera Encounters

Chimeras terrorize wild places everywhere.

CR 5–10 Chimera

Treasure 800 gp, 1,000 sp, incomplete bestiary (50 gp), *spell scroll* of *invisibility*, *wand of wonder*

Signs

1	Charred trees
2	Tracks: a mix of big-cat and hoof prints
3	A charred corpse
4	A distant roar

Behavior

1	In its lair, resting on bones and treasure
2	Returning to its lair with a prize in its mouth, such as a dying human or a bloody, ring-encrusted hand
3	Two of its heads are fighting with one another
4	Flying overhead looking for prey
5	In aerial combat against a wyvern
6	Toying with a group of terrified merchants or other travelers



CHIMERA

CHALLENGE 7

LEGENDARY LARGE MONSTROSITY

2,900 XP

AC 13 (natural armor)

HP 114 (12d10 + 48; bloodied 57)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	3 (−4)	16 (+3)	10 (+0)

Proficiency +3; **Maneuver DC** 15

Saving Throws Con +7, Int −1, Wis +6

Skills Perception +6 (see Three Heads)

Senses darkvision 60 ft., passive Perception 21

Languages —

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

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

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

ACTIONS

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

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

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

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

REACTIONS

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

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

LEGENDARY ACTIONS

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

Bite. The chimera uses its Bite attack.

Claw. The chimera uses its Claw attack.

Combat

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

Variants: Regional Chimeras

There are many types of chimera, often composed of animals native to a particular habitat. Their statistics and attacks are nearly identical to those of the standard chimera. Some regional variations include:

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

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

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

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

Tundra chimera. Polar bear bite, elk headbutt, and white dragon breath weapon. This chimera is immune to cold damage and its breath weapon deals cold damage.

Chuul

Though they bear many of the physical characteristics of crustaceans, chuuls are not natural creatures. Eons ago, the aboleth created chuuls to serve as custodians for their humanoid thralls. With the decline of the aboleth empire, most chuuls now exist in solitude, patiently awaiting the return of their aquatic masters.

Deep Conditioning. Chuuls are intelligent enough to understand language—or, as is more often the case, the telepathic dictates of their aboleth overlords. Few chuuls, however, exhibit any sort of free will. A chuul without its master will follow the last orders it received, mindlessly patrolling a certain area or attacking any humanoid it encounters. Chuuls reproduce by laying eggs, but they do not age, meaning the oldest chuuls have spent countless centuries carrying out the mandates of long-departed masters.

Warped by Magic. Chuuls can sense magic and often hoard magic items they find on the bodies of their victims. Some even decorate their exoskeletons with these enchanted treasures, drawing on their power in a rudimentary way. Still others are warped by the proximity of magic, growing to incredible size or twisted into aberrations so horrific that normal chuuls look ordinary by comparison.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 15 Aboleths created chuuls as servants. Chuuls are more intelligent than they appear and can detect magic but have no desires of their own.

DC 20 A chuul's tentacles drip a powerful paralytic toxin.

Chuul Encounters

Chuuls stalk underwater caverns or keep watch over sunken ruins.

CR 5–10 1 or 2 chuuls; spell-warped chuul
Treasure 3 spheres enchanted with different colors of *continual flame* (25 gp each), *spell scrolls* of *magic missile* and *sleep* inscribed on bronze tablets, *spellguard shield*

CR 11–16 3 chuuls; spell-warped chuul with 1d4 aboleth thralls (see aboleth)

Treasure magic chess board that plays black at novice skill level (25 gp), *pearl of power*, *+1 trident*

Signs

1. An armor-clad skeleton, its breastplate crushed by some incredible force
2. A brief distortion in the weave of magic that spellcasters in the area automatically detect
3. A shipwreck, its hull torn open like paper
4. A clutch of slimy, yellow-green egg sacs

Behavior

1. Lured by the presence of magic, now waiting to ambush the party
2. Guarding the gates of an abandoned underwater city
3. Admiring the magic ring it wears on its tentacle
4. Leading a group of shackled humanoid captives
5. Locked in mortal combat with a giant shark
6. Oblivious to its surroundings as it receives a psychic message from its master

CHUUL

CHALLENGE 5
1,800 XP

LARGE ABERRATION

AC 16 (natural armor)

HP 93 (11d10 + 33; bloodied 46)

Speed 30 ft., swim 40 ft.

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

Proficiency +3; **Maneuver DC** 15

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Deep Speech but can't speak

Amphibious. The chuul can breathe air and water.

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

ACTIONS

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

Pincer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Large or smaller target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). When carrying a grappled creature, the chuul can move at full speed. A pincer that is being used to grapple a creature can be used only to attack that creature.



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

Combat

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

Variants: Spell-Warped Chuul

Exposure to magic transforms some chuuls into terrifying monstrosities.

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

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

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

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

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

Cloaker

Cloakers resemble flying stingrays with long, whip-like tails and sharp teeth. They are stone-gray on their top sides and pallid corpse-like white on their lower. When at rest clinging to a wall, a cloaker bears an uncanny resemblance to a hanging cloak, its two rows of black eyes resembling buttons.

Alien Language. Cloakers are often believed to be instinct-driven predators, but they are in fact highly intelligent creatures that communicate over vast underground distances with their moans, most of which are inaudible to humanoids. A creature that could hear and understand the full range of the cloaker's haunting language might be forewarned of underground menaces—and might learn secrets best unknown.

The Nightfall. Though cloakers are clearly intelligent, their motivations have always been a mystery. Recent discoveries, however, reveal that cloakers possess a strange fascination with an event they call the "Nightfall." In preparation for the Nightfall, they have begun to study the progress of celestial bodies through the heavens and—most disturbingly—eclipses. Some scholars now speculate that cloakers plan a planet-wide invasion of the surface world.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 15 Cloakers are monsters that resemble draped black cloth. They suffocate the unwary.

DC 20 Cloakers are intelligent creatures with mind-twisting powers. They fear light.

Cloaker Encounters

Alone or in flocks, cloakers swoop and soar through the lightless caverns beneath the earth.

CR 5–10 Cloaker; cloaker with 1d4 grimlocks; cloaker with 1d4 darkmantles

Treasure *hat of disguise*



CR 11–16 2 cloakers; cloaker with rug of smothering and 1d3 suits of animated armor

Treasure *cloak of elvenkind, cloak of the manta ray*

Signs

1. A distant eerie moan
2. A dead monster such as a minotaur (possibly with treasure); DC 14 Medicine check reveals that the monster was strangled to death
3. An everburning torch inscribed with a warning against the dangers lurking in the dark
4. An altar crudely carved with alien spiral patterns

Behavior

1. Hunting in the shadows
2. Flitting about an ancient orrery which presages an eclipse
3. Clinging to the wall like a cloak on a hook
4. In a cobwebbed, furnished area, masquerading as a black curtain, tablecloth, cloak, or similar item; DC 16 Perception check reveals that everything is dusty except the cloaker

CLOAKER

CHALLENGE 8
3,900 XP

LARGE ABERRATION

AC 13
HP 97 (13d10 + 26; bloodied 48)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Proficiency +3; **Maneuver DC** 15
Saving Throws Wisdom +4
Skills Stealth +6 (+1d4)
Damage Resistances bludgeoning
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech, Undercommon

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

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

ACTIONS

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

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

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

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

REACTIONS

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

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

Combat

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

Variant: Sand Ray

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

The shroud ray has a swim speed instead of a fly speed and can only breathe underwater. For either variant, the cloaker's False Appearance trait is replaced with the following:

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

Clockworks

Clockworks are constructs of steel and bronze that perform complex routines. Clockworks are neither living nor magical, but their clever engineering can make them appear to be both.

Nonmagical Guards. In a world where magic prevails, mundane engineering is rarely appreciated. But clockwork constructs have one advantage that sets them apart from magical inventions—their very lack of magic. Dungeon architects pay princely sums for complex nonmagical sentries, knowing all too well that thieves have many tools to detect and bypass magic.

Authorization Required. Clockworks perceive the world using delicate sensors capable of picking up the slightest vibrations. They sense shape but not color, and are not fooled by visual illusions. Nevertheless, they are able to identify individual creatures by their shape, size, and behavior. They can be programmed to allow authorized creatures to enter an area, while attacking or monitoring intruders.

Creations of Routine. Clockworks follow instructions built into them by their creators. While these instructions can be very complex, clockworks don't think and don't learn. If you trick a clockwork once, you can do so again the next time you meet it.

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

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

Legends and Lore

With an Engineering or History check, characters can learn the following:

DC 15 Engineers and artificers can build metal spiders, suits of armor, and larger constructs out of nothing but gears and springs.

DC 20 Clockworks are not magical and don't think or learn. Given the same situation, they will always act the same way.

Clockwork Encounters

Clockworks guard palaces, fortresses, and ancient tombs.

CR 0–2 bolt-thrower; 1d4 clockwork spiders

CR 3–4 clockwork sentinel; 2 bolt-throwers; bolt-thrower with animated armor

CR 5–10 crusher; clockwork sentinel with 1 to 3 bolt-throwers

Signs

1. Ruts worn into stone floors
2. Distant clanks, clicks, and hisses
3. Workbenches containing artisan tools, gears, springs, and the like
4. Inert and half-assembled engineering projects

Behavior

1. Patrolling: attacks intruders on sight
2. Stationary: attacks if intruders take certain forbidden actions
3. Malfunctioning: emitting sparks as it walks in a circle or performs some useless activity. Attacks if interacted with
4. Follows a list of preprogrammed instructions

Bolt-Thrower

Bolt-throwers are among the most common and affordable clockworks, highly valued for their versa-



tility. Bolt-throwers are usable anywhere there's a wall, ceiling, or roof, and are not as time-intensive to create as their more complex counterparts.

BOLT-THROWER

CHALLENGE 2
450 XP

SMALL CONSTRUCT

AC 14 (natural armor)
HP 44 (8d6 + 16; bloodied 22)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	1 (–5)	6 (–2)	1 (–5)

Proficiency +2; **Maneuver DC** 13
Skills Perception +0 (+1d8)
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond that range), passive Perception 14
Languages —

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

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

ACTIONS

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

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

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

Combat

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

Clockwork Sentinel

A luxury only the truly wealthy can afford, clockwork sentinels are among the most complicated clockworks in existence. They can take years or even decades to build, but once complete they are exceptionally durable. A clockwork sentinel can remain functional for hundreds of years, faithfully watching over their owners—or the halls of their long-abandoned estates—for generations.

CLOCKWORK SENTINEL

CHALLENGE 4
1,100 XP

MEDIUM CONSTRUCT

AC 18 (natural armor)
HP 60 (8d8 + 24; bloodied 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	1 (–5)	6 (–2)	1 (–5)

Proficiency +2; **Maneuver DC** 13
Skills Athletics +5, Perception +0 (+1d4), Survival +0 (+1d4)
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond that range), passive Perception 12
Languages —

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

ACTIONS

Multiattack. The sentinel attacks three times.

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

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

BONUS ACTIONS

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

REACTIONS

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

Combat

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

Gear Spider

Although they don't attract as much attention as larger constructs, gear spiders are extremely sophisticated devices. Contained within their elliptical bodies are rudimentary image-recording devices

and high-functioning logic engines that make them "smarter" than their peers. They're familiar with a territory and able to recognize when something has been altered or changed. They are limited in their use but superior to many living guards and spies: untiring, relentless, impartial, and with faultless visual memories.

GEAR SPIDER

CHALLENGE 1/2
TINY CONSTRUCT
100 XP

AC 13 (natural armor)
HP 28 (8d4 + 8; bloodied 14)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	12 (+1)	2 (–4)	6 (–2)	1 (–5)

Proficiency +2; **Maneuver DC** 12
Skills Perception +0, Stealth +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 10
Languages —

ACTIONS

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

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

BONUS ACTIONS

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

Combat

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

Crusher

Heralded by many sages as a pinnacle of engineering, the crusher is a wheeled, cube-like contraption that rolls a massive stone cylinder in front of it. Stories of explorers being crushed beneath its cylinder are not exaggerations, however, and only the bravest or best-equipped adventurers can face off against one of these constructs.

CRUSHER

CHALLENGE 10
LARGE CONSTRUCT
5,900 XP

AC 20 (natural armor), 14 while prone
HP 115 (11d10 + 55; bloodied 57)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	1 (–5)	6 (–2)	1 (–5)

Proficiency +4; **Maneuver DC** 17
Skills Perception +2
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond that range), passive Perception 12
Languages —

ACTIONS

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

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

BONUS ACTIONS

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

Combat

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

Cockatrice

A grotesque amalgam of rooster and reptile, the cockatrice would be comedic if it weren't so vicious. With wicked talons and a petrifying bite, this diminutive creature attacks at the slightest provocation, making it a fearsome pest for farmers and adventurers alike.

Alchemical Eggs. A cockatrice lays clutches of three to five eggs, incubating them for fifteen days before they hatch. Many alchemists, wizards, and other arcane practitioners value the eggs for their magical properties, but only if the eggs are harvested within the first five days of incubation: after that, the growing chick alters the makeup of the egg, rendering it alchemically inert. The shells can be collected after hatching, though they're far less potent. A cockatrice chick's egg tooth, however, sells for a pretty penny to the right merchant.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Cockatrices are fierce chicken-like birds that can turn creatures to stone.

DC 15 A cockatrice's bite turns a creature to stone for one day.

Cockatrice Encounters

Cockatrices nest in the wild and underground, but they dislike cold regions.

CR 0–2 1 or 2 cockatrices; cockatrice hidden among a flock of chickens

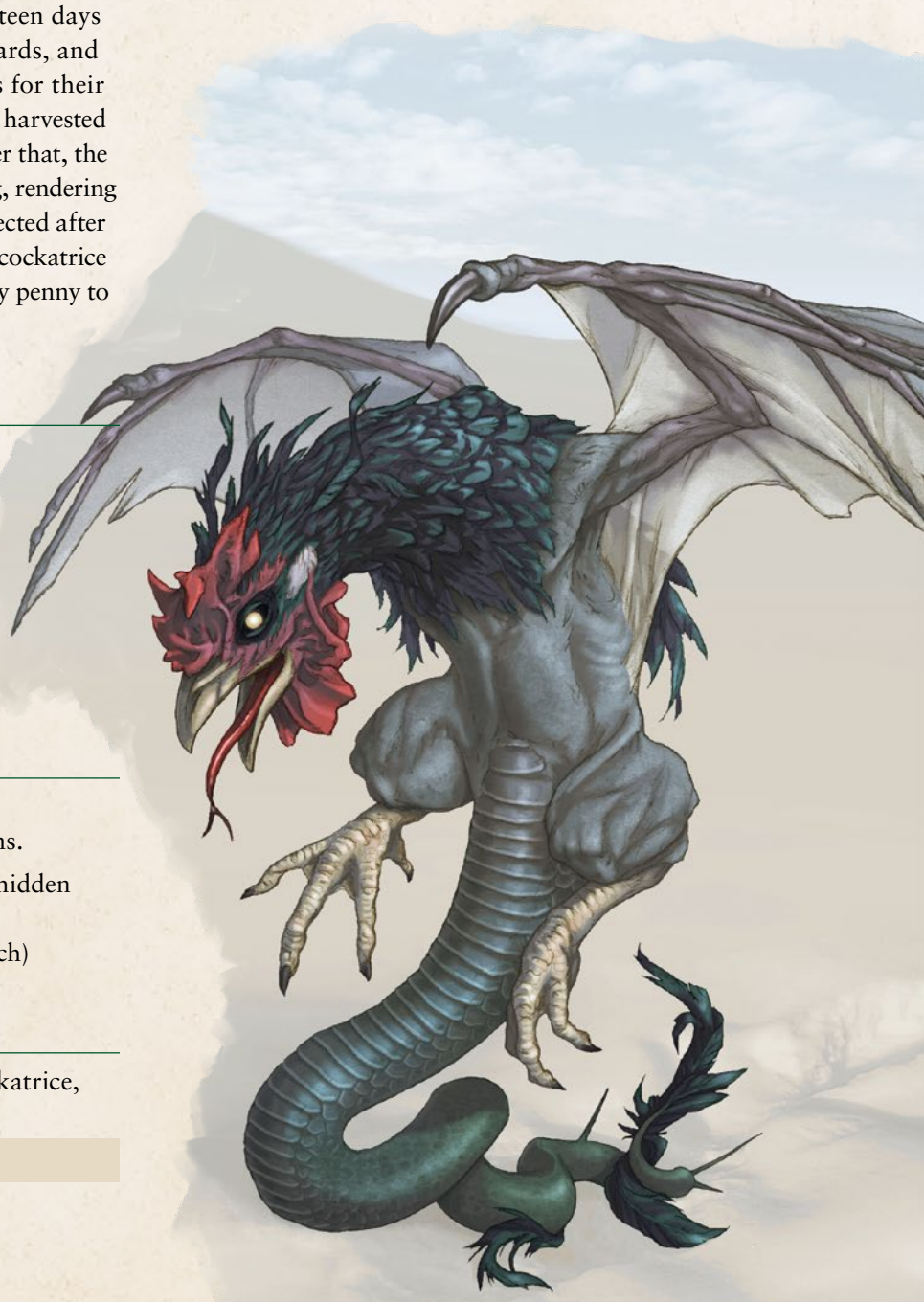
Treasure 3 cockatrice eggs (25 gp each)

Signs

1–2	Realistic statue of a goblin, rat, cockatrice, or other creature
3	Chicken footprints
4	A distant rooster crow

Behavior

1–2	Flies into a frenzy and attacks intruders
3	Gulping down beetles; attacks if disturbed
4	Sleeping with its head under its wing
5	Trying to peck its way out of a sack
6	Strutting around a statue, possibly of someone the party knows



COCKATRICE

CHALLENGE 1/2
100 XP

SMALL MONSTROSITY

AC 12

HP 27 (6d6 + 6; bloodied 13)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	12 (+1)	2 (–4)	12 (+1)	5 (–3)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 60 ft., passive Perception 11

Languages —

ACTIONS

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

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

REACTIONS

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

Combat

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

Variant: Coralfish

The ornery and brightly-colored coralfish lives in coral reefs. It bites any creature that approaches it. Its statistics are identical to the cockatrice except its only movement mode is a swim speed of 40, it can only breathe underwater, and its petrification effect turns creatures into brightly-colored coral statues for 24 hours.

Couatl

The couatl is breathtaking in its beauty and benevolent in its demeanor. A solitary being of wisdom and insight, the couatl is rarely seen outside its lair. Most civilizations consider couatls the stuff of legends.

Solitary Guardians. The gods created couatls to guard places of power or to carry out a single task of divine importance. Some couatls have completed their tasks and are free to wander the planes—these couatls are drawn to buried libraries, ruins of forgotten civilizations, and other sources of lost knowledge. If another couatl already guards its destination, the couatl continues on; otherwise, it remains in that location as its de facto protector until it feels it is no longer needed, or until another call lures it away.

Knowledge Seekers. Occasionally, a couatl is drawn to a populated settlement. In these cases, the couatl disguises its appearance and walks among the people, learning what it can from the living, teeming civilization around it.

Legends and Lore

With a Nature or Religion check, characters can learn the following:

DC 15 Legends tell of flying snakes that inhabit holy places.

DC 20 Couatls are wise, celestial beings that guard holy places and possess lost knowledge. They can cast spells and adopt the forms of humanoids or beasts.

Couatl Encounters

Couatls most often inhabit forests and jungles but can be found guarding any holy place.

CR 3–4 couatl; couatl with 1d4 winged snakes; couatl with 1 or 2 acolytes; couatl with faerie dragon

Treasure broken sword (if reforged under certain circumstances it may become a magical weapon), *necklace of prayer beads*



Signs

1. Flying snakes fluttering peacefully nearby
2. Brilliant foliage and jewel-like flowers
3. A shrine heaped with offerings
4. Dragonflies buzzing around bright flowers; DC 13 Perception or Nature check reveals that the dragonflies are actually tiny winged snakes

Behavior

1. In its lair, guarding a jewel-like egg or holy treasure
2. In human form, with a treasure, message, or request for help
3. Waiting to fulfill its part in an ancient prophecy
4. With a mystical sense it will die soon; in the meantime, willing to enter into any dangerous scheme that advances the cause of good

COUATL

CHALLENGE 4
1,100 XP

MEDIUM CELESTIAL

AC 16 (natural armor)
HP 85 (10d8 + 40; bloodied 42)
Speed 30 ft., fly 90 ft.

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

Proficiency +2; **Maneuver DC** 14
Saving Throws Con +6, Wis +7, Cha +6
Skills Perception +7, Persuasion +6, Religion +6
Damage Resistances psychic, radiant; damage from nonmagical weapons
Senses truesight 120 ft., passive Perception 17
Languages all, telepathy 120 ft.

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

At will: *detect evil and good*, *detect magic*
3/day each: *create food and water*, *detect thoughts*, *lesser restoration*
1/day each: *dream*, *greater restoration*, *scrying*

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

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

ACTIONS

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

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

until the poisoned condition ends or a creature uses an action to shake the target awake.

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

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

REACTIONS

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

Combat

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



Cyclops

The cyclops is a fearsome, one-eyed giant. Though imposing in size and strength, it lacks anything resembling a quick wit or critical thinking skills, making it easy to trick.

Simple Folk. Cyclopes live isolated lives, either completely alone or with a small family group, raising sheep and other herd animals and bartering with their own kind. They are not interested in greater intellectual pursuits and do not fare well in social situations or at games of wit or reason. Illusions confuse them, riddles frustrate them, and flashy displays of magic can cause an aggressive cyclops to back off quick. Adventurers must be wary, however: there's a fine line between intimidating and terrifying, and a panicked cyclops is even more violent than an angry one.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Cyclopes are simple, one-eyed giants who often live in caves or ruins.

DC 15 Cyclopes are not always hostile, but they rarely respond well to creatures who move or talk too quickly.

Cyclops Encounters

Cyclopes make their homes in caves, ruins, forests, or other far-flung locales.

CR 5–10 cyclops; cyclops with ogre; cyclops with 1d4 + 2 goblins; cyclops with 1d4 giant goats
Treasure 500 gp, 1,100 sp, dozens of marble figurines of cyclopes of all ages (250 gp)

CR 11–15 2 cyclopes; cyclops with 2 or 3 cave bears; cyclops myrmidon
Treasure 1,800 gp, gold ewer (750 gp), *potion of supreme healing*, single *eye of minute seeing*, *shield of missile attraction*

Wilderness and Underground Signs

1 Filthy, musty smell

2 Distant hoarse bellowing

3	A splintered club or shattered boulder
4	Immense bare footprints
5	The ground trembles with distant, huge footfalls
6	A corpse pinned beneath a big rock

Wilderness Behavior

1	Guarding prisoners for when it gets hungry
2	Tending livestock such as giant goats
3	Ripping down a tree to craft a club
4	Living in an ancient ruined shrine, using a fallen statue as a bench

Underground Behavior

1	Trying to smash a locked or stuck door
2	Herding giant spiders
3	Patrolling for an evil master
4	a wise cyclops seer with the ability to cast *arcane eye* once per day: will give you information for food and treasure

Names

Arges, Hephontus, Tiryn, Yellow-Eye

CYCLOPS

HUGE GIANT — CHALLENGE 7, 2,900 XP

AC 13 (natural armor)

HP 126 (11d12 + 55; bloodied 63)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	8 (–1)	10 (+0)	10 (+0)

Proficiency +3; **Maneuver DC** 16

Skills Animal Handling +3, Survival +3

Senses passive Perception 10

Languages Giant

Panicked Rage. While a cyclops is frightened and the source of its fear is in sight, it makes attack rolls with advantage instead of disadvantage.

Poor Depth Perception. The cyclops makes all ranged attacks with disadvantage.

ACTIONS

Multiattack. The cyclops makes two melee attacks.

Club. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 120 ft. (see Poor Depth Perception), one target. *Hit:* 32 (5d10 + 5) bludgeoning damage.

BONUS ACTIONS

Thick Skulled (1/Day). The cyclops can end one condition on itself that was imposed through a failed Wisdom saving throw.

REACTIONS

Big Windup. When a creature hits the cyclops with a melee attack, the cyclops readies a powerful strike against its attacker. The cyclops has advantage on the next club attack it makes against the attacker before the end of its next turn.

Combat

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

Variant: Cyclops Myrmidon

Although cyclopes are not naturally warlike, their toughness, strength, and gullibility make them useful pawns for warlords and conquerors. A well-armored and armed cyclops makes a fierce soldier.

A cyclops myrmidon is CR 10 (5,900 XP). It wears splint armor (AC 17) and wields an immense, long-handled maul. It has the following melee attack instead of a club.

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

Variant: Merclops

A merclops is a denizen of the deep ocean resembling a huge, one-eyed merfolk.

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

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

Darkmantle

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

Ceiling Skulkers. A darkmantle resembles a squid with flaps of skin connecting its tentacles to form a flowing mantle. It has a conical body and soft, flexible skin that can change both color and texture, allowing it to blend in perfectly with its surroundings. When flocks of darkmantles roost upside down in pitch-black caverns, they resemble stalactites—until they take flight. They use echolocation to navigate the magical darkness they create before wrapping themselves around the heads of their prey.

Hunting Companions. Intelligent cavern denizens, such as shadow elves and cloakers, sometimes domesticate darkmantles. While a darkmantle can be trained like a falcon or hunting dog, it is not judicious in its choice of target. In settled areas, darkmantles can pose a serious threat to small pets, children, and halflings.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 The shape of a darkmantle's body and the rocky texture of its skin make it indistinguishable from a stalactite, so long as it remains still.

DC 15 Before it strikes, a darkmantle surrounds itself with an aura of magical darkness. While doing so, the darkmantle relies on echolocation to find its way.

DC 20 Darkmantles are about as intelligent as dogs. They gather in flocks and can be trained to serve as guardians or hunting animals.

Darkmantle Encounters

Darkmantles lurk in caves and caverns.

CR 0–2: 1 or 2 darkmantles; darkmantle and swarm of bats

CR 3–4: 3 to 5 darkmantles; 2 darkmantles and 1 to 3 piercers; darkmantle and 1d4 giant bats

Treasure 200 gp, 300 sp, blood-spattered map

Signs

1–3	Stalagmites and stalactites
4	A distant scream, suddenly cut off; investigation leads to a dead humanoid, such as a shadow elf
5	DC 14 Perception check: High, barely-audible squeaks
6	A drop of blood or mucus falls from the ceiling

Behavior

1–2	Indistinguishable from stalactites unless examined; ambush anything that passes by
3	Flitting around like big bats
4	Caring for a clutch of stone-colored eggs



DARKMANTLE

SMALL MONSTROSITY — CHALLENGE 1/2 — 100 XP

AC 11

HP 22 (5d6 + 5; bloodied 11)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	2 (–4)	10 (+0)	5 (–3)

Proficiency +2; **Maneuver DC** 13

Senses blindsight 60 ft., passive Perception 10

Languages —

Echolocation. The darkmantle can't use blindsight while deafened.

False Appearance. While motionless, the darkmantle is indistinguishable from rock.

ACTIONS

Multiattack. The darkmantle uses Darkness Aura and makes a crush attack.

Darkness Aura. A 15-foot-radius area of magical darkness emanates from the darkmantle, spreading around corners and moving with it. Darkvision and natural light can't penetrate it. If the darkness overlaps with an area of light created by a 2nd-level spell or lower, the spell creating the light is dispelled. The darkness aura lasts for 10 minutes or until the darkmantle takes damage.

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

Combat

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

Demilich

While a lich's unnatural semblance of life can last for millennia, the passing centuries blunt its ambitions and crumble its bones to dust. A demilich is what remains when a lich's body and spirit have all but decomposed, leaving behind only a gem-encrusted skull and perhaps a few bone shards. The demilich lies dormant and dreams of past glories or arcane mysteries. Only an immediate threat against itself or its treasure hoard can rouse it to unleash the arcane energies it once mastered.

Swirling Dust. When a demilich isn't active, it is indistinguishable from an inanimate gemmed skull lying amidst bone powder. When it moves or attacks, the dust of its former body swirls around it in a wraithlike form that gestures as if casting spells.

Soul Gems and Warding Gems. An ancient lich can extend its unnatural lifespan by binding its soul to one or two flawless gems set in its skull, usually in its eye sockets. When a jeweled lich's bones finally molder past recognition, these soul gems preserve its skull and prevent its soul from passing on.

The demilich can use these gems to trap and devour the souls of those who interrupt its repose. Each devoured soul increases the demilich's power and prolongs its existence. A soul gem looted from a defeated demilich can be sold for 10,000 gp or more.

A demilich's skull is often set with up to five smaller gems, often on its forehead or teeth. These gems are warded to protect the demilich against enemy spells. Each warding gem is worth 1,000 gp.

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

Trapped Lair. Demiliches take great care to protect their final resting place. The approach to a demilich's lair is laden with traps and patrolled by undead and construct guards. Riddles guide explorers to (or away from) the demilich's innermost sanctum. Their lairs are often warded against teleportation and planar travel. Many demiliches fill their lairs with decoy skulls plastered with impressive-looking (but worthless) jewels.



Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 15 A demilich is what remains of a lich after all but the skull has crumbled to dust. It has forgotten its spells but is still dangerous.

DC 20 A demilich can trap a creature's soul in a gem set on its skull. Destroying the gem is the only way to rescue the trapped creature.

Demilich Encounters

Demiliches are found in well-hidden lairs in any environment.

CR 17–22 demilich

Treasure 2 gems set in skull (10,000 gp each), 40 inanimate skeletons with gemmed eyes (80 gems worth 50 gp each), *mirror of life trapping* (used as one of the lair's defenses), *+1 plate armor* with a golden gauntlet (while attuned to the armor, the wearer can cast *cure wounds* at 3rd-level, 1/day)

CR 23–30 demilich with stone guardian; demilich with 2 or 3 skeletal champions; demilich with 1 or 2 elementals

Treasure 2 gems set in skull (10,000 gp each), 500 pp, 2,300 gp, *spell scroll* of *plane shift*, *spell scroll* of *maze*, *sphere of annihilation* (used as one of the lair's defenses)

CR 31–40 demilich mastermind

Treasure 4 gems set in skull (50,000 gp each), *Ioun stone of greater absorption*

Signs

1. A trapdoor in a tomb, ziggurat, or barrow
2. A door set in the mouth of a giant skull
3. A cryptic message etched into a wall, such as "Endless Life through the Doors of Death"
4. A riddle indicating which object contains a key to a magically locked door

Sinister Riddles in a Demilich Dungeon

1. "We build castles and hold up the sea. We measure your days of mortality." (sand)
2. "This house can be bought but the dweller won't pay. You hope and you pray that the dweller will stay." (coffin)
3. "The thief evades the watchman's eye, the guard dog's nose, the lich's curse. He finds the treasure, picks the lock, but he is killed by a part reversed. What killed the thief?" (trap)
4. "By the window all night weeping, with each tear your life goes seeping. Wax as you wane! What are you? Explain!" (candle)

Lair Features

Each demilich carefully prepares its tomb to ward off or trap intruders for centuries. Choose or roll one or more of the following lair features for the chamber containing the demilich:

1 The first time on a creature's turn that it moves at least 5 feet without flying, it disturbs the yellow mold that covers every surface.

2 Whenever a creature other than the demilich tries to use a teleportation or planar travel effect, the effect fails, and the creature takes 22 (4d10) force damage.

3 The lair is crammed with traps of every type. If a character ends its turn without having moved, it is targeted by a trap. The trap has a +10 attack bonus and deals 10 (3d6) damage. Roll a d6 to determine the trap's nature and damage type: 1 dart trap (poison), 2 swinging blade (slashing), 3 crossbow bolt (piercing), 4 electrified surface (lightning), 5 gout of flame (fire), 6 collapsing ceiling segment (bludgeoning, and the creature's space becomes difficult terrain).

4 Heaps of skulls set with false gems make the floor difficult terrain. The demilich can Hide among the skulls as a bonus action.

DEMILICH

CHALLENGE 18
LEGENDARY TINY UNDEAD
20,000 XP

AC 20 (natural armor)

HP 159 (29d4 + 87; bloodied 79)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	24 (+7)	16 (+3)	24 (+7)	22 (+6)	20 (+5)

Proficiency +6; **Maneuver DC** 21

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

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

Damage Immunities necrotic, poison, psychic; damage from nonmagical weapons

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

Senses truesight 60 ft., passive Perception 22

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

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

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

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

ACTIONS

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

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

LEGENDARY ACTIONS

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

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

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

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

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

Combat

The demilich stays immobile unless intruders take actions that threaten it or its treasure hoard. It then flies into the air, taking care to stay at least 50 feet above enemies. It uses Devour Soul on each of its turns, targeting its biggest threat. It uses Telekinesis and Ringing Laugh when it's able to do so from a distance. If creatures are within 30 feet of it, it uses Dust Storm and tries to move away. When reduced to 40 hit points or fewer, it uses Cranial Transposition to swap places with a decoy skull (if one is available) to give the impression that it has been defeated. It will not willingly leave its lair.

Variant: Demilich Mastermind

The powerful demilich Medon doesn't molder inside a deserted tomb. Instead, he lets those who don't understand his true nature carry him around. While inactive, the Skull of Medon can be used as a +3 wand of the war mage that, once per day, allows the owner to use the demilich's Devour Soul ability on a target of the owner's choosing. When the time is ripe, the Skull of Medon reveals himself as a demilich, devouring his owner's soul and then flying to a spot where another powerful spellcaster can discover him.

Medon has four soul gems instead of two, each worth 50,000 gp. Each soul gem acts as a soul vessel: when the demilich is destroyed, he can reform around any one of them. The Skull of Medon can be permanently destroyed only by defeating him, then destroying each of the gems.

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

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

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

Demons

Demons embody the destructive nature of chaos. Whereas most scholars believe that devils were once fallen angels (or the souls of mortals corrupted by them) demons arise spontaneously from the formless havoc of the Abyss. Most demons are little more than mindless monsters, and even the shrewdest demon lord is gripped by a madness that mortals can't fathom. Distracted by neither compassion nor logic, the gnashing hordes of the Abyss are an unrelenting engine of destruction.

Never-Ending Chaos. Like the plane from which they spring, demons seem to be infinite in number. While a particularly crazed or evil mortal might transform into a demon upon their death, far more often it is the Abyss itself that spawns these foul creatures. The process never ceases and—judging from the billions of demons that currently exist—has been occurring since the dawn of time. To make matters worse, a demon killed on the Material Plane re-forms in the Abyss eager to resume its campaign of destruction. The only way to destroy a demon permanently is to slay it in the Abyss. But for every demon that falls, a thousand others clamor to take its place.

Existential Threat. The threat demons pose to the multiverse is so profound that even angels and devils may join forces to oppose them. Though brilliant tacticians, devils understand the hordes of the Abyss outnumber them and have turned occasionally to the armies of Heaven to bolster their ranks. Angels, for their part, grudgingly recognize that Hell's willingness to fight unfettered by morals has proven effective, even if they refuse to break those shackles themselves. Though never entered into happily, both angels and devils agree such alliances are preferable to complete annihilation.

Abyssal Incursions. As with other extraplanar creatures, mortals can use magic to summon individual demons to the Material Plane. Even the mightiest wizard, however, lacks the power to call an entire horde of demons from the Abyss. Instead, demons invade the mortal world through tears in the fabric of reality itself. Such rifts allow an unending stream of demons to pour through and wreak destruction like a plague. Even after the rift is sealed, the surrounding landscape remains blighted for generations afterward.

Cults of Madness. Demon lords care nothing for the mortals who worship them, yet this does not stop some crazed individuals from venerating them as gods. When these troubled souls find each other, cults will form, especially if one of its members proves to be a charismatic leader. Demon cultists are often bound together by the mistaken belief that their activities will earn them favor with the demon lord they serve. Just as often, however, they are twisted sadists or simply nihilistic, eager to throw away their lives if doing hastens the destruction of the world.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Demons are fiends spawned from the Abyss. They are creatures of pure chaos: even the most intelligent demon can't be reasoned with.

DC 15 Poison can't adversely affect a demon's alien physiology. They shrug off much of the damage caused by cold, fire, lightning, and mundane weapons.

DC 20 The most powerful demons are even more resilient. They entirely ignore the effects of many magic spells.

Demon Encounters

Demons are native to the Abyss but can threaten any part of the world if summoned or by bursting through poorly-sealed arcane gates.

CR 0–2 1d4 dretches; quasit

CR 3–4 horde demon; shadow demon; quasit with 1 to 3 death dogs

CR 5–10 glabrezu; hezrou; vrock; 2 or 3 horde demons; 2 shadow demons; shadow demon with 1d4 shadows

Treasure *+1 warhammer* (named *Night Terror*; its wielder is rattled while in darkness)

CR 11–16 horde demon band; marilith; nalfeshnee; glabrezu with 1 or 2 horde demons; hezrou with 1d6 + 2 ghouls; 3 or 4 shadow demons

Treasure +2 *scimitar* (named *Wrath*; intelligent, Lawful Evil, with Intelligence, Wisdom and Charisma scores of 12)

CR 17–22 balor; 2 glabrezu; 3 vrocks; horde demon band with cambion, hezrou, or vrock

Treasure gold demon idol (7,500 gp), 2 bottles containing invisible wine that act as *potions of invisibility*, *spell scrolls* of *contact other plane* and *dominate person*, *demon armor*

CR 23–30 balor general; balor or marilith with horde demon band; marilith with 2 spirit nagas

Treasure massive ruby (25,000 gp) that contains a soul trapped by the *magic jar* spell, *spell scrolls* of *magic jar* and *plane shift*, 3 *arrows of slaying* (celestials), +2 *longsword* (named *Storm Claw*; its wielder can cast *lightning bolt* with no components once per long rest, saving throw DC 18)

CR 31+ balor general with horde demon band, marilith, or nalfeshnee; balor with 1d4 + 1 vrocks; marilith with 3 or 4 hezrous

Treasure gemmed black iron war horn (25,000 gp), gemmed dragonbone crown (25,000 gp), 4 *elemental gems* (water), *Ioun stone of leadership*, *vorpal sword*

Signs

1 Pained screams accompanied by guttural laughter

2 Residual negative emotions (envy, paranoia, rage) subtly influence the area's inhabitants

3 Horribly misshapen animals, born with extra legs, eyes, or heads

4 The remains of another monster, torn limb from limb

5 A human corpse; its face is frozen in an expression of horror

6 Clawed footprints

Behavior

1–3 Committing acts of mindless destruction (setting a fire, uprooting trees, defiling a holy site)

4 Trapped in an abandoned summoning circle

5 Pacing the far side of a magic mirror or planar gate, waiting to be released

6 Mangling the corpse of a recent kill

7 Guarding or patrolling, under the control of a summoner

8 Using napkins and rusted cutlery to dine on humanoid corpses

9 Drawn to you by the secret holy or unholy power of one of your magic items

10 If you let it live, it promises to harm one of your enemies

Demon Names

Abigor, Aborag, Agoraxas, Algalar, Ana-Sepiya, Arcanax, Argenthrixus, Ashban, Brezremith, Caim, Carn, Carnifex, Gall, Hacari, Ignax, Ildramath, Iritra, Lachirax, Maggoth, Malfias, Milviash, Moloth, Morza, Namazeu, Razortail, Sarzan, Serechor, Suroth, Tehezu, Uzuzzu, Velavis, Velgizich, Wreak, Zugor, Zuthis

Balor

Balors are the most powerful demons in the Abyss, second only to the demon lords themselves. Standing twice as tall as a full-grown human, with tattered wings and a pair of wicked horns, balors inspire terror in all who see them. Even more fearsome, however, are the balor's weapons. Each balor wields a lightning-bladed longsword and a whip formed from living flame, which it uses to smite its enemies and command obedience from lesser demons. A balor's ever-burning rage manifests as a literal fire that its physical form can barely contain. These flames cause the balor's skin to glow red-hot, and when a balor dies, its body explodes in a fiery conflagration.



BALOR

HUGE FIEND

CHALLENGE 19
22,000 XP

AC 19 (natural armor)

HP 299 (26d12 + 130; bloodied 149)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	20 (+5)	20 (+5)	20 (+5)	22 (+6)

Proficiency +6; **Maneuver DC** 22

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

Skills Intimidation +12, Perception +11

Damage Resistances cold, lightning; damage from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 21

Languages Abyssal, telepathy 120 ft.

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

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

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

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

ACTIONS

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

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

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

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

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

REACTIONS

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

Combat

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

Balor Variant: Balor General

The mightiest balors lead the armies of demon princes, but their masters watch them carefully: they stand on the doorstep of becoming demon princes themselves.

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

Legendary Resistance (2/Day). If the balor general fails a saving throw, it can choose to succeed instead. When it does so, it wards itself with its sword. The lightning that

wreathes the sword winks out. The lightning reappears at the beginning of the balor's next turn. Until then, the balor's lightning sword deals no lightning damage, and the balor can't use Avenging Bolt.

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

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

REACTIONS

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

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

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

Dretch

Weak, disgusting creatures doomed to torment, dretches would be pitiable were they not so loathsome. Dretches have pinched, bat-like faces and flesh that dangles from their bones like tattered rags. Their incompetence, combined with nearly limitless numbers, make dretches perfect cannon fodder. Demonic generals often position mobs of dretches along their front lines to slow enemy charges and take the brunt of magical attacks.

DRETCH CHALLENGE 1/4
SMALL FIEND (DEMON) 50 XP

AC 10
HP 18 (4d6 + 4; bloodied 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	5 (–3)	8 (–1)	3 (–4)

Proficiency +2; **Maneuver DC** 11
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal

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

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

ACTIONS

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

Combat

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





Glabrezu

Demons rarely bargain with mortals, but glabrezus are the exception to this rule. They tempt mortals into committing acts of depravity by promising to grant them wishes. A glabrezu's primary arms end in massive pincers, while a second set of human-sized arms grow from its stomach. To conceal its terrifying appearance, a glabrezu will sometimes contact potential bargainers via telepathy, revealing its demonic origins only once the mortal is fully at its mercy.

GLABREZU

LARGE FIEND (DEMON) — CHALLENGE 10, 5,900 XP

AC 17 (natural armor)

HP 157 (15d10 + 75; bloodied 78)

Speed 40 ft.

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

Proficiency +4; **Maneuver DC** 17

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

Skills Deception +8, Stealth +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

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

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

ACTIONS

Multiattack. The glabrezu makes two pincer attacks.

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

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

BONUS ACTIONS

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

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

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

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

Combat

The glabrezu opens combat with two pincer attacks on the same target. It uses Rend whenever it can. It uses Confusion to disrupt ranged attackers. When

surrounded by melee attackers, it uses Darkness, relying on its truesight to fight at an advantage. The glabrezu fights until it believes it has no chance of victory, and then offers treasure and favors in exchange for a cease fire.

Hezrou

Though not particularly intelligent, hezrous are capable of single-minded devotion if directed toward a single task, making them excellent guardians, foot soldiers, and taskmasters. A hezrou's dedication wavers only once a century or so, when it is suddenly (and mysteriously) transported to the Material Plane. A hezrou on the mortal plane will sometimes recruit bands of monstrous humanoids to help it wreak havoc in the world. In particular, boggards seem easily enamored by the hezrou's toad-like appearance, and often worship the newly arrived demon as a god.

HEZROU

CHALLENGE 8
LARGE FIEND (DEMON)
3,900 XP

AC 16 (natural armor)
HP 136 (13d10 + 65; bloodied 68)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	8 (–1)	12 (+1)	12 (+1)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +7, Con +8, Int +2, Wis +4
Damage Resistances cold, fire, lightning; damage from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.

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

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

ACTIONS

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

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

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

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

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

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

REACTIONS

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

Combat

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



Horde Demon

The name "horde demon" refers not to a specific type of demon, but to a member of the throngs of undifferentiated demons that roam the Abyss and comprise the bulk of demonic armies. Each horde demon has a different arrangement of horrifying features. Many have both animal and humanoid traits, and some have extra heads or limbs. In a group, they present a terrifying mass of claws, teeth, tentacles, and spines. They are thirsty for violence and motivated only by the prospect of immediate reward...or the threat of imminent destruction.

A skilled mage can summon and control a horde demon, but more often a dabbler in forbidden lore looses it into the world by accident.

HORDE DEMON

CHALLENGE 3

MEDIUM FIEND (DEMON)

700 XP

AC 13 (natural armor)

HP 52 (8d8 + 16; bloodied 26)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (–1)	8 (–1)	8 (–1)

Proficiency +2; **Maneuver DC** 13

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal

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

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

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

1 **Bat Head.** The demon emits a 15-foot cone of cacophonous sound. Each creature in the area makes a DC 12 Constitution saving throw, taking 7 (2d6) thunder damage on a failed save or half damage on a success.

2 **Bulging Eyes (Gaze).** A creature within 60 feet makes a DC 12 Wisdom saving throw. On a failure, it takes 7 (2d6) psychic damage and is frightened until the end of its next turn.

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

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

5 **Goat Horns.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target makes a DC 13 Strength saving throw, falling prone on a failure.

6 **Lamprey Mouth.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the lamprey mouth attack can be used only on this target and automatically hits.

7 **Porcupine Quills.** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

9 **Tentacle Arms.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the tentacle arms attack can only be used on this target.

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

ACTIONS

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

Combat

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

Horde Demon Band

Uncountable demons roam the Abyss, massing at its gates and clamoring to break through to despoil lands beyond. In groups, they attack without discipline but also without fear or pity.

HORDE DEMON BAND

CHALLENGE 13
10,000 XP

LARGE GROUP OF MEDIUM FIENDS (DEMONS)

AC 13 (natural armor)
HP 260 (40d8 + 80; bloodied 130)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (–1)	8 (–1)	8 (–1)

Proficiency +5; **Maneuver DC** 16
Damage Resistances cold, fire, lightning; damage from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal

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

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

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

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

ACTIONS

Multiattack. The band attacks twice.

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

Marilith

With the lower body of a serpent and six sword-wielding arms, the marilith is an image of death incarnate. Of all the demons spawned from the Abyss, mariliths are perhaps the most adaptable. They can serve as captivating leaders, skilled tacticians, deadly assassins, or advisors to more powerful fiends, such as a balor or demon lords. Trying to reason with a marilith, however, is folly. Mariliths are creatures of chaos; if they employ logic, it is only because doing so allows them to slaughter their enemies more effectively.

MARILITH

CHALLENGE 16
15,000 XP

LARGE FIEND (DEMON)

AC 18 (natural armor)
HP 220 (21d10 + 105; bloodied 110)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	20 (+5)	20 (+5)	18 (+4)	20 (+5)

Proficiency +5; **Maneuver DC** 19
Saving Throws Str +10, Dex +11, Con +10, Wis +9, Cha +10
Damage Resistances cold, fire, lightning; damage from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, telepathy 120 ft.

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

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

ACTIONS

Multiattack. The marilith makes six attacks with its longswords.

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

BONUS ACTIONS

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

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

REACTIONS

Reactive Teleport. When the marilith is hit or missed by a ranged attack, it uses Teleport. If it teleports within 5 feet of a creature, it can attack with its tail.



Combat

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

Nalfeshnee

A nalfeshnee is a gross conglomeration of animal features: the body of an ape, the tusks of a boar, cloven hooves instead of feet, and feathered wings seemingly too small to lift its enormous frame. Despite their bestial appearance, nalfeshnees are quite cunning and rule over lesser demons like mortal despots. A nalfeshnee's baser instincts, however, are always at odds with its reason. The "court" of a nalfeshnee is inevitably a scene of unrestrained gluttony and carnage.



NALFESHNEE

CHALLENGE 13
10,000 XP

LARGE FIEND (DEMON)

AC 18 (natural armor)

HP 184 (16d10 + 96; bloodied 92)

Speed 20 ft., fly 30 ft.

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

Proficiency +5; **Maneuver DC** 18

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

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

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

ACTIONS

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

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

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

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

BONUS ACTIONS

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

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

Combat

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

Quasit

Quasits are the demons that mortals most commonly encounter on the Material Plane. Evil spellcasters summon the tiny fiends to serve as familiars, a role most quasits find preferable to being torn limb from limb in the Abyss. In their true forms, quasits are fanged, green-scaled humanoids, but they can transform into various animals or turn themselves invisible at will.

QUASIT

CHALLENGE 1/2

TINY FIEND (DEMON, SHAPECHANGER) 100 XP

AC 13

HP 14 (4d4 + 4; bloodied 7)

Speed 40 ft.

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

Proficiency +2; **Maneuver DC** 13

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Common

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

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

ACTIONS

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

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

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

BONUS ACTIONS

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

Combat

The quasit turns invisible and assumes a highly mobile form (usually a bat). It then uses Scare or attacks with its claws or bite before turning invisible again as a bonus action. It then moves as far away from its enemies as it can. It might spend some turns hiding without attacking at all. It changes targets and tactics frequently, since it can be killed easily if it becomes too predictable. If it takes damage, it hides invisibly until it recovers from its wounds.

Variant: Quasit Familiar

A quasit can be convinced to serve a spellcaster as a familiar. As a familiar, it does its master's bidding, all the while urging its master to commit greater and greater acts of evil. A quasit serves voluntarily and may end its service if its master is not sufficiently open to its wicked suggestions, or if it meets a spellcaster with greater potential for evil. A familiar quasit gains the following trait.

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



Shadow Demon

Appearing as gaunt, winged figures made of semi-solid darkness, shadow demons are often mistaken for specters or other undead. In fact, they are what becomes of a more powerful demon when its essence is prevented from reforming in the Abyss. Shadow demons hate bright light and can magically cause torches and other light sources to dim on command. More frightening, however, is their ability to meld with another creature's shadow, literally following in the unwitting victim's footsteps until the chance to strike presents itself.

SHADOW DEMON

CHALLENGE 4
1,100 XP

MEDIUM FIEND (DEMON)

AC 13

HP 45 (10d8; bloodied 22)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Proficiency +2; **Maneuver DC** 13

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

Skills Stealth +5 (+1d4)

Damage Vulnerabilities radiant

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

Damage Immunities cold, lightning, necrotic, poison

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

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

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

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

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

ACTIONS

Darken Light. The demon magically targets a nonmagical flame or an area of magical light created by a 2nd-level or lower spell slot within 60 feet. Any area of bright light created by the light source instead casts dim light for 10 minutes.

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

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

BONUS ACTIONS

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

Combat

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

Vrock

Part humanoid, part enormous vulture, the demons known as vrocks circle the skies above the Abyss like flocks of carrion birds. Their screeching is loud enough to stun opponents, and their feathers are infested with spores that mortals find toxic. In battle, vrocks are often dispatched to engage flying enemies, such as erinyes, horned devils, or devas. Vrocks cooperate with one another in a manner unusual for demons. This harmony collapses, however, at the first sight of a jewel or other treasure, as the greedy vrocks turn against each other to claim the shiny bauble for themselves.



VROCK

CHALLENGE 6
2,300 XP

LARGE FIEND (DEMON)

AC 15 (natural armor)
HP 104 (11d10 + 44; bloodied 52)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	16 (+3)	18 (+4)	8 (–1)	14 (+2)	10 (+0)

Proficiency +3; **Maneuver DC** 14
Saving Throws Dex +6, Int +2, Wis +5, Cha +3
Damage Resistances cold, fire, lightning; damage from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Chaotic Evil. The vrock radiates a Chaotic and Evil aura.
Magic Resistance. The vrock has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The vrock attacks with its beak and its talons.
Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the vrock has advantage on the attack roll, it deals an extra 7 (2d6) damage.
Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.
Spores (1/Day). A 15-foot-radius cloud of spores emanates from the vrock, spreading around corners. Each creature in the area makes a DC 14 Constitution saving throw, becoming poisoned for 1 minute on a failure. While poisoned in this way, the target takes 5 (1d10) ongoing poison damage. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

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

Combat

The vrock uses Stunning Screech early in the battle to ground flying enemies. It attacks a stunned enemy with its beak and talons. It uses Spores when it is within range of three or more foes (ignoring devil foes, which are immune to its spores). The vrock retreats only if ordered to by a more powerful demon.

Devils

Devils occupy a vast yet rigid hierarchy dedicated to the corruption of goodness across the multiverse. While their numbers are impossible to count, all devils understand their place in the infernal order and scheme unendingly to improve their station. The most powerful devils spend eons rising through the ranks of hell, assembling legions to wage war against their demonic counterparts or to challenge the authority of the gods. These archdevils rule entire planes of existence and yet like mortal tyrants are often prisoners of their own paranoia. Even the mightiest devils know their subordinates eye them with terrifying patience, waiting for the them to show the slightest sign of weakness.

The Fall. Most scholars believe devils were celestials cast out of the heavens when they plotted to overthrow the gods. Millennia later, devils remain imprisoned in the infernal realms, escaping only when a mortal summons them or opens a gate to the Material Plane. Devils who find their way to the mortal world are especially cautious, as dying there means they must face the wrath of their superiors when they return to hell.

The Armies of Hell. The hierarchy of hell resembles that of a mortal army. The weakest devils serve as cannon fodder in these legions and are commanded by increasingly powerful ranks of lieutenants, captains, and generals. Pit fiends lead the fiendish armies into battle and advise the true masters of the infernal realms, the ancient beings known as archdevils. Devils are unfailingly obedient to their superiors, and yet each is eager to take its commander's place should that devil stumble.

Hell's Bargain. A devil killed in hell is destroyed forever, so devils rely upon the souls of mortals to replenish their numbers. A devil summoned to the Material Plane will promise great power or riches in return for a soul and may even submit to serving a mortal if it means claiming another recruit for the legions of hell. A mortal who pledges their soul to a devil might enjoy a lifetime of worldly pleasures. But when that mortal dies, their condemned soul is carried off to hell and transformed into a lemure, the lowliest of devils.

The Path of Diabolism. Though devils long to escape their infernal prisons, calling one to the mortal realm is no simple task. Elaborate rituals—outlined in only the most ancient and forbidden tomes—must be performed to summon a devil to the Material Plane. Diabolists looking to press a devil into their service without forfeiting their soul must go to even greater lengths. Doing so often requires a blood sacrifice, speaking the devil's true name, or drawing upon the magical power of a talisman linked to the devil's essence.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Many scholars believe that devils are angels that fell from grace. When touched by evil, mortal souls may transform into devils, as well.

DC 15 Neither fire nor poison harms a devil, and even magical darkness doesn't impede a devil's vision. They are supernaturally resistant to mundane damage, although magical and silvered weapons wound them normally.

DC 20 Though irredeemably evil, devils can be bargained with at the bargainer's peril. They generally keep their word.

Devil Encounters

Most devils are imprisoned in Hell but some are loosed upon the world by wicked spellcasters.

CR 0–2 imp; 1d8 lemures

CR 3–4 bearded devil; 2 lemure bands; imp leading lemure band

CR 5–10 1 or 2 barbed devils; bone devil; chain devil; 2 or 3 bearded devils; bearded devil, barbed devil, or night hag leading 2 lemure bands

Treasure a silver cup etched with a blasphemous word (the first three times the word is spoken, the cup fills with a *potion of greater healing*; the fourth time, the cup breaks)

CR 11–16 horned devil, erinyes, ice devil, or chained one, possibly with 1 or 2 lemure bands; 3 barbed devils; barbed devil with 3 bearded devils

Treasure signed infernal contract that frees an evil soul from Hell if destroyed, *manual of quickness of action*

CR 17–22 pit fiend; bone devil, chain devil, horned devil, erinyes, or ice devil with 3 bearded devils; erinyes with 1d6 + 3 harpies; chain devil with chained one

Treasure 3 rubies (5,000 gp each), *spell scrolls* of *magic circle* and *raise dead*, *rope of entanglement*

CR 23–30 pit fiend with 1 to 3 bearded devils or hellhounds; 4 bearded devils or barbed devils with bone devil, chain devil, or horned devil; 2 erinyes or ice devils; ice devil with 1d4 + 2 winter wolves

Treasure 1,300 pp, 2 *potions of flying*, *+3 trident* (named *Artifice*; acts as a *hat of disguise* but the trident can't be disguised)

CR 31+ pit fiend general, possibly with 1d4 + 2 lemure bands or bearded devils; pit fiend with 3 or 4 barbed devils; 3 or 4 erinyes

Treasure gold and ruby scepter (25,000 gp), forbidden book with gold and diamond binding (25,000 gp), 13 star rubies (1,000 gp each), *spell scroll* of *gate*, *animated shield*, *deck of many things*

Wilderness and Underground Signs

1. A shrine to an archdevil, lit with black candles
2. Footprints, strangely warm to the touch
3. A waft of brimstone at a lonely crossroads
4. The remains of a humanoid who was clearly tortured to death

Settlement Signs

1. Statues of saints crying blood
2. Church bells magically fall silent
3. An infernal contract, as yet unsigned
4. Animals gather in large numbers, become aggressive, or die unexpectedly

Behavior

1	Whispering poison into a mortal's ear
2	Engaging the pious in philosophical debate, so as to sow doubt
3	Offers the party the information they seek, for a price
4	Indulging pleasures of the flesh: enjoying a meal, listening to music, flirting with mortals
5	Hunting a mortal who defaulted on a deal
6	Imprisoned by ancient runes and seals; can't leave its current general area
7	Guarding or otherwise serving a summoner
8	Guarding a sinister treasure, such as a forbidden book or cursed weapon



Devil Names

Abathon, Alashel, Arcaxes, Asardel, Atha-Xul, Barashiel, Bel Nakari, Beleth, Besthelias, Bethegar, Brimstone, Calderax, Cenereth, Damaceus, Decimeth, Demedal, Elthodrath, Gethen, Glibris, Gur-Toras, Heleph, Ibaris, Kamien, Kush, Lorza, Machem, Maethiel, Meltis, Nensis, Silithis, Thaxes, Turel, Vish-Alatith, Zethayn, Zir

Barbed Devil

Barbed devils are the untiring sentinels of hell. They protect treasure vaults, serve more powerful devils as bodyguards, and patrol the halls of infernal citadels looking for intruders. Needle-sharp spines cover their bodies, and their eyes—which seem to burn with penetrating flame—continually shift about as they keep watch over their charges.

BARBED DEVIL

CHALLENGE 5
1,800 XP

MEDIUM FIEND (DEVIL)

AC 15 (natural armor)

HP 102 (12d8 + 48; bloodied 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Proficiency +3; **Maneuver DC** 15

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

Skills Athletics +7, Deception +5, Insight +5, Perception +5 (+1d4)

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Infernal, telepathy 120 ft.

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

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

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

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

ACTIONS

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



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

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

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

Combat

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

Bearded Devil

Bearded devils constitute the backbone of hell's armies. Millions defend the infernal trenches and redoubts where uncountable numbers have perished unremembered.

Bearded devils delight in violence but observe a code of honor like that found in many mortal cultures. In addition to the manes of fleshy tendrils that surround their faces, bearded devils can be identified by the patchwork of scars that cover their bodies—distinctions earned in countless battles or in duels undertaken to maintain their reputations.

BEARDED DEVIL

CHALLENGE 3

MEDIUM FIEND (DEVIL)

700 XP

AC 13 (natural armor)

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (–1)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 13

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

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

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

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

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

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

ACTIONS

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

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

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

Combat

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

Bone Devil

Bone devils are gaunt figures with the tails of scorpions and delicate, insectile wings. They are the enforcers of the hell's hierarchy, zealously punishing devils who fail in their duties or plot to depose their superiors. More than any other type of devil, bone devils relish cruelty. As a result, they are generally solitary creatures, despised both by their subordinates and the more powerful devils they serve.

BONE DEVIL

CHALLENGE 9
LARGE FIEND (DEVIL)
5,000 XP

AC 19 (natural armor)
HP 142 (15d10 + 60; bloodied 71)
Speed 50 ft., fly 40 ft.

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

Proficiency +4; **Maneuver DC** 16
Saving Throws Int +6, Wis +7, Cha +7
Skills Athletics +8, Deception +7, Insight +7 (+1d4), Perception +7, Stealth +7
Damage Resistances cold; damage from nonmagical, non-silvered weapons
Senses darkvision 120 ft., passive Perception 16
Languages Infernal, telepathy 120 ft.

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

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

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

ACTIONS

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

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

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

BONUS ACTIONS

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

Combat

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

Chain Devil

Though indiscernible from a normal human draped in chains, the eerie fiends known as chain devils can stalk foes with a skill few mortals can claim. They use magic to animate the chains that wrap their bodies and possess the unnerving ability to adopt the appearance of a person familiar to their prey. Unlike most of their kind, chained devils show little desire for advancing in hell's hierarchy. Rather, they seem content to hunt down escaped prisoners or torment trespassers in the infernal realms.

CHAIN DEVIL

CHALLENGE 9
MEDIUM FIEND (DEVIL)
5,000 XP

AC 17 (natural armor)
HP 127 (15d8 + 60; bloodied 63)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	16 (+3)

Proficiency +4; **Maneuver DC** 16
Saving Throws Con +8, Wis +5, Cha +7
Skills Survival +5
Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.

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

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

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

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

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

ACTIONS

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

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

BONUS ACTIONS

Animate Chain. One inanimate, unattended chain within 60 feet sprouts blades and magically animates under the devil's control for 1 hour. It has AC 20 and 20 hit points, a Speed of 0, and immunity to piercing, poison, psychic, and thunder damage. When the devil uses Multiattack, the devil may command the chain to make one chain attack against a target within 15 feet of it. If the chain is reduced to 0 hit points, it can't be reanimated.

REACTIONS

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



Combat

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

Chain Devil Variant: Chained One

Sometimes mighty creatures such as balors, angels, or demigods are captured by the forces of hell, bound by chain devils, and left to guard the ruins of their former domains. Driven to madness by hellish tortures, these nightmarish sentinels tirelessly pursue mortals who invade their realm.

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

The Chained One has the following additional trait:

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

The Chained One has the following additional action:

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

Erinyes

Although not as powerful as some other devils, erinyes report directly to pit fiends, serving as their emissaries throughout the infernal planes. Some scholars believe that pit fiends favor erinyes because they were among the devils who fell from heaven, as opposed to mortal souls merely promoted into devils. In combat, erinyes are skilled archers and fearsome melee combatants, but their favorite tactic is to ensnare foes with their enchanted lassoes.

ERINYES CHALLENGE 12
MEDIUM FIEND (DEVIL) 8,400 XP

AC 18 (full plate)
HP 161 (19d8 + 76; bloodied 80)
Speed 30 ft., fly 60 ft.

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

Proficiency +4; **Maneuver DC** 16
Saving Throws Dex +8, Con +8, Wis +7, Cha +8
Skills Athletics +8, Insight +7, Perception +7
Damage Resistances cold; damage from nonmagical, non-silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 17
Languages Infernal, telepathy 120 ft.

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

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

ACTIONS

Multiattack. The erinyes makes three attacks.

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

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

Lasso. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* The target is entangled by the lasso. While entangled, it can't move more than 15 feet away from the erinyes. The entanglement ends if the erinyes releases the lasso or becomes incapacitated, or if the lasso is destroyed. The lasso is an object with AC 12 and 20 hit points and is immune to piercing, poison, psychic, and thunder damage. The entanglement also ends if the target or a creature within 5 feet of it uses an action to succeed on a DC 16 Athletics or Acrobatics check to remove the lasso. The erinyes can't make a lasso attack while a creature is entangled.

REACTIONS

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

Combat

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

Horned Devil

Considered to be the lowest ranking of the greater devils, horned devils are nonetheless terrors on the battlefield. They soar above the legions of hell, hurling bolts of flame or swooping down to skewer opponents with their forks or lash them with their

wicked tails. Outside of combat, horned devils are inordinately lazy, sometimes entering a state of hibernation until their superiors activate them.

HORNED DEVIL

CHALLENGE 11
LARGE FIEND (DEVIL)
7,200 XP

AC 18 (natural armor)
HP 168 (16d10 + 80; bloodied 84)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	12 (+2)	16 (+3)	16 (+3)

Proficiency +4; **Maneuver DC** 17
Saving Throws Str +9, Dex +7, Wis +7, Cha +7
Skills Athletics +9, Intimidation +7
Damage Resistances cold; damage from nonmagical, non-silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.

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

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

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

ACTIONS

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

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

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

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



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

REACTIONS

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

Combat

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

Ice Devil

Though hell is typically associated with fire, some parts of the infernal realm are blisteringly cold. Ice devils rule these frozen wastes, using them as training grounds for hell's newest recruits. Cold-hearted taskmasters, ice devils despise weakness above all else. In combat, they wield spears made from the frozen souls of those who failed to meet their exacting standards.

ICE DEVIL

CHALLENGE 12
LARGE FIEND (DEVIL)
8,400 XP

AC 18 (natural armor)
HP 180 (19d10 + 76; bloodied 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	18 (+4)	16 (+3)	18 (+4)

Proficiency +4; **Maneuver DC** 17
Saving Throws Dex +6, Con +8, Wis +7, Cha +8
Damage Resistances damage from nonmagical, non-silvered weapons
Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.

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

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

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

ACTIONS

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

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

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

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

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

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

BONUS ACTIONS

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

REACTIONS

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

Combat

The ice devil prefers melee combat, dropping its ice wall on melee attackers in a way that blocks ranged attackers from participating in the battle. The ice devil uses its spear attack first to slow one or two opponents, and then attacks slowed opponents with bite and claws. The ice devil rarely retreats from melee, though it may do so if threatened by ranged attackers it can't counter.

Imp

Imps are sniveling yet cunning devils with batlike wings and pointed tails. They are often found serving more powerful devils as messengers, or as familiars to mortal masters. Their diminutive size, ability to turn invisible or take the form of an animal, and innate devotion to those they serve makes imps the perfect spies.



IMP

CHALLENGE 1/2

TINY FIEND (DEVIL, SHAPECHANGER) 100 XP

AC 13

HP 14 (4d4 + 4; bloodied 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 13

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

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

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

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

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

ACTIONS

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

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

BONUS ACTIONS

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

Combat

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

Imp Variant: Imp Familiar

An imp can serve a spellcaster as a familiar. Either the familiar or master can end this relationship at any time. If the imp's master dies and isn't restored to life within 7 days, the imp gains the master's soul, and the master can't be returned to life until the soul is recovered. A familiar imp gains the following additional trait:

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

Lemure

A mortal soul first arrives in hell as a humanoid-shaped mass of flesh known as a lemure. In this form, the soul is nearly mindless, incapable of any thought other than its own pain. Because lemures reform even if killed in the infernal realms, such creatures are often doomed to millennia of torment. Only if the lemure pleases its infernal masters—usually by taking the life of a non-devil—can it be promoted into a devil of higher rank.

LEMURE

CHALLENGE 1/8
25 XP

MEDIUM FIEND (DEVIL)

AC 7
HP 13 (3d8; bloodied 6)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	4 (−3)	10 (+0)	1 (−5)	10 (+0)	2 (−4)

Proficiency +2; **Maneuver DC** 10
Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Infernal but can't speak

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

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

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

ACTIONS

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

Combat

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

Lemure Band

Slow-moving but relentless, hordes of lemures form the bulk of Hellish armies. They're often used to absorb the enemy's initial charge while stronger infernal forces are kept in reserve.

LEMURE BAND

CHALLENGE 2
450 XP

LARGE GROUP OF MEDIUM FIENDS (DEVILS)

AC 7
HP 67 (15d8; bloodied 33)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	4 (−3)	10 (+0)	1 (−5)	10 (+0)	2 (−4)

Proficiency +2; **Maneuver DC** 10
Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Infernal but can't speak

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

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

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

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

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

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

ACTIONS

Fists. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 12 (5d4) bludgeoning damage.

Pit Fiend

Pit fiends are the undisputed tyrants of hell, each subservient only to the archdevil that rules its plane. They command vast legions of devils and are generally considered to be among the most brilliant tacticians in the multiverse. If pit fiends have a weakness, it is pride: since only the most ambitious devils ever reach their lofty status, pit fiends believe their merit to be self-evident. Though it is not unknown for a pit fiend to face demotion after a crushing military defeat, more often it is a misstep navigating hell's political landscape that leads to a pit fiend's downfall.

PIT FIEND

CHALLENGE 20
25,000 XP

LARGE FIEND (DEVIL)

AC 19 (natural armor)
HP 300 (24d10 + 168; bloodied 150)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Proficiency +6; **Maneuver DC** 22
Saving Throws Dex +9, Con +13, Int +12, Wis +10, Cha +13
Skills Athletics +14, Insight +10, Perception +10
Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 21
Languages Infernal, telepathy 120 ft.

Fear Aura. A creature hostile to the pit fiend that starts its turn within 20 feet of it makes a DC 18 Wisdom saving throw. On a failure, it is frightened until the start of its next turn. On a success, it is immune to this pit fiend's Fear Aura for 24 hours.

Innate Spellcasting. The pit fiend's spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no material components:
At will: *detect magic*, *fireball*
3/day each: *hold monster*, *sending*

Lawful Evil. The pit fiend radiates a Lawful and Evil aura.

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

ACTIONS

Multiattack. The pit fiend attacks with its bite and mace.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. If the target is a creature, it makes a DC 20 Constitution saving throw. On a failure, it is poisoned for 1 minute. While poisoned in this way, the target can't regain hit points and takes 21 (6d6) ongoing poison damage at the start of each of its turns. The target can repeat this saving throw, ending the effect on a success.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage plus 21 (6d6) fire damage. If the target is a Medium or smaller creature, it makes a DC 22 Strength saving throw. On a failure, it is pushed 15 feet away from the pit fiend and knocked prone.

Circle of Fire (1/Day, While Bloodied). A 15-foot-tall, 1-foot-thick, 20-foot-diameter ring of fire appears around the pit fiend, with the pit fiend at the center. The fire is opaque to every creature except the pit fiend. When the ring of fire appears, each creature it intersects makes a DC 18 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save or half damage on a successful one. A creature takes 22 (5d8) damage the first time each turn it enters the area or when it ends its turn there. The fire lasts 1 minute or until the pit fiend dismisses it, becomes incapacitated, or leaves its area.

Fireball (3rd-Level; V, S). Fire streaks from the pit fiend to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Hold Monster (5th-Level; V, S, Concentration). A creature within 60 feet that the pit fiend can see makes a DC 18 Wisdom saving throw. On a failure, it is paralyzed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

BONUS ACTIONS

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 19 (2d10 + 8) slashing damage, and the target is grappled (escape DC 22). While the target is grappled, the pit fiend can't use its claw against a different creature.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.



Combat

The pit fiend prefers to bite opponents that haven't yet been poisoned. If three or more enemies are gathered together, it may instead use Fireball.

For its bonus action, the pit fiend attacks with its tail unless it's near a weak melee attacker, in which case it grapples with its claw.

When the pit fiend is bloodied, it flies to the nearest ranged attacker and uses Circle of Fire, which blocks line of sight for many enemies and prevents creatures from easily escaping it. While fighting in the circle, it uses its mace attack to push opponents through the flames, forcing them to take even more damage if they run back through the flames to reach the pit fiend.

Variant: Pit Fiend General

Belethias is the general of the elite First Legion of Hell. In every infernal war, Belethias leads the charge against demonic hordes and angelic hosts alike. Despite having the power to do so, Belethias never seeks to displace one of the existing rulers of Hell. It has its eye on a greater prize: the annexation of the Material Plane as a new circle of Hell, with Belethias as its ruler.

The pit fiend general is an elite monster, equivalent to two CR 20 monsters (50,000 XP). It is Huge and has 600 (48d10 + 336; bloodied 300) hit points. It has the following additional traits:

Elite Recovery. At the end of each of its turns while bloodied, the pit fiend ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Reactive. The pit fiend can take a reaction on each creature's turn.

The pit fiend has the following reactions, which it can use only while bloodied:

Vengeful Strike. When the pit fiend is hit by a melee attack on any turn but its own, it makes a claw or tail attack against the attacker.

Fireball. When the pit fiend is damaged by an area spell cast by a creature within 120 feet that it can see, it uses Fireball, centering the fireball on the caster of the triggering spell.

Hold Monster. When the pit fiend is hit by a ranged attack it uses Hold Monster on the attacker.

Dinosaurs

The stuff of legend in cold and temperate lands, dinosaurs rule arid grasslands and steaming fens and jungles. Although not inherently magical, the majesty of these mighty lizards invokes sheer primal awe; even the most docile herbivores can be earth-shattering titans.

Many Species. The hundreds of known species of dinosaurs share little in common with each other. Of the landbound dinosaurs, predators tend to run on two legs, while herbivores often walk on four. Some dinosaurs have armored or scaly hides while others bear bright, birdlike feathers. The largest predators, like tyrannosaurus rex, resemble wingless dragons—but dinosaurs are beasts, not magical creatures.

Domesticated Beasts. In the lands where dinosaurs dwell, humanoids frequently revere large dinosaurs as demigods (using such honorifics as "thunderbeast" and "behemoth"), and they domesticate smaller dinosaurs as extraordinary farm animals and pets. Warriors ride triceratops and pteranodons into battle, a fact that makes the eggs of these dinosaurs highly prized. While the tyrannosaurus rex is difficult to train for war, many druids honor it as among the mightiest of beasts.

Mysterious History. While few deny that dinosaurs exist today, historical records suggest the great beasts were once extinct. This has led to endless speculation about what triggered the dinosaurs' return: possibilities include druidic magic, divine intervention, or even a mass migration across a theoretical Plane of Time.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Dinosaurs are mighty lizards common in some warm parts of the world.

DC 15 Dinosaurs can be trained, and their eggs are worth a fortune.

Dinosaur Encounters

Dinosaurs still exist on remote islands and plateaus and in hot climates.

CR 0–2 Plesiosaurus; 1 to 3 pteranodons; 1 or 2 raptors

CR 3–4 Allosaurus; ankylosaurus; 3 or 4 raptors

CR 5–10 2 or 3 allosauruses; diplodocus; 1 or 2 triceratops; tyrannosaurus rex

CR 11–15 4 or 5 ankylosauruses; 2 diplodocuses; 3 triceratops

Signs

1	Half-devoured corpse of a large herbivore dinosaur
2	Huge reptilian footprints
3	Distant thumps, like a giant's footsteps
4	A distant trumpeting roar
5	A giant mound of excrement
6	Trees snapped by immense force. DC 12 Survival check: Nearby dinosaur tracks

Predator Behavior

1	Chasing herbivores or people
2	Feasting on a kill
3	Hungry; chases and attacks on sight
4	In a cave lair filled with remains of old victims

Herbivore Behavior

1	Grazing; flees or stampedes if approached
2	With an egg or baby; defends it fiercely
3	Charges any who approach
4	Migrating to new grazing lands
5	Stuck in a tar pit or bog
6	Wearing a saddle



Allosaurus

The allosaurus is a strong and fast predator that uses its quickness to dart in and savage bigger and better-armored prey. It may hunt alone or in small packs.

ALLOSAURUS

CHALLENGE 3
HUGE BEAST
700 XP

AC 14 (natural armor)
HP 57 (6d12 + 18; bloodied 28)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	2 (–4)	12 (+1)	5 (–3)

Proficiency +2; **Maneuver DC** 14
Senses passive Perception 11
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage. If the allosaurus moves at least 10 feet towards its target before making this attack, it gains advantage on the attack.

Ankylosaurus

The ankylosaurus is a herbivore that defends itself with an armor-plated back and powerful swings of its clubbed tail.

The ankylosaurus stat block can also be used to represent the stegosaurus, except that the tail attack deals piercing damage.

ANKYLOSAURUS

CHALLENGE 3
HUGE BEAST
700 XP

AC 16 (natural armor)
HP 63 (6d12 + 24; bloodied 31)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (−4)	12 (+1)	5 (−3)

Proficiency +2; **Maneuver DC** 14
Senses passive Perception 11
Languages —

ACTIONS

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 14 Strength saving throw. On a failure, it is knocked prone.

Diplodocus

The diplodocus is an immense, quadrupedal herbivore with a long neck for browsing the tallest trees and a lashing tail for self-defense. It's large and strong enough to defend itself from lone predators.

DIPLODOCUS

CHALLENGE 7
GARGANTUAN BEAST
2,900 XP

AC 14 (natural armor)
HP 139 (9d20 + 45; bloodied 69)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (−1)	20 (+5)	2 (−4)	12 (+1)	5 (−3)

Proficiency +3; **Maneuver DC** 18
Senses passive Perception 11
Languages —

ACTIONS

Multiattack. The diplodocus makes a stomp attack and a tail attack against two different targets.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is pushed 10 feet away from the diplodocus and knocked prone.

Plesiosaurus

A plesiosaurus is an oceangoing predator with a long neck and a wide mouth full of needle-sharp teeth. In the remote waters where it hunts, it is a feared sea monster that overturns fishing boats. It is rumored that even larger specimens hunt sharks and giant squid far below the ocean's surface.

PLESIOSAURUS

CHALLENGE 2
LARGE BEAST
450 XP

AC 13 (natural armor)
HP 45 (6d10 + 12; bloodied 22)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	2 (−4)	12 (+1)	5 (−3)

Proficiency +2; **Maneuver DC** 14
Senses passive Perception 11
Languages —

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. The target makes a DC 14 Strength saving throw. On a failure, it is pulled up to 5 feet towards the plesiosaurus.

Pteranodon

The pteranodon is a flying reptile with batlike wings spanning 20 feet across. It preys on fish and other small animals. Pteranodons are fiercely territorial and attack anyone who approaches their nesting grounds. Pteranodons are strong enough to carry riders.

PTERANODON

CHALLENGE 1/2
LARGE BEAST
100 XP

AC 13 (natural armor)
HP 30 (4d10 + 8; bloodied 15)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	2 (−4)	11 (+1)	5 (−5)

Proficiency +2; **Maneuver DC** 12
Senses passive Perception 11
Languages —

Flyby. The pteranodon doesn't provoke an opportunity attack when it flies out of a creature's reach.

ACTIONS

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



Raptor

While raptors range in size from two-foot-tall velociraptors to six-foot-tall utahraptors, the four-foot-tall deinonychus is the most common of these feared pack hunters. Raptors are capable of disemboweling large prey with kicks from their huge, curved leg claws. Raptors are among the smartest and fastest dinosaurs and are capable of using the terrain to their advantage.

RAPTOR

CHALLENGE 1
MEDIUM BEAST
200 XP

AC 13 (natural armor)
HP 32 (5d8 + 10; bloodied 16)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	4 (–3)	12 (+1)	5 (–3)

Proficiency +2; **Maneuver DC** 13
Senses passive Perception 11
Languages —

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

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a Medium or smaller creature, it makes a DC 13 Strength saving throw, falling prone on a failure.

Triceratops

The triceratops is a short-tempered herbivore armed with three horns and a bony frill that protects it from frontal attacks. The ferocity of its charge gives even the tyrannosaurus rex pause. In the remote lands where triceratops coexist with humanoids, triceratops are sometimes trained as war beasts.

TRICERATOPS

CHALLENGE 5
HUGE BEAST
1,800 XP

AC 14 (natural armor)
HP 84 (8d12 + 32; bloodied 42)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+2)	18 (+4)	2 (–4)	12 (+1)	5 (–3)

Proficiency +3; **Maneuver DC** 16
Senses passive Perception 11
Languages —

ACTIONS

Defensive Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage, and the target has disadvantage on the next attack it makes against the triceratops before the end of the triceratops's next turn.

Trample. The triceratops moves up to its speed in a straight line. It can move through the spaces of Large and smaller creatures. Each of these creatures makes a DC 14 Dexterity saving throw, taking 21 (3d10 + 5) bludgeoning damage on a failure.

Tyrannosaurus Rex

The tyrannosaurus rex is the biggest and fiercest of the known dinosaur predators. The tyrannosaurus grasps prey in its powerful jaws, biting through armor and bone.

TYRANNOSAURUS REX

CHALLENGE 8
HUGE BEAST
3,900 XP

AC 13 (natural armor)

HP 126 (11d12 + 55; bloodied 63)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	2 (–4)	12 (+1)	5 (–3)

Proficiency +3; **Maneuver DC** 17

Senses passive Perception 11

Languages —

ACTIONS

Multiattack. The tyrannosaurus makes a bite attack and a tail attack against two different targets.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the tyrannosaurus can't bite a different creature and it has advantage on bite attacks against the grappled creature.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

DIRE TYRANNOSAURUS REX

"The Emperor" is the nickname locals have given a scarred, one-eyed tyrannosaurus rex of exceptional ferocity. The Emperor has developed a habit of raiding humanoid villages, and it has shown itself clever enough to foil traps and ambush hunters seeking to end its reign of terror.



The dire tyrannosaurus rex is an elite monster, equivalent to two CR 8 monsters (7,800 XP). It has 253 (22d12 + 110; bloodied 126) hit points, an Intelligence of 6 (–2), and a Wisdom of 16 (+3), and has the following additional bonus actions, which it can use only while bloodied:

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

Tail Sweep. The dire tyrannosaurus rex makes a tail attack against each creature within 10 feet. A creature hit by an attack makes a DC 17 Strength saving throw, falling prone on a failure.

Trample. The dire tyrannosaurus rex moves up to its speed in a straight line. It can move through the spaces of Large and smaller creatures. Each of these creatures makes a DC 17 Dexterity saving throw, taking 19 (3d8 + 6) bludgeoning damage and falling prone on a failure.

Roar (1/Day). Each creature of the dire tyrannosaurus rex's choice within 120 feet that hears its roar makes a DC 14 Charisma saving throw. On a failure, a creature is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success.

Doppelganger

Doppelgangers are humanoid in overall shape, but their faces are as pale and smooth as unfinished clay. They have pupilless white eyes, slits for nostrils, and bear no traits to distinguish ancestry or gender.

Stolen Faces. Doppelgangers are shapechangers that assume the appearance of other humanoids to better blend in with society. Not content with simply taking another's physical form, they often stalk or kidnap their victims, studying their behaviors and telepathically probing their thoughts. Given time, the doppelganger absorbs the individual's personality traits, mannerisms, and even memories, which layer themselves over the doppelganger's own like gauze. Doppelgangers may kill their victims out of expediency, malice, or to preserve their sense of self; a doppelganger that adopts another creature's identity too long may come to think of its victim as the imposter.

Lonely and Lost. Most doppelgangers go through life without encountering another of their kind. Even if they were to cross paths with another, their assumed identities might prevent both from recognizing a kindred spirit. An undisguised doppelganger is often an outcast: shunned at best, and hunted at worst. Even a doppelganger who means no harm is rarely trusted. Some doppelgangers have managed to make quiet lives for themselves far from civilization, determined to harm no one—even if it means a lifetime of solitude.

Perfect Charlatans. Many doppelgangers join thieves' guilds or cabals of assassins, as these cutthroat criminals are often the only elements of society that welcome a doppelganger in their ranks. While many doppelgangers revel in such work, others resort to it only out of necessity.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Doppelgangers can alter their physical forms to mimic the appearance of any humanoid they have seen.

DC 15 Doppelgangers are distrusted, often with good reason. But they aren't inherently evil.

DC 20 Doppelgangers can read thoughts, allowing them to better impersonate those whose identities they steal.

Doppelganger Encounters

Doppelgangers dwell in or near settlements and prefer cities.

CR 3–4: Doppelganger

Treasure 30 gp, gold necklace (125 gp), 2 sets of fine clothes (15 gp each), 2 signet rings (25 gp each), *potion of healing*

CR 5–10: 2 or 3 doppelgangers; doppelganger with 1d4 + 1 thugs; doppelganger with 1 to 3 wererats; doppelganger with 1d6 + 1 jackalweres

Treasure 80 pp, jeweled dagger (125 gp), papers for 2 false identities



Wilderness and Underground Behavior

1 Hiding; spies on travelers' thoughts to build a backstory and then "accidentally" runs into them

2 In doppelganger form, unaware of the party

3 Waiting for a group of travelers to pass; planning to ambush a victim alone and take their place

4 In disguise, near the body of a cleric "companion" – actually its previous victim

5 Surprised to see you: tries to quickly scan your surface thoughts and claims to be related to your quest or background

6 With a terrible secret it learned with its Read Thoughts ability; it needs help dealing with the problem it has uncovered

Settlement Behavior

1 Following an unsuspecting person, having adopted their form and intent on reading their thoughts

2 Strangling a victim whose identity it is planning to steal; it looks just like its victim

3 Disguised as a shopkeeper or other tradesperson; it has recently taken over an identity but its knowledge of the job is imperfect

4 It has assumed the identity of someone you know to be dead

5 In disguise as one of the party, running up bar tabs

6 Working as fortune teller, with the advantage of being able to read thoughts

Group Behavior

1 Disguised as human thieves; will offer to work for hire as treasure hunters, and will serve faithfully unless there is something big to be earned by betrayal; trained in thieves' tools

2 Disguised and equipped as elf adventurers — but don't know elven language

3 Following you: each one is disguised as one of you and studying you to take over your identity

4 A group of adventurers escorting prisoners; the prisoners claim that the adventurers are doppelgangers. Which group is actually doppelgangers? The adventurers? The prisoners? Both? Narrator's choice!

5 Committing crimes while disguised as you (Note: This may be happening elsewhere, and the PCs won't hear about it until they are arrested)

6 Attacking a group of assassins in an alley, disguised as the assassins; the doppelgangers are part of a secret organization that punishes murderers

DOPPELGANGER

CHALLENGE 3

MEDIUM MONSTROSITY (SHAPECHANGER) 700 XP

AC 14

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	16 (+3)

Proficiency +2; **Maneuver DC** 14

Skills Deception +5 (+1d4), Insight +4, Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Common

ACTIONS

Precise Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is surprised, it takes an extra 10 (3d6) damage.

BONUS ACTIONS

Shapeshift. The doppelganger changes its form to that of any Small or Medium humanoid creature it has seen before, or back into its true form. While shapeshifted, its statistics are the same. Any equipment is not transformed. It reverts to its true form if it dies.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet that it can see. Until the end of its turn, it has advantage on attack rolls and on Deception, Insight, Intimidation, and Persuasion checks against the creature.

Combat

Doppelgangers strike with surprise, either by lurking unseen or by adopting a trusted guise. They use Read Thoughts to gain advantage on attacks. When outnumbered, a doppelganger flees.

Dragons

Dragons are winged, scaled creatures that resemble immense reptiles. They are innately magical beings of great strength and cunning. True dragons (as opposed to other draconic creatures, such as wyverns and faerie dragons) can grow to immense size and venerable age, breathing gouts of destructive energy on any who challenge their dominion. The mightiest dragons command power unrivaled by any mortal creature.

Greedy Tyrants. Nearly all dragons are acquisitive and arrogant, seeing themselves as the rulers of their hunting grounds. They value gold and treasure, as a mighty hoard represents the dragon's ability to take wealth from others while paying tribute to none in return. Beyond this, a dragon's motivations and attitudes are as varied as those of other despots. Some delight in cruelty and death, while others fraternize with and even champion humanoids and other smaller folk. Still others give little thought to non-dragons, except as sources of food and treasure—or as potential thieves to be destroyed.

Draconic Ages. Dragons hatch from eggs and grow larger and stronger as they age. The youngest dragons, called wyrmlings, are 5 years old or younger and grow to Medium size. Young dragons are Large in size; a dragon's youth can last 100 years. Huge adult dragons can be up to 800 years old. Ancient dragons are Gargantuan in size and can live to be as old as 1,200 years.

Though long-lived, dragons are mortal creatures. A very few, however, amass such power that they live far beyond their natural lifespans. These mighty creatures are called great wyrms. They may spend centuries drowsing in their lairs, but when they arise, they topple kingdoms and wreak cataclysms.

Combat

While individual dragons have their own personalities and tactics, most rely heavily on their breath weapons. They use them whenever they can, preferably from maximum distance and while flying above their enemies.

When fighting in the open, dragons often circle above their enemies as they wait for their breath weapons to recharge. They only close to melee if their enemies deal significant damage with ranged attacks, or if they can savage an enemy cut off from its allies. Once bloodied, dragons become more aggressive, attacking with bite and claws when their breath weapons aren't available.

If a dragon is protecting its lair, it utilizes lair features, traps, allies, and architecture such as escape tunnels to keep up a hit-and-run fight, reappearing only when it has a fully-recharged breath weapon. If the dragon is forced into melee combat, it uses its bite and claws against a single foe. If it has legendary actions like Roar and Wing Attack, it uses them to disperse its other enemies.

If reduced to less than one-fourth its hit points while fighting in the open, a dragon flies away. However, it fights to the death to defend its lair, unless it can regain the upper hand through tricks or bargains.

Dragon Variant: Dragon Lich

Some dragons seek to defy death, becoming undead dragon liches. Such a dragon channels its inherent magical nature into an arcane spark that grants it a semblance of life beyond death. Scales and flesh slough off the dragon lich, eventually leaving nothing but a skeletal dragon brooding over moldering treasure.

In order to become a dragon lich, a dragon must imbue its spirit into a soul vessel. The vessel is usually some treasured item from the dragon's hoard, such as a particularly valuable gem or piece of jewelry. The dragon can't bear to be apart from its soul vessel and keeps it close among its hoard. The only way to permanently defeat a dragon lich is to destroy both the dragon and the soul vessel.

Any adult or older dragon with spellcasting ability may become a dragon lich. Chromatic dragons most often become dragon liches. A dragon lich retains all the statistics of the original dragon except as noted below.

Type. The dragon's type is Undead (dragon).

Breath Weapon. When the dragon uses a breath weapon that deals damage, half of its damage is the original damage type and half is necrotic damage.

Expanded Spell List. The dragon can cast *animate dead* with no material components three times per day. An ancient or older dragon can cast *create undead* with no material components three times per day.

Immunities. The dragon gains immunity to necrotic and poison damage. It can't be charmed, fatigued, frightened, paralyzed, or poisoned.

The dragon lich's Legendary Resistance trait is replaced with the following:

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it loses its Undead Telepathy trait until the end of its next turn. Until the end of its next turn, undead creatures under its control are incapacitated.

The dragon lich gains the following traits:

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

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

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

Undead Telepathy. The dragon lich can communicate telepathically with undead creatures within 120 feet.

Sample Dragon Lich

Here the dragon lich template has been applied to an adult black dragon.

ADULT BLACK DRAGON LICH

CHALLENGE 17

LEGENDARY HUGE UNDEAD (DRAGON) 18,000 XP

AC 19 (natural armor)

HP 253 (22d12 + 110; bloodied 126)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	14 (+2)	12 (+1)	16 (+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +8, Con +11, Wis +7, Cha +9

Skills History +8, Perception +7 (+1d6), Stealth +8

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, fatigued, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20



Languages Common, Draconic

Ambusher. When submerged in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

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

3/day each: *animate dead*, *fog cloud*, *legend lore*, *pass without trace*, *speak with dead*

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it loses its Undead Telepathy trait until the end of its next turn. Until the end of its next turn, undead creatures under its control are incapacitated.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

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

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

Undead Nature. The dragon doesn't require air, sustenance, or sleep.

Undead Telepathy. The dragon lich can communicate telepathically with undead creatures within 120 feet.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Acid Spit.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) acid damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 20), and a Large or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Acid Spit against another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid and necrotic energy in a 60-foot-long, 5-foot-wide line. Each creature in that area makes a DC 19 Dexterity saving throw, taking 31 (7d8) acid damage and 31 (7d8) necrotic damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Darkness. The dragon creates a 20-foot-radius sphere of magical darkness originating from a point it can see within 120 feet. Darkvision can't penetrate this darkness. The darkness lasts for 1 minute or until the dragon uses this action again.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Chromatic Dragons

Named after their brightly-scaled hides, chromatic dragons can be found from the highest peaks to the thickest salt marshes. Chromatic dragons are the most common—as well as the most rapacious—of true dragons. They exert their will on the world via their peerless combat strength and by wreaking changes on their environments.

Twisted Lairs. A chromatic dragon is greedy even by draconic standards. Treasure, once acquired, is guarded carefully. A chromatic dragon makes its lair in a punishing, nearly inaccessible, location filled with traps and treacherous precipices. The dragon values worshipful allies, particularly kobolds and dragonborn, that can help patrol its lands and guard its lair against thieves.

The area around a chromatic dragon's lair slowly comes to reflect the dragon's nature. A black dragon's territory becomes an acidic swamp, while the plants around a blue dragon's lair wither as the land becomes parched. What's worse, chromatic dragons are driven by boundless hunger, and most take no pains to preserve life within their hunting areas. Once the dragon has exhausted the land of prey, it may move on to a new lair.

The area controlled and twisted by a dragon increases as the dragon ages. While a wyrmling may have no established domain, a young dragon controls an area within a mile radius of its lair. Inside that area, the environment slowly changes to suit the dragon. An adult dragon magically corrupts a radius of five to 10 miles around its lair, while an ancient dragon might create a poisoned forest, a lifeless tundra, or other hostile environment that extends out 30 miles or more. A great wyrm, during its few waking periods, might create environmental conditions that devastate an entire continent.

Dynastic Struggles. In a time long past, dragons claimed a mighty, if short-lived, empire. Nowadays, most dragons are solitary creatures that see other dragons as potential threats. In the last few centuries, however, some chromatic dragons have rediscovered the value of cooperation. Such dragon clans may come to rule nations or even empires, demanding tribute and military service from the humanoids they rule. Elder dragons govern as monarchs, while younger ones claw their way up the ladder of command amidst a climate of intrigue, backstabbing, and duels to the death. Such an empire, if left unchecked, could pose a threat to the freedom of the entire world—and the treasure it amassed could be truly staggering.

Black Dragon

With a death's-head face and black wings like a tattered cloak, a black dragon somewhat resembles the humanoid personification of death. And indeed, of all chromatic dragons, the black dragon is the one most fascinated by death and ruin. Dwelling in rotting swamps among fallen and forgotten monuments, a black dragon revels in terror and decay.

Cruel Ambushers. Black dragons are equally at home high in the night sky or hiding beneath the murky waters of their swamp lairs. They can surround themselves with magical pools of inky shadow. With many ways to hide from prey, black dragons are deadly ambush hunters. Most black dragons relish the fear of their quarry and draw out their hunts as long as possible. Sometimes they reveal themselves long before they first strike simply to menace their foes. At other times, they grant wounded prey temporary respite, allowing the illusion of escape before plunging their quarry into darkness and terror.

Ancient Monuments. Black dragons are both attracted to—and the cause of—decay and ruin. They often lair within the palaces of fallen kingdoms, especially those they helped topple. The corrupting influence of a black dragon's presence turns ground to turn to mud, causes grasping plants to crack stone, and eventually drowns old relics under the stinking bog. But even long-buried peoples still seem alive to the black dragon. It holds ancient rivals in a mixture of contempt and reverence, and often gloats over the dead it has drowned. Collectors and students of ancient relics and treasure, black dragons are eager to share their knowledge about ancient mysteries—though the questioner may not long survive the answer.

Life Beyond Death. With their fixation on time and mortality, black dragons are the most common dragon liches. If personal undeath is

beyond a black dragon's arcane power, it may seek to bolster its physical defenses by creating armies of undead servants. Zombified would-be dragonslayers, as well as moldering skeletons from ages past, may patrol a black dragon's lair alongside living minions.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Black dragons make their lairs in swamps and among the ruins of ancient empires.

DC 15 Black dragons spit acid, and the oldest among them can surround themselves with magical darkness.

DC 20 Obsessed with death, black dragons sometimes extend their existences through an arcane ritual that turns them into liches.

Black Dragon Encounters

Black dragons live in rotting swamps, lairing among ruins and toppled monuments.

CR 3–4 black dragon wyrmling with 1d4 dragonbound warriors (see warrior), kobolds, or lizardfolk

Treasure 300 gp, 500 sp, 4 sardonyx gemstones (50 gp each), exquisite marble throne (worth 200 gp but bulky), *potion of greater healing*, leaden helm (acts as *ring of mind shielding*)

CR 5–10 young black dragon; young black dragon with 1d4 kobolds, shriekers, or stirges; black dragon wyrmling with 1 or 2 dire centipedes, giant scorpions, or will-o'-wisps

Treasure 1,200 gp, 3,000 sp, 2 adamantine-bladed battleaxes (500 gp each), 3 *potions of healing*, *+1 greataxe* (named *Immortal*; the haft is topped with a gold crown)

CR 11–16 young black dragon with banshee, ghost, night hag, or shambling mound

Treasure 2,000 gp, 5,000 sp, ceremonial gold full plate armor with crowned helm (2,500 gp), *potion of superior healing*, *oil of sharpness*, *+2 scale armor* (the wearer can breathe water)

CR 17–22 adult black dragon; adult black dragon lich; adult black dragon with 2 bugbears, dire centipedes, specters, or will-o'-wisps

Treasure 8,000 gp, 4,000 ep, iron crown set with 25 jet gemstones (100 gp each gemstone), 50 scrolls of lost history and literature (100 gp each), 3 *potions of supreme healing*, *spell scrolls* of *greater restoration* and *move earth*, *carpet of flying*

CR 23–30 ancient black dragon; ancient black dragon with mage, otyugh, shambling mound, or wight; ancient black dragon with 2d4 bugbears, lizardfolk, or specters; adult black dragon lich with 1d6 + 4 skeletons and necromancer or ogre mage

Treasure 15,000 gp, miniature replica of city featuring a 3-foot-tall electrum obelisk (5,000 gp), black dragon egg (25,000 gp), *potion of speed*, 2 *arrows of undead slaying*, *cloak of the bat*, *crystal ball*

CR 31+ black great wyrm; ancient black dragon with 3 banshees or ghosts and 10 or 20 skeletons or zombies; 2 adult black dragons

Treasure 100,000 gp, 2 gem-studded gold crowns (25,000 gp each), 10 pieces of miscellaneous jewelry (2,500 gp each), huge stone calendar that predicts a future catastrophe, 3 *potions of supreme healing*, *mantle of spell resistance*, *ring of invisibility*

Signs

1. Sucking mire; after each hour of travel, succeed on a DC 12 Constitution saving throw or gain a level of fatigue
2. Fouled, poisoned water
3. Low mist obscuring dangerous bogs and other hazards
4. A draconic footprint filled with steaming liquid
5. Fallen towers half-buried in mud: scalding black smoke suddenly jets from a window
6. A toppled royal statue; a crude dragon statue sits in its place atop an empty pedestal

Behavior

1 Sleeping underwater

2 Ranting about the weaklings it has destroyed

3 Hiding in ambush

4 Vandalizing ancient architecture

5 Hiding a portion of its treasure in a secondary lair, just in case; it tries to destroy witnesses

6 Flying overhead, hunting

7 Wants to complain to someone about the dreariness of its surroundings, and then maybe kill the listener

8 In the midst of a ritual to turn it to a dragon lich

Black Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1 A successful Perception check reveals a hidden tunnel. If possible, the dragon snaps someone up in its jaws and squeezes through the tunnel.

2 The lair contains craters filled with bubbling acid. Once per turn, the dragon can use a legendary action to dunk a grappled creature into the acid. The creature takes acid damage equal to one-half the dragon's breath weapon damage.

3 Murky pools connect to the surrounding bog via underwater tunnels.

4 Creatures other than the black dragon gain no benefit from darkvision within the lair. The dragon can make a creature immune to this effect by ritualistically scarring it with acid.

Names

Algarath, Azoth, Ebonflame, Exatharis, Bitterbite, Sear

ANCIENT BLACK DRAGON

CHALLENGE 23

LEGENDARY GARGANTUAN DRAGON 50,000 XP

AC 22 (natural armor)

HP 367 (21d20 + 147; bloodied 183)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	16 (+3)	14 (+2)	18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills History +10, Perception +9 (+1d6), Stealth +9

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, one more

Ambusher. When submerged in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to mud. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Acid Spit.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) acid damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 23), and a Huge or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Acid Spit against another target.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failure or

half damage on a success. A creature that fails the save also takes 11 (2d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid in a 90-foot-long, 10-foot-wide line. Each creature in that area makes a DC 22 Dexterity saving throw, taking 85 (19d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Darkness. The dragon creates a 40-foot-radius sphere of magical darkness originating from a point it can see within 120 feet. Darkvision can't penetrate this darkness. The darkness lasts for 1 minute or until the dragon uses this action again.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Ancient Black Dragon Variant: Black Great Wyrm

Blightbane's lair is in a lake within a wide swamp. If you offer tribute, Blightbane's attendant hags will escort you into the black great wyrm's presence so that



you may ask it a question about ages past. If your gift is deemed sufficient, Blightbane will answer your question. If not, or if Blightbane doesn't know the answer, the dragon will devour you for your impudence.

The dragon is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 735 (42d20 + 294; bloodied 367) hit points and the following trait:

Concentrated Acid (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. For the next minute, the dragon's acid becomes immensely more corrosive, ignoring acid resistance and treating acid immunity as acid resistance.

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

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Caustic Surge (Costs 2 Actions). The dragon recharges its breath weapon.

Concentrated Decay (Costs 3 Actions). The dragon spits a highly concentrated blast of acid at one creature it can see within 90 feet. That creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Variant: Black Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A black dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *fog cloud, pass without trace*

Adult (save DC 17): 3/day each: *legend lore, speak with dead*

Ancient (save DC 19): 1/day: *create undead, insect plague*

Great Wyrm (save DC 19): 1/day: *time stop*

ADULT BLACK DRAGON

CHALLENGE 17

LEGENDARY HUGE DRAGON

18,000 XP

AC 19 (natural armor)

HP 253 (22d12 + 110; bloodied 126)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	14 (+2)	12 (+1)	16 (+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +8, Con +11, Wis +7, Cha +9

Skills History +8, Perception +7 (+1d6), Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Ambusher. When submerged in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to mud. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Acid Spit.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) acid damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 20), and a Large or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Acid Spit against another target.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid in a 60-foot-long, 5-foot-wide line. Each creature in that area makes a DC 19 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Darkness. The dragon creates a 20-foot-radius sphere of magical darkness originating from a point it can see within 120 feet. Darkvision can't penetrate this darkness. The darkness lasts for 1 minute or until the dragon uses this action again.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

YOUNG BLACK DRAGON

CHALLENGE 9

LARGE DRAGON — 5,000 XP

AC 18 (natural armor)

HP 144 (17d10 + 51; bloodied 72)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +6, Con +7, Wis +5, Cha +6

Skills History +5, Perception +5 (+1d6), Stealth +6

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Ambusher. When submerged in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) acid damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 16), and a Medium or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite another creature.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid in a 40-foot-long, 5-foot-wide line. Each creature in that area makes a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

BLACK DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON — 450 XP

AC 17 (natural armor)

HP 44 (8d8 + 6; bloodied 22)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +5 (+1d6)

Damage Immunities acid

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

Languages Draconic

Ambusher. When submerged in water, the dragon has advantage on Stealth checks.

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid in a 20-foot-long, 5-foot-wide line. Each creature in that area makes a DC 11 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save or half damage on a success.

Blue Dragon

A blue dragon soars overhead, nearly invisible against the cloudless sky. It spies a wagon far below and dives to breathe lightning on its unsuspecting prey. The wagon's riders are felled by a bolt from the blue.

Careful Attackers. While not cowardly, blue dragons don't relish physical combat. A blue dragon's lightning breath has the longest range of any chromatic dragon's breath weapon, and it uses that advantage against prey, humanoid foes, and draconic rivals. It strikes its target from extreme long range, flies away, and returns later to devour its prey or to finish the job with another lightning bolt. Even in melee combat, blue dragons are more dispassionate than many of their fellow dragons, breaking off and retreating whenever there is nothing to be gained from further battle.

Voracious Appetites. Blue dragons don't bear the rage of a red dragon or the malice of a black dragon. What they possess instead is an all-consuming hunger and thirst. A blue dragon spends most of its time on the hunt, gorging itself on every living thing it can catch or guzzling vast quantities of water.

A blue dragon's presence magically warps its surroundings. Water flows, even uphill, towards the dragon's place of rest. The land dries out for miles as water and life collect around the dragon's lair, forming a paradisiacal oasis. Attracted by the smell of water, thirsty animals make their way to the lair—and in doing so become prey to the dragon.

Of all the chromatic dragons, the blue dragon wreaks the longest-lasting damage to its environment. Long after a blue dragon has died or departed, its land remains a wasteland marked by a single, vibrant oasis.



Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 A blue dragon's voracious appetite often leaves the land around its lair a barren wasteland.

DC 15 Blue dragons spit lightning and can burrow through the sand in order to ambush prey.

DC 20 The oldest blue dragons can channel thunder through the earth, causing the ground itself to shake.

Blue Dragon Encounters

The blue dragon makes its lair in an oasis, cavern, or caldera lake within a desert.

CR 3–4 blue dragon wyrmling; blue dragon wyrmling with 3 or 4 cultists, kobolds, or poisonous snakes

Treasure 200 gp, 250 sp, 4 lapis lazuli (50 gp each), 3 charred maps (50 gp each), *potion of healing*, *bag of holding*

CR 5–10 young blue dragon

Treasure 1,500 gp, 2 gold armlets (250 gp each), sailing ship half-buried in sand, glowing magic pool that acts as 6 *potions of healing*, *spell scrolls* of *invisibility* and *magic missile*, *decanter of endless water*

CR 11–16 young blue dragon with 2 ankhegs, giant scorpions, sandlings (see scarecrow), or scorpionfolk; young blue dragon with 1d6 + 4 dragonbound warriors (see warrior) or kobolds

Treasure 100 pp, 3,000 gp, magic gate that allows one-way travel to a bustling city, magic plate that can be commanded to cast *cast create food and water* once per day, 3 *potions of healing*, *javelin of lighting*, amber-tipped +2 *wand of the war mage*

CR 17–22 adult blue dragon; adult blue dragon with ankheg, minstrel, or scorpionfolk

Treasure 10,000 gp, 8 aquamarine gemstones (500 gp each), a charred corpse that can be identified as the heir to a city-state or kingdom, 10 +*3 arrows*, *wand of magic missile*, +*1 plate armor*

CR 23–30 ancient blue dragon; ancient blue dragon with 5 ghouls, harpies, or sandlings (see scarecrow); adult blue dragon with air elemental, 5 sandlings, or vampire

Treasure 1,000 pp, 15,000 gp, 10,000 ep, 20,000 sp, 25 sapphires (1,000 gp each), 3 *potions of storm giant strength*, *ring of shooting stars*, *defender greatsword*

CR 31+ blue great wyrm; ancient blue dragon with 1d4 + 1 blue dragon wyrmlings or scorpionfolk; 2 adult blue dragons

Treasure 120,000 gp, 200 1-pound gold bars (50 gp each), 3 crates of rare spices (5,000 gp each), sapphire necklace (25,000 gp), sapphire and gold scepter (25,000 gp), *spell scroll* of *foresight*, 3 *potions of supreme healing*, *breastplate of lightning resistance*, *dragon slayer longsword*, *hat of disguise*

Signs

1	Fresh air smell, like the earth after a rain
2	Dangerous sinkholes
3	In the distance, a bolt of lightning arcs up from the ground
4	A distant roar, or perhaps a peal of thunder
5	The torn, charred, and half-eaten corpse of a roc
6	An overturned covered wagon, its cloth sides slashed
7	A sandstorm
8	A dry oasis or river bed

Behavior

1-3	Flying overhead, hunting
2	Sleeping, drinking, or swimming in its oasis lair
3	Crouched over charred corpses
4	Buried in the sand, waiting for prey
5	In its lair, receiving a visit from divi emissaries who bring tribute
6	Perched atop a massive, abandoned throne or other ruin

Blue Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1 Mirages befuddle creatures trying to navigate the lair. When a creature tries to reach a specific location in the lair or leave it, it makes a Wisdom saving throw. On a failure, it ends up back where it started a few minutes later.

2 The lair is filled with humid mist and pools of water. While in the lair, the width of the dragon's breath weapon is doubled.

3 Deep sand covers the ground in the dragon's lair. When the dragon uses its Quake action, it also kicks up a sandstorm, causing the area of the quake to become heavily obscured until the start of its next turn.

4 The dragon has burrowed a tunnel underneath its lair and filled it with sand, creating a reliable escape route few creatures can follow. The tunnel opens into the surrounding desert.

Names

Azrithandris, Galewrack, Malendrith, Lissicax, Skyfang, Stormtongue

ANCIENT BLUE DRAGON CHALLENGE 25

LEGENDARY GARGANTUAN DRAGON 75,000 XP

AC 22 (natural armor)

HP 407 (22d20 + 176; bloodied 203)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	18 (+4)	16 (+3)	20 (+5)

Proficiency +8; **Maneuver DC** 25

Saving Throws Dex +8, Con +16, Wis +11, Cha +13

Skills Perception +11 (+1d6), Stealth +8, Survival +11

Damage Immunities lightning

Senses blindsight 60 ft., tremorsense 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, two more

Desert Farer. The dragon ignores difficult terrain or obscurement caused by sand or gravel, even while flying. Additionally, it ignores the effects of extreme heat.

Dune Splitter. The dragon can remain submerged in sand and gravel for up to 4 hours. It has advantage on Stealth checks made to hide in this way, and Large or smaller creatures within 20 feet of its hiding place when it emerges must succeed on a DC 24 Dexterity saving throw or be blinded until the end of its next turn.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Arc Lightning.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 9 (2d8) lightning damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target 10 feet away.

Arc Lightning. The dragon targets a creature within 60 feet, forcing it to make a DC 24 Dexterity saving throw. The creature takes 22 (4d10) lightning damage on a failure or half damage on a success. Also on a failure, the lightning jumps. Choose a creature within 30 feet of the target that hasn't been hit by this ability on this turn, and repeat the effect against it, possibly causing the lightning to jump again.

Lightning Breath (Recharge 5–6). The dragon exhales a 120-foot-long, 10-foot-wide line of lightning. Each creature in that area makes a DC 24 Dexterity saving throw, taking 94 (17d10) lightning damage on a failed save or half damage on a success. A creature that fails the save can't take reactions until the end of its next turn.

Quake. While touching natural ground, the dragon sends pulses of thunder rippling through it. Creatures within 30 feet make a DC 24 Strength saving throw, taking 22 (4d10) bludgeoning damage and falling prone on a failure. If a Large or smaller creature that fails the save is standing on sand, it also sinks partially, becoming restrained as well. A creature restrained in this way can spend half its movement to escape.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 21 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 24 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Quake (Costs 2 Actions). The dragon uses its Quake action.

Ancient Blue Dragon Variant: Blue Great Wyrm

The great wyrm Iainith, not satisfied with the tribute it received from a rich city-state, claimed the city for itself. Now the city's ruins lie at the center of a vast desert. Satisfied, Iainith sleeps curled around a palace tower; when it wakes, its hunger will encompass new lands.

The dragon is an elite monster, equivalent to two CR 25 monsters (150,000 XP). It has 814 (44d20 + 352; bloodied 407) hit points and the following trait:

High Voltage (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. After doing so, the air around it becomes electrically charged. A creature that starts its turn within 15 feet of the dragon or moves within 15 feet of it for the first time on a turn makes a DC 24 Dexterity saving throw. On a failure, it takes 11 (2d10) lightning damage and can't take reactions until the start of its next turn. Creatures in metal armor or wielding metal weapons have disadvantage on this saving throw.

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

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Storm Surge (Costs 2 Actions). The dragon recharges its breath weapon.

Thunderstrike (Costs 3 Actions). The dragon strikes a creature within 120 feet with a blast of electricity. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Variant: Blue Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A blue dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *blur, silent image*
Adult (save DC 18): 3/day each: *blight, hypnotic pattern*
Ancient (save DC 21): 1/day: *control water, mirage arcane*
Great Wyrm (save DC 21): 1/day: *antipathy/sympathy*

ADULT BLUE DRAGON

CHALLENGE 19
LEGENDARY HUGE DRAGON
22,000 XP

AC 19 (natural armor)
HP 275 (22d12 + 132; bloodied 137)
Speed 40 ft., burrow 30 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	16 (+3)	14 (+2)	18 (+4)

Proficiency +6; **Maneuver DC** 21
Saving Throws Dex +6, Con +12, Wis +8, Cha +10
Skills Perception +8 (+1d6), Stealth +6, Survival +8
Damage Immunities lightning
Senses blindsight 60 ft., tremorsense 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic, one more

Desert Farer. The dragon ignores difficult terrain or obscurement caused by sand or gravel, even while flying. Additionally, it ignores the effects of extreme heat.

Dune Splitter. The dragon can remain submerged in sand and gravel for up to 4 hours.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Arc Lightning.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) lightning damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the dragon pushes the target 10 feet away.

Arc Lightning. The dragon targets a creature within 60 feet, forcing it to make a DC 20 Dexterity saving throw. The creature takes 16 (3d10) lightning damage on a failure or half damage on a success. Also on a failure, the lightning jumps. Choose a creature within 30 feet of the target that hasn't been hit by this ability on this turn, and repeat the effect against it, possibly causing the lightning to jump again.

Lightning Breath (Recharge 5–6). The dragon exhales a 90-foot-long, 5-foot wide-line of lightning. Each creature in that area makes a DC 20 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed save or half damage on a success. A creature that fails the save can't take reactions until the end of its next turn.

Quake. While touching natural ground, the dragon sends pulses of thunder rippling through it. Creatures within 30 feet make a DC 20 Strength saving throw, taking 11 (2d10) bludgeoning damage and falling prone on a failure. If a Large or smaller creature that fails the save is standing on sand, it also sinks partially, becoming restrained as well. A creature restrained in this way can spend half its movement to escape.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Quake (Costs 2 Actions). The dragon uses its Quake action

YOUNG BLUE DRAGON

CHALLENGE 10
5,900 XP

LARGE DRAGON

AC 18 (natural armor)

HP 152 (16d10 + 64; bloodied 76)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	14 (+2)	12 (+1)	16 (+3)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +5 (+1d6), Stealth +4, Survival +5

Damage Immunities lightning

Senses blindsight 30 ft., tremorsense 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Desert Farer. The dragon ignores difficult terrain or obscurement caused by sand or gravel, even while flying. Additionally, it ignores the effects of extreme heat.

Dune Splitter. The dragon can remain submerged in sand and gravel for up to 4 hours. It has advantage on Stealth checks to hide in this way.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 4 (1d8) lightning damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Lightning Breath (Recharge 5–6). The dragon exhales a 60-foot-long, 5-foot-wide line of lightning. Each creature in that area makes a DC 16 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save or half damage on a success. A creature that fails the save can't take reactions until the end of its next turn.

BLUE DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON

700 XP

AC 17 (natural armor)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 13

Skills Perception +2, Stealth +3 (+1d6), Survival +2

Damage Immunities lightning

Senses blindsight 10 ft., tremorsense 30 ft., darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Desert Farer. The dragon ignores difficult terrain or obscurement caused by sand or gravel, even while flying. Additionally, it ignores the effects of extreme heat.

Dune Splitter. The dragon can remain submerged in sand and gravel for up to 4 hours. It has advantage on Stealth checks made to hide in this way.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Lightning Breath (Recharge 5–6). The dragon exhales a 30-foot-long, 5-foot-wide line of lightning. Each creature in that area makes a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save or half damage on a success.

Green Dragon

Green dragons enjoy a reputation as cunning schemers who relish twisting the minds of their prey. Green dragons rarely attack without warning: they enjoy combat more when it's preceded by the frisson of deceit and fear.

Beguiling Words. Conversing with a green dragon is a mistake. Many find the dragon's words, an artful mixt of lies and half-truths, nearly irresistible. A creature charmed by a green dragon may reveal closely-held secrets and betray friendships. If a creature appears useful, the dragon will let it go, but the creature's behavior may be influenced by the dragon's subtle prompts long after its escape.

Prisoners and Minions. Most green dragons collect interesting prisoners: minstrels to soothe it, nobles to charm and subvert, and knights and warriors to torment with terror and lies. A green dragon values its stable of prisoners almost as much as its actual treasure hoard.

Only slightly less precious than its prisoners are the dragon's many minions: the kobolds and other monsters that guard its lair, the forest creatures that report to it, and the agents throughout the world that are bound to it by charms, bribes, or threats.

Playing Politics. Unlike most chromatic dragons, green dragons are intensely interested in humanoid politics. Many a mysterious assassination was funded with wealth from a green dragon's hoard. Green dragons sometimes even orchestrate conflicts between two rival factions, favoring the side that it believes to be the most venal and destructive.

Enemies of Civilization. A green dragon finds cruel amusement in its schemes, but in the long term its meddling has a more sinister purpose: by sowing discord among the humanoids that rule more settled lands, the dragon weakens those who might stand against a draconic conqueror.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Green dragons breathe poison gas.

DC 15 Most green dragons are cunning liars that can charm you with their gaze and their deceptive words.

DC 20 Many green dragons have networks of spies and are secret political players.

Green Dragon Encounters

Green dragons live in forests and jungles. For miles around their lairs, greenery is lush, thorny, and poisonous.

CR 3–4 green dragon wyrmling; green dragon wyrmling with 1d4 kobolds

Treasure 300 gp, 900 ep, 2 jade dragon statues (60 gp each), a concealed bronze key, 2 *potions of healing*, *ring of mind shielding*

CR 5–10 young green dragon; green dragon wyrmling with 2 ogres or swarm of poisonous snakes

Treasure 1,000 gp, 1,000 ep, 3,000 sp, silver and emerald necklace (250 gp), masterwork lute (250 gp), *dust of sneezing and choking*, *necklace of fireballs*, *dagger of venom*

CR 11–16 young green dragon with corrupted unicorn (see unicorn), shambling mound, or troll; young green dragon with 1d4 dragonbound warriors (see warrior) or giant spiders

Treasure 3,000 gp, 12 signet rings from noble families (50 gp each) strung on a chain, magic pool that acts as a *crystal ball* but can't be moved, +2 *breastplate*, *dimensional shackles*

CR 17–22 adult green dragon; adult green dragon with green dragon wyrmling

Treasure 300 pp, 8,500 gp, 5 emeralds (500 gp each), 3 *potions of supreme healing*, *staff of striking*

CR 23–30 ancient green dragon; ancient green dragon with 1 or 2 dragon cultists and 1d6 + 2 dragonbound warriors (see warrior); adult green dragon with green hag and 1d6 + 6 dragonbound warriors, goblins, or kobolds

Treasure 2,000 pp, 25,000 gp, 2 bejeweled and poisoned gold goblets (2,500 gp each), dozens of letters incriminating the local nobility, 3 *potions of flying*, *crystal ball*, *ring of invisibility*

CR 31+ 2 ancient green dragons; 2 ancient green dragons with fire elemental and mage; green great wyrm

Treasure 6,000 pp, 80,000 gp, 10 diamonds (5,000 gp each), one piece of a magic artifact, *ring of invisibility*, *rod of lordly might*

Signs

1. A low-hanging, greenish fog with an acrid smell
2. Close-growing, vine-draped trees make travel nearly impossible except on winding paths
3. Rodents and birds seem to watch you
4. A treetop village of strange-acting elves: enchanted servants of the dragon

Behavior

1. Receiving a report from one of its spies
2. Will pay for specific (but seemingly harmless) information about a human leader
3. Knows about your mission and can help, for a price
4. Returning to its lair with prisoners
5. Fascinating a local commoner or warrior; hasn't decided whether to eat it or send it home full of lies
6. Hiding in ambush among emerald-green foliage

Green Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. Lingering toxic fumes suffocate intruders. A bloodied creature in the lair makes a Constitution saving throw at the start of each of its turns. On a failure, it has disadvantage on attack rolls until the start of its next turn. On a success, it is immune to this effect for 24 hours.
2. Bloated corpses litter the lair. If a creature disturbs or enters the space of one of these corpses, the corpse erupts with poisonous gas. Creatures within 10 feet of the body make a Constitution saving throw, taking 13 (4d6) poison damage on a failure.
3. Pools of poison are scattered throughout the lair. If the dragon is within 10 feet of a pool, it can use a legendary action to drink from it, at which point it can immediately roll to recharge its breath weapon. It can't do so again until the end of its next turn.
4. The dragon can use Spit Poison on the ceiling of its lair. When it does, the poison reacts with minerals in the rock and creates a green gas that fills a 40-foot-radius cylinder. The area is heavily obscured to creatures other than the dragon. The gas lasts for 1 minute or until dispersed by a strong wind.

Green Dragon Names

Arkenox, Calaxaras, Greengall, Honeytongue, Malice, Sirivistra

ANCIENT GREEN DRAGON

CHALLENGE 24

LEGENDARY GARGANTUAN DRAGON 62,000 XP

AC 21 (natural armor)

HP 420 (24d20 + 168; bloodied 210)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	20 (+5)	16 (+3)	18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11 (+1d6), Insight +10, Perception +10 (+1d6), Persuasion +11, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, three more

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn into dry leaves and blow away. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Woodland Stalker. When in a forested area, the dragon has advantage on Stealth checks. Additionally, when it speaks in such a place, it can project its voice such that it seems to come from all around, allowing it to remain hidden while speaking.

Blood Toxicity (While Bloodied). The first time each turn a creature hits the dragon with a melee attack while within 10 feet of it, that creature makes a DC 22 Dexterity saving throw, taking 10 (3d6) poison damage on a failure.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Poison.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) poison damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Poison. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) poison damage on a failure or half damage on a success. A creature that fails the save is also poisoned for 1 minute. The creature repeats the saving throw at the end of each of its turns, taking 11 (2d10) poison damage on a failure and ending the effect on a success.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area makes a DC 22 Constitution saving throw, taking 80 (23d6) poison damage on a failed save or half damage on a success. A creature with immunity to poison damage that fails the save takes no damage, but its poison immunity is reduced to resistance for the next hour.

Honeyed Words. The dragon's words sow doubt in the minds of those who hear them. One creature within 60 feet who can hear and understand the dragon makes a DC 19 Wisdom saving throw. On a failure, the creature must use its reaction, if available, to make one attack against a creature of the dragon's choice with whatever weapon it has to do so, moving up to its speed as part of the reaction if necessary. It need not use any special class features (such as Sneak Attack or Divine Smite) when making this attack. If it can't get in a position to attack the creature, it moves as far as it can toward the target before regaining its senses. A creature immune to being charmed is immune to this ability.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Honeyed Words. The dragon uses Honeyed Words.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Ancient Green Dragon Variant: Green Great Wyrm

The great wyrm Verdigrax once ruled an empire. In a poisoned land, sickly slaves constructed a huge tower of skulls to house the dragon and its treasure. Verdigrax's current whereabouts are unknown, but the tower endures at the center of a noxious jungle, beckoning treasure seekers to plunder it.

The dragon is an elite monster, equivalent to two CR 24 monsters (124,000 XP). It has 840 (48d20 + 336; bloodied 420) hit points and the following trait:

Venomous Resurgence (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. After doing so, it emanates a green gas that extends in a 15-foot radius around it. When a creature enters this area for the first time on a turn or starts its turn there, it makes a DC 22 Constitution saving throw. On a failure, a creature with resistance to poison damage loses it, and a creature without resistance or immunity to poison damage becomes vulnerable to poison damage instead. Either effect lasts until the start of the creature's next turn.

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

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Toxic Surge (Costs 2 Actions). The dragon recharges its breath weapon.

Concentrated Blast (Costs 3 Actions). The dragon spits a congealed gob of venom at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Variant: Green Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A green dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *animal messenger, tongues*

Adult (save DC 17): 3/day each: *modify memory, scrying*

Ancient (save DC 19): 1/day: *mass suggestion, telepathic bond*

Great Wyrm (save DC 19): 1/day: *glibness*



ADULT GREEN DRAGON

CHALLENGE 18
20,000 XP

LEGENDARY HUGE DRAGON

AC 18 (natural armor)

HP 287 (25d12 + 125; bloodied 143)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	12(+1)	20(+5)	18(+4)	14(+2)	16(+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +7, Con +11, Wis +8, Cha +9

Skills Deception +9 (+1d6), Insight +8, Perception +8 (+1d6), Persuasion +9, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, two more

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn into dry leaves and blow away. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Woodland Stalker. When in a forested area, the dragon has advantage on Stealth checks. Additionally, when it speaks in such a place, it can project its voice such that it seems to come from all around, allowing it to remain hidden while speaking.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Poison.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) poison damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Poison. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 22 (4d10) poison damage on a failure or half damage on a success. A creature that fails the save is also poisoned for 1 minute. The creature repeats the saving throw at the end of each of its turns, taking 11 (2d10) poison damage on a failure and ending the effect on a success.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area makes a DC 19 Constitution saving throw, taking 63 (18d6) poison damage on a failed save or half damage on a success. A creature with immunity to poison damage that fails the save takes no damage, but its poison immunity is reduced to resistance for the next hour.

Honeyed Words. The dragon's words sow doubt in the minds of those who hear them. One creature within 60 feet who can hear and understand the dragon makes a DC 17 Wisdom saving throw. On a failure, the creature must use its reaction, if available, to make one attack against a creature of the dragon's choice with whatever weapon it has to do so, moving up to its speed as part of the reaction if necessary. It need not use any special class features (such as Sneak Attack or Divine Smite) when making this attack. If it can't get in a position to attack the creature, it moves as far as it can toward the target before regaining its senses. A creature immune to being charmed is immune to this ability.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Honeyed Words. The dragon uses Honeyed Words.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

YOUNG GREEN DRAGON CHALLENGE 10
LARGE DRAGON 5,900 XP

AC 17 (natural armor)
HP 161 (19d10 + 57; bloodied 80)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+3)	16(+3)	12(+1)	14(+2)

Proficiency +4; **Maneuver DC** 16
Saving Throws Dex +5, Con +7, Wis +5, Cha +6
Skills Deception +6 (+1d6), Insight +5, Perception +5 (+1d6), Persuasion +6, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, one more
Amphibious. The dragon can breathe air and water.
Woodland Stalker. When in a forested area, the dragon has advantage on Stealth checks.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.
Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) poison damage.
Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.
Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area makes a DC 15 Constitution saving throw, taking 42 (12d6) poison damage on a failed save or half damage on a success.

GREEN DRAGON WYRMLING CHALLENGE 3
MEDIUM DRAGON 700 XP

AC 16 (natural armor)
HP 55 (10d8 + 10; bloodied 27)
Speed 30 ft., fly 60 ft., swim 30 ft.

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

Proficiency +2; **Maneuver DC** 12
Skills Perception +2, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Amphibious. The dragon can breathe air and water.
Woodland Stalker. When in a forested area, the dragon has advantage on Stealth checks.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.
Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area makes a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save or half damage on a success.

Red Dragon

The most arrogant of all dragons, red dragons believe themselves the rulers of dragons and lesser creatures alike. They brook no disobedience and incinerate any who dare oppose them.

Rulers of the World. Red dragons believe their might is unsurpassed by mortal creatures. The very existence of gold dragons, their closest rivals, enrages them, causing them to attack gold dragons on sight. All other creatures must either serve them or be eaten.

Red dragons make their lairs atop the highest mountain peaks, where they can look down upon their domains. They consider everything within sight to be their property, and the sky their domain alone. They keep a watchful eye for rival dragons or other flying creatures, which must be driven to the earth or destroyed.

Among themselves, red dragons are hierarchical. They grudgingly accept the dominance of larger dragons, and demand fealty from smaller ones. Two red dragons of similar age will clash until one crawls away, its wings torn and its hoard plundered.

Treasure Hoarders. Red dragons are greedy even by draconic standards. They believe every gemstone and scrap of precious metal belongs in their lair. To red dragons, no tribute is too great, and the crime of holding back wealth is a capital one.

Fiery Infernos. A red dragon's peak inevitably becomes volcanically active. Inside its cavernous lair, the dragon may sleep on an island surrounded by magma or ride updrafts of sulphurous gases. When a red dragon becomes enraged, the volcano erupts.



Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Red dragons are creatures of flame and greed. They live inside volcanoes and hoard wealth unimaginable by even the richest monarch.

DC 15 Steaming vents and pools of bubbling magma fill a red dragon's lair.

DC 20 The oldest red dragons are often served by minions from the Plane of Fire, such as fire elementals, magmins, or salamanders. The dragon rules over these minions like a mortal tyrant.

Red Dragon Encounters

Red dragons live atop volcanic mountain peaks.

CR 5–10 red dragon wyrmling with 1d6 + 2 dragonbound warriors (see warrior), kobolds, magmins, or warhordling orc warriors (see warrior)

Treasure 1,800 gp, 2,000 sp, charred wagon filled with 400 gp of trade goods, 3 *potions of greater healing*, *handy haversack*, *+1 shield* (embossed with a gold dragon head)

CR 11–16 young red dragon; young red dragon with 1d8 + 4 dragonbound warriors (see warrior), kobolds, or soldiers; young red dragon with 2 dragon cultists, gargoyles, or ogres

Treasure 2,500 gp, 10,000 sp, 3 garnets (100 gp each), gold dragon idol (750 gp), 2 *potions of superior healing*, *necklace of fireballs*, *staff of the magi*

CR 17–22 adult red dragon; adult red dragon with flame-spitting statue (see walking statue) or half-red dragon veteran

Treasure 11,000 gp, 8,000 sp, ceremonial gold sword (250 gp), 3 gold ewers (750 gp each), pearl necklace (2,500 gp), 2 *oils of sharpness*, 3 *potions of flying*, *+1 scale armor*, *staff of striking*

CR 23–30 ancient red dragon; adult red dragon with fire elemental or xorn

Treasure 2,000 pp, 20,000 gp, 3 rubies (5,000 gp each), 15 marble busts of human rulers (1,000 gp each), 3 *potions of storm giant strength*, *potion of supreme healing*, *wand of fireballs*, *luck blade*

CR 31+ red great wyrm; ancient red dragon with cyclops, efreeti, fire giant, or young red dragon; ancient red dragon with 3 fire elementals, salamanders, or wyverns

Treasure 5,000 pp, 100,000 gp, 10 miscellaneous pieces of royal jewelry (2,500 gp each), book of sigil sequences for 6 teleportation circles, magical anvil (any armor forged on it grants fire resistance), 3 *potions of supreme healing*, *arrow of dragon slaying*, *potion of diminution*, 2 *splint armors of fire resistance*, *ring of fire elementals*

Signs

1. The smell of sulfur
2. A tremor shakes the ground
3. The air is almost unbearably hot
4. Three of the dragon's minions run by, fleeing from its murderous wrath
5. A raging fire
6. A distant explosion of lava

Behavior

1. Attacks on sight
2. Drowsing atop its treasure
3. Feeding on a gargantuan monster corpse
4. Raging and threatening terrified captives
5. Flying overhead
6. Attacking a settlement

Red Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. Volcanic vents spew dark clouds of smoke, heavily obscuring a 20-foot-radius area. When a breathing creature starts its turn in the cloud or enters it for the first time on a turn, it must succeed on a Constitution saving throw or become poisoned until the start of its next turn.
2. If the dragon makes a tail attack against the lair's wall, a large stalactite falls down from the ceiling, striking a 10-foot-square area of the dragon's choice. Each creature in the area makes a Dexterity saving throw, taking 11 (2d10) bludgeoning damage and becoming restrained on a failure. A creature can use its action to make an Acrobatics or Athletics check against the lair's save DC, freeing itself or another creature on a success. If the dragon uses this ability more than three times in a day, the cavern starts collapsing.
3. Pools of lava are scattered throughout the lair. The dragon can use a legendary action to drink from a pool. Until the end of its next turn, its Searing Heat feature deals double damage.
4. The air in the dragon's lair is dangerously hot. On first entering the lair and every hour thereafter, a creature without fire resistance or immunity makes a Constitution saving throw, gaining a level of fatigue on a failure.

Names

Alerathax, Elderfire, Emberwing, Ithildrun, Pyrash, Verpyrion

ANCIENT RED DRAGON CHALLENGE 26

LEGENDARY GARGANTUAN DRAGON 90,000 XP

AC 22 (natural armor)

HP 448 (23d20 + 207; bloodied 224)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	18 (+4)	16 (+3)	22 (+6)

Proficiency +8; **Maneuver DC** 26

Saving Throws Dex +8, Con +17, Wis +11, Cha +14

Skills Intimidation +14, Perception +11 (+1d6), Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, two more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to charcoal. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Searing Heat. A creature that touches the dragon or hits it with a melee attack for the first time on a turn takes 14 (4d6) fire damage.

Volcanic Tyrant. The dragon is immune to the effects of poisonous gases caused by volcanic environments. It also ignores difficult terrain caused by lava.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Fire.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage, and the dragon pushes the target 10 feet away.

Cruel Tyranny. The dragon snarls and threatens its minions, driving them to immediate action. The dragon chooses one creature it can see and that can hear the dragon. The creature uses its reaction to make one weapon attack with advantage. If the dragon is bloodied, it can use this ability on three minions at once.

Spit Fire. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) fire damage on a failure or half damage on a success. A creature that fails the save also takes 11 (2d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire in a 90-foot cone. Each creature in that area makes a DC 25 Dexterity saving throw, taking 98 (28d6) fire damage on a failed save or half damage on a success. A creature that fails the saving throw also takes 11 (2d10) ongoing fire damage. While affected by this ongoing damage, it is frightened of the dragon. A creature can use an action to end the ongoing damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Taskmaster. When a creature within 60 feet fails an ability check or saving throw, the dragon roars a command to it. The creature can roll a d10 and add it to the result of the roll, possibly turning the failure into a success.

LEGENDARY ACTIONS

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

Cruel Tyranny. The dragon uses its Cruel Tyranny action.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 22 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 25 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Ancient Red Dragon Variant: Red Great Wyrm

One hundred years ago, no lands were safe from the all-consuming fires of the great wyrm Redroar — until a clever gambler won a decade of the dragon's mercy in a game of chess. Every ten years, the best game players in the world now travel to the dragon's lair to challenge it in chess matches. If even one of these champions bests Redroar, the dragon promises to spare the world from immolation for the next ten years. (Redroar has an expertise die, +1d20, in chess.)

The dragon is an elite monster, equivalent to two CR 26 monsters (180,000 XP). It has 897 (46d20 + 414; bloodied 448) hit points and the following trait:

Seething Rage. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. Its inner flame erupts, burning brightly in its eyes and mouth. After taking damage from its Searing Heat ability, a creature with resistance to fire damage loses it, and a creature with immunity to fire damage reduces it to resistance. Either effect lasts until the start of the creature's next turn.

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

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Backdraft (Costs 2 Actions). The dragon recharges its breath weapon.

Plasma Blast (Costs 3 Actions). The dragon spits a ball of white-hot fire at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Variant: Red Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A red dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 16): 3/day each: *command, hold person*

Adult (save DC 19): 3/day each: *glyph of warding, wall of fire*

Ancient (save DC 22): 1/day: *antimagic field, dominate monster*

Great Wyrm (save DC 22): 1/day: *storm of vengeance*

ADULT RED DRAGON

CHALLENGE 20
LEGENDARY HUGE DRAGON
25,000 XP

AC 19 (natural armor)

HP 310 (23d12 + 161; bloodied 155)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
`26 (+8)	10 (+0)	24 (+7)	16 (+3)	14 (+2)	20 (+5)

Proficiency +6; **Maneuver DC** 22

Saving Throws Dex +6, Con +13, Wis +8, Cha +11

Skills Intimidation +11, Perception +9 (+1d6), Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, one more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Searing Heat. A creature that touches the dragon or hits it with a melee attack for the first time on a turn takes 7 (2d6) fire damage.

Volcanic Tyrant. The dragon is immune to the effects of poisonous gases caused by volcanic environments. It also ignores difficult terrain caused by lava.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Fire.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Cruel Tyranny. The dragon snarls and threatens its minions, driving them to immediate action. The dragon chooses one creature it can see and that can hear the dragon. The creature uses its reaction to make one weapon attack with advantage.

Spit Fire. The dragon targets a creature within 60 feet, forcing it to make a DC 21 Dexterity saving throw. The creature takes 22 (4d10) fire damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire in a 60-foot cone. Each creature in that area makes a DC 21 Dexterity saving throw, taking 73 (21d6) fire damage on a failed save or half damage on a success. A creature that fails the saving throw also takes 5 (1d10) ongoing fire damage. While affected by this ongoing damage, it is frightened of the dragon. A creature can use an action to end the ongoing damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Cruel Tyranny. The dragon uses its Cruel Tyranny action.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

YOUNG RED DRAGON
CHALLENGE 11
LARGE DRAGON
7,200 XP

AC 18 (natural armor)
HP 178 (17d10 + 85; bloodied 89)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	14 (+2)	12 (+1)	18 (+4)

Proficiency +4; **Maneuver DC** 18
Saving Throws Dex +4, Con +9, Wis +5, Cha +8
Skills Intimidation +8, Perception +5 (+1d6), Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic

Searing Heat. A creature that starts its turn touching the dragon, or touches it or hits it with a melee attack for the first time on a turn, takes 3 (1d6) fire damage.

Volcanic Tyrant. The dragon is immune to the effects of poisonous gases caused by volcanic environments. It also ignores difficult terrain caused by lava.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire that fills a 30-foot cone. Each creature in that area makes a DC 17 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save or half damage on a success. A creature that fails the saving throw also takes 5 (1d10) ongoing fire damage. While affected by this ongoing damage, it is frightened of the dragon. A creature can use an action to end the ongoing damage.

RED DRAGON WYRMLING
CHALLENGE 4
MEDIUM DRAGON
1,100 XP

AC 17 (natural armor)
HP 75 (10d8 + 30; bloodied 37)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 14
Skills Intimidation +4, Perception +2, Stealth +3
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic

Volcanic Tyrant. The dragon is immune to the effects of poisonous gases caused by volcanic environments. It also ignores difficult terrain caused by lava.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire in a 15-foot cone. Each creature in that area makes a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save or half damage on a success.

White Dragon

Although the smallest of chromatic dragons, white dragons are also the most vicious. They find the presence of other creatures loathsome and slay those who enter their frozen domain.

Frozen Solitude. White dragons gravitate toward the cold, deserted lands at the edges of the world. They enjoy the solitude and purity of their icy homes. Most white dragons consider any intrusion into their territory an affront. Quick to anger and careless of its own wounds, a white dragon's fury can drive off even larger dragons.

While white dragons prefer to be alone, they occasionally tolerate servants who remain quiet and stay out of sight. The dour frost giants and cowed kobolds that serve a white dragon know better than to call attention to themselves, especially when their master is hungry.

Icy Fastness. A white dragon's territory slowly transforms into a frozen wasteland and eventually becomes the eye of a permanent winter storm. The largest white dragons have ambitions to extend their realms further, freezing the entire world.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 White dragons rule the frozen wastelands at the edges of the world.

DC 15 A white dragon's lair is often found at the center of a raging winter storm.

DC 20 Truly ancient white dragons can surround themselves with magical storms of sleet and ice.

White Dragon Encounters

White dragons live among snow and constant blizzards.

CR 3–4 white dragon wyrmling with 3 or 4 kobolds or warriors; 2 white dragon wyrmlings
Treasure 300 gp, 1,000 sp, giant polar bear fur (75 gp), *potion of greater healing*, *circlet of blasting*

CR 5–10 young white dragon; young white dragon with 2 ice mephits or mountain dwarf soldiers
Treasure 1,300 gp, 2 silver ewers (250 gp each), unmelting snowball, *potion of greater healing*, 3 *potions of fire resistance*, *ring of warmth*

CR 11–16 adult white dragon
Treasure 300 pp, 600 gp, 11 amber gemstones (100 gp each), key made of ice, 3 *potions of superior healing*, *feather token* (anchor), *rod of absorption*

CR 17–22 ancient white dragon
Treasure 13,000 gp, 30 furs (100 gp each), silver dragontooth necklace (250 gp), 6 *+2 crossbow bolts*, *potion of invisibility*, *shortsword of sharpness*

CR 23–30 ancient white dragon with frost giant, werebear, winter hag, or young white dragon; adult white dragon with cyclops, tundra chimera (see chimera), or young white dragon
Treasure 20,000 gp, diamond (5,000 gp), white dragon egg (25,000 gp), 2 *potions of supreme healing*, *arrow of titan slaying*, *Ioun stone of mastery*, *adamantine plate armor*

CR 31+ white great wyrm; 2 adult white dragons
Treasure 5,000 pp, 40,000 gp, 60,000 ep, 5 diamonds (5,000 gp each), mithral warhorn (7,500 gp), ice statue with a huge ruby (25,000 gp) at the heart, *4 potions of supreme healing*, *boots of speed*, *+2 warhammer* (named *Tark-Elith*; made of unmelting ice; grants its wielder fire resistance), *ring of shooting stars*

Signs

1–2 Blinding snow

3 Frost giant or mammoth encased in ice

4 A glacier riddled with caverns

5 Freezing, waist-high fog

6 Towering ice pillars, each large enough for a dragon to perch on

Behavior

1 Lying in wait for a dragon rival

2 Summoning an ice storm

3 Camouflaged in a snowbank

4 Flying overhead, on the hunt

5 Attacking a tribe of humans or orcs

6 Preparing for a diplomatic visit from a local frost giant noble; planning treachery

White Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1 A dusting of snow conceals an iced-over underground lake. The dragon can use 5 feet of its movement to break a hole in the ice big enough for it to pass through. A creature submerged in the frigid water makes a Constitution saving throw at the end of its turn, taking 10 (3d6) cold damage on a failure.

2 All floors are slippery ice. Anyone moving more than half their speed in a single turn makes a Dexterity saving throw or falls prone, ending their movement.

3 Up to three times per day as a legendary action, the dragon slams its tail against the wall, causing slabs of ice (and possibly useful treasure) to rain from the ceiling. Up to 2 creatures the dragon can see make Dexterity saving throws. On a failure, a creature takes 10 (3d6) damage and is knocked prone and restrained beneath an ice slab. A creature can use its action to make an Acrobatics or Athletics check against the lair's save DC, freeing itself or another creature on a success.

4 The ceiling is held up by four pillars of ice (objects with AC 16, 15 hit points, immunity to poison and psychic damage, and vulnerability to fire damage). If three pillars are destroyed, the ceiling caves in, dealing 17

(5d6) bludgeoning damage to each creature in the lair and opening a hole in the ceiling large enough for the dragon to fly through.

Names

Frysning, Issedrath, Stillness, Verglas, Vilustiminen, Winterheart

ANCIENT WHITE DRAGON CHALLENGE 22

LEGENDARY GARGANTUAN DRAGON 41,000 XP

AC 20 (natural armor)

HP 370 (20d20 + 160; bloodied 185)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	26 (+8)	10 (+0)	16 (+3)	16 (+3)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +8, Con +15, Wis +10, Cha +10

Skills Intimidation +10, Perception +10 (+1d6), Stealth +8

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Cold Mastery. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms. Additionally, the dragon can choose to burrow through snow and ice without leaving a trace.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to ice. If it has no more uses of this ability, its Armor Class is reduced to 18 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Ice.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Ice. The dragon targets a creature within 60 feet, forcing it to make a DC 23 Dexterity saving throw. On a failure, the target takes 22 (4d10) cold damage, and its speed is reduced to 0 until the end of its next turn. On a success, it takes half damage.

Cold Breath (Recharge 5–6). The dragon exhales a 90-foot cone of frost. Each creature in the area makes a DC 23 Constitution saving throw. On a failure, it takes 66 (19d6) cold damage, and its speed is reduced to 0 until the end of its next turn. On a success, it takes half damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Raging Storm (1/Day, Bloodied Only). For 1 minute, gusts of sleet emanate from the dragon in a 40-foot-radius sphere, spreading around corners. The area is lightly obscured, the ground is difficult terrain, and nonmagical flames are extinguished. The first time a creature other than the dragon moves on its turn while in the area, it must succeed on a DC 18 Dexterity saving throw or take 11 (2d10) cold damage and fall prone (or fall if it is flying).

Ancient White Dragon Variant: White Great Wyrm

When the great wyrm Frostflame awakens, winter storms and glaciers march across the world. Heroes from many lands must join forces to turn aside its power. One day, perhaps, the strength of heroes will not be enough, and winter's stillness will envelop the world.



The dragon is an elite monster, equivalent to two CR 22 monsters (82,000 XP). It has 740 (40d20 + 320; bloodied 370) hit points and the following additional trait:

Heart of Winter. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. Additionally, the damage from the dragon's Raging Storm is doubled.

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

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Gathering Storm (Costs 2 Actions). The dragon recharges its breath weapon.

Snowball (Costs 3 Actions). The dragon spits a snowball at a creature it can see within 90 feet. That creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

ADULT WHITE DRAGON

CHALLENGE 16
LEGENDARY HUGE DRAGON
15,000 XP

AC 18 (natural armor)
HP 250 (20d12 + 120; bloodied 125)
Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (-1)	14 (+2)	14 (+2)

Proficiency +5; **Maneuver DC** 19
Saving Throws Dex +6, Con +11, Wis +7, Cha +7
Skills Intimidation +7, Perception +7 (+1d6), Stealth +6
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic

Cold Mastery. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms. Additionally, the dragon can choose to burrow through snow and ice without leaving a trace.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to ice. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can spit ice.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Ice. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. On a failure, the target takes 16 (3d10) cold damage, and its speed is reduced to 0 until the end of its next turn. On a success, it takes half damage.

Cold Breath (Recharge 5–6). The dragon exhales a 60-foot cone of frost. Each creature in the area makes a DC 19 Constitution saving throw. On a failure, it takes 52 (15d6) cold damage, and its speed is reduced to 0 until the end of its next turn. On a success, it takes half damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 15 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Raging Storm (1/Day, Bloodied Only). For 1 minute, gusts of sleet emanate from the dragon in a 40-foot-radius sphere, spreading around corners. The area is lightly obscured and the ground is difficult terrain The first time a creature moves on its turn while in the area, it must succeed on a DC 15 Dexterity saving throw or fall prone (or fall if it is flying).

Variant: White Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A white dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *animal friendship, sleet storm*

Adult (save DC 15): 3/day each: *dominate beast, fire shield*

Ancient (save DC 18): 1/day: *control weather, wall of ice*

Great Wyrm (save DC 18): 1/day: *reverse gravity*

YOUNG WHITE DRAGON

CHALLENGE 9

LARGE DRAGON

5,000 XP

AC 17 (natural armor)

HP 152 (16d10 + 64; bloodied 76)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +4, Con +8, Wis +5, Cha +5

Skills History +3, Perception +5 (+1d6), Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Cold Mastery. The dragon is not hindered by cold, icy surfaces, snow, wind, or storms. Additionally, the dragon can choose to burrow through snow and ice without leaving a trace.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Cold Breath (Recharge 5–6). The dragon exhales a 30-foot cone of frost. Each creature in that area makes a DC 15 Constitution saving throw, taking 35 (10d6) cold damage on a failed save or half damage on a success.

WHITE DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON

450 XP

AC 16 (natural armor)

HP 45 (7d8 + 14; bloodied 22)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +3

Damage Immunities cold

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

Languages Draconic

Cold Mastery. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms. Additionally, the dragon can choose to burrow through snow and ice without leaving a trace.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Cold Breath (Recharge 5–6). The dragon exhales a 15-foot cone of frost. Each creature in that area makes a DC 12 Constitution saving throw, taking 10 (3d6) cold damage on a failed save or half damage on a success.

Essence Dragons

Whereas chromatic dragons reshape the land and metallic dragons cultivate it, essence dragons embody the land. Every essence dragon reflects the nature of its home; ancient mountain ranges, great rivers, and even accursed wastelands all have their draconic counterparts.

Patron Spirits. Essence dragons are bound to their chosen lands, and their power waxes and wanes with its strength. If a river dries up, its dragon may die; as necrotic power corrupts a valley, its dragon may transform into a shadow dragon.

Some essence dragons are guardians of their lands' inhabitants. In such places, villages pay reverence to the wisdom of their earth dragon or the blessings of their river dragon. In less hospitable environments, essence dragons are as indifferent to mortals as the land itself.

Essence dragons bolster the vitality of the place they're bound to, but they also present a vulnerability. When an essence dragon is killed, its land dies with it. Forests wither, rivers give way to mire, and mountains erupt with the fury of the dragon's death throes.

Eternal Souls. Like all dragons, essence dragons are long-lived but not immortal. However, when an essence dragon succumbs to old age, a wyrmling hatches from a long-buried egg. This reborn dragon is heir to the hazy memories of its parent's past, as well as to the land itself.

Essence Link. The essence dragon is spiritually linked to a specific area or landmark. The dragon gains no benefit from a long rest when more than 1 mile away from its linked area. If the dragon dies, the area it is linked to loses its vital essence until it forms a new essence dragon, which can take centuries. When a creature first enters an area that has lost its vital essence in this way, they gain a level of fatigue and a level of strife. This fatigue and strife can be removed only by completing a long rest outside the area.

Earth Dragon

Inexorably tied to monuments of rock and stone, earth dragons share the quiet patience and the harsh indifference of the land itself. Most earth dragons are slow to action, and even slower to anger. All things pass, and the rise and fall of civilizations are like the flowers, beautiful in their time but not to last. Only threats to their bonded lands are given consideration—but when roused to anger, earth dragons devastate their enemies like a landslide.

Slumbering Peaks. Earth dragons of jagged peaks grow sharp scales, while the scales of desert dragons look more like those of serpents. When still, earth dragons blend in perfectly with their environment. They might spend days or weeks slumbering between meals, leading many travelers to mistake them for natural stone outcroppings. Some dragons move so infrequently that they become landmarks, outdating maps on the rare occasions that they rise from their perches.

Mountain Kings. Except when defending their home, earth dragons are largely indifferent to other creatures. Rarely, earth dragons come to regard the little villages atop their mountains as inherent features of their land. In such cases, these settlements offer tribute (usually precious stones) to their draconic protector. Living sacrifices are sometimes offered, as well—usually beasts of burden, although more significant sacrifices must be made to appease the arrogant and wrathful earth dragons of volcanoes.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Though mortal, earth dragons are spiritually linked to a specific landmark, which they might guard for a hundred human lifetimes.

DC 15 Earth dragons burrow through natural stone like fish swim through the water. They exhale powerful blasts of scouring sand.

DC 20 The oldest earth dragons can command the earth to shudder and crack or rise up in towering spires.

Earth Dragon Encounters

Earth dragons make their lairs on mountains, bare hills, and rocky deserts.

CR 3–4 earth dragon wyrmling
Treasure 6 jasper gemstones (50 gp each), 6 onyx gemstones (50 gp each), *potion of healing*, 3 *+1 sling stones*

CR 5–10 young earth dragon; earth dragon wyrmling with 2 walking statues (see animated objects) or 1d4 + 1 sandlings (see scarecrow)
Treasure 500 gp, 2,000 sp, 3 garnet gemstones (100 gp each), sapphire gemstone (1,000 gp), patch of black sand (acts as 2 doses of *dust of sneezing and choking*), *figurine of wondrous power* (marble elephant)

CR 11–16 young earth dragon with 1 or 2 ankhegs, awakened trees, or basilisks
Treasure 11 spinel and topaz gemstones (500 gp each), 13 carnelian and jasper gemstones (50 gp each), 2 *potions of greater healing*, *eyes of minute seeing*, *luck blade*

CR 17–22 adult earth dragon; young earth dragon with 2 earth elementals or xorn
Treasure 8,000 gp, 6 sapphire and emerald gemstones (1,000 gp each), 9 jet gemstones (100 gp each), 6 carved busts (250 gp each), stone table marked with ancient treasure map, *figurine of wondrous power* (ivory goats), *ring of free action*

CR 23–30 ancient earth dragon; adult earth dragon with gorgon, hill giant, or stone giant
Treasure 20,000 gp, 4 diamonds (5,000 gp each), 6 opals (1,000 gp each), jacinth necklace (25,000 gp), 2 *potions of supreme healing*, *censer of commanding earth elementals*, *rod of lordly might*

CR 31+ ancient earth dragon with 1 or 2 giant earth elementals (see elemental), medusas, stone giants, or stone guardians
Treasure 5,000 pp, 40,000 gp, 8 rubies (5,000 gp), 10 emeralds (1,000 gp each), free-standing door made of moonstone (bulky, worth 50,000 gp; may open one day), 3 *potions of supreme healing*, *bronze horn of Valhalla*, *crystal ball*, *stone of controlling earth elementals*



Signs

1 Constant tremors

2 Footsteps leave no trace

3 Digging, or even attempting to set a tent peg, causes ominous tremors

4 The area is dotted with menhirs and obelisks

Behavior

1 Dozing on a peak

2 Burrowing underground, hunting

3 Asleep for years, resembling a statue; awakens only if threatened

4 Raging and demanding tribute

Earth Dragon Lair Features

Choose or roll one or more of the following lair features:

1 The dragon's domain is a desolate mountain peak, and reaching it is a grand undertaking in and of itself. Journeys to the dragon's lair trigger twice as many exploration challenges as normal.

2 The walls of the dragon's lair are jagged stone. Any time the dragon hits a creature within 5 feet of a wall with a slam attack, the creature takes an additional 5 (1d10) piercing damage.

3 The lair is volcanic. Whenever the dragon makes a bite attack against a creature it is grappling, it can dunk its captive in magma instead, dealing fire damage equal to the piercing damage dealt by the bite.

4 The ground in the lair is made of loose sand. The dragon's burrow speed increases to 100 feet, and the dragon can use its Scouring Breath while only revealing its snout, retaining three-quarters cover.

Names

Drahirrus, Jargalant, Khaldun, Otgontenger, Slatescale, Tor

ANCIENT EARTH DRAGON

CHALLENGE 24

LEGENDARY GARGANTUAN DRAGON 62,000 XP

AC 22 (natural armor)

HP 425 (23d20 + 184; bloodied 212)

Speed 40 ft., fly 40 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	26 (+8)	16 (+3)	22 (+6)	14 (+2)

Proficiency +7; **Maneuver DC** 23

Saving Throws Str +15, Con +15, Int +10, Wis +13, Cha +9

Skills Athletics +15, Insight +13 (+1d6), Nature +10, Perception +13 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 26

Languages Common, Draconic, Terran

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

False Appearance. While the dragon remains motionless within its linked area, it is indistinguishable from a natural rocky outcropping.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it becomes more like rock. Its Speed, burrow speed, and flying speed are halved until the end of its next turn.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its slam. In place of its bite attack, it can use Rock Spire.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 35 (5d10 + 8) piercing damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 23), and a Huge or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite another target.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the target is pushed up to 10 feet away, falling prone if it impacts a wall or other solid object. This attack deals an extra 9 (2d8) bludgeoning damage if the target was already prone.

Scouring Breath (Recharge 5–6). The dragon exhales scouring sand and stones in a 90-foot cone. Each creature in that area makes a DC 23 Dexterity saving throw, taking 70 (20d6) slashing damage on a failed save or half damage on a success. A creature that fails the save is also blinded until the end of its next turn.

Rock Spire. A permanent, 25-foot-tall, 5-foot-radius spire of rock magically rises from a point on the ground within 60 feet. A creature in the spire's area when it appears makes a DC 21 Dexterity saving throw, taking 18 (4d8) piercing damage on a failure or half damage on a success. A creature that fails this saving throw by 10 or more is impaled and restrained at the top of the spire. A creature can use an action to make a DC 13 Strength check, freeing the impaled creature on a success. The impaled creature is also freed if the spire is destroyed. The spire is an object with AC 16, 30 hit points, and immunity to poison and psychic damage.

LEGENDARY ACTIONS

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

Shake the Foundation. The dragon causes the ground to roil, creating a permanent, 40-foot-radius area of difficult terrain centered on a point the dragon can see. If the dragon is bloodied, creatures in the area make a DC 23 Dexterity saving throw. On a failure, the creature takes 21 (6d6) slashing damage and falls prone. On a success, the creature takes half damage.

Slam Attack (Costs 2 Actions). The dragon makes a slam attack.

Entomb (While Bloodied, Costs 3 Actions). The dragon targets a creature on the ground within 60 feet, forcing it to make a DC 17 Dexterity saving throw. On a failure, the creature is magically entombed 5 feet under the earth. While entombed, the target is blinded, restrained, and can't breathe. A creature can use an action to make a DC 17 Strength check, freeing an entombed creature on a success.

Variant: Earth Dragon Spellcaster

Some dragons develop the ability to innately cast spells. An earth dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 12): 3/day each: *locate animals or plants, spike growth*

Adult (save DC 15): 3/day each: *stone shape, wall of stone*

Ancient (save DC 17): 1/day: *earthquake, move earth*

ADULT EARTH DRAGON

CHALLENGE 18
20,000 XP

LEGENDARY HUGE DRAGON

AC 19 (natural armor)

HP 287 (23d12 + 138; bloodied 143)

Speed 40 ft., fly 40 ft., burrow 60 ft.

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

Proficiency +6; **Maneuver DC** 20

Saving Throws Str +12, Con +12, Int +8, Wis +8, Cha +7

Skills Athletics +12, Insight +8 (+1d6), Nature +12, Perception +8 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 90 ft., passive Perception 21

Languages Common, Draconic, Terran

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

False Appearance. While the dragon remains motionless within its linked area, it is indistinguishable from a natural rocky outcropping.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it becomes more like rock. Its movement is halved until the end of its next turn.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its slam. In place of its bite attack, it can use Rock Spire.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 20), and a Large or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite another target.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Scouring Breath (Recharge 5–6). The dragon exhales scouring sand and stones in a 60-foot cone. Each creature in that area makes a DC 20 Dexterity saving throw, taking 56 (16d6) slashing damage on a failed save or half damage on a success. A creature that fails the save is also blinded until the end of its next turn.

Rock Spire. A permanent, 25-foot-tall, 5-foot-radius spire of rock magically rises from a point on the ground within 60 feet. A creature in the spire's area when it appears makes a DC 19 Dexterity saving throw, taking 13 (3d8) piercing damage on a failure or half damage on a success.

A creature that fails this saving throw by 10 or more is impaled at the top of the spire. A creature can use an action to make a DC 12 Strength check, freeing the implaced creature on a success. The impaled creature is also freed if the spire is destroyed. The spire is an object with AC 16, 30 hit points and immunity to poison and psychic damage.

LEGENDARY ACTIONS

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

Shake the Foundation. The dragon causes the ground to roil, creating a permanent, 40-foot-radius area of difficult terrain centered on a point the dragon can see. If the dragon is bloodied, creatures in the area make a DC 20 Dexterity saving throw, falling prone on a failure.

Slam Attack (Costs 2 Actions). The dragon makes a slam attack.

Entomb (While Bloodied, Costs 3 Actions). The dragon targets a creature on the ground within 60 feet, forcing it to make a DC 15 Dexterity saving throw. On a failure, the creature is magically entombed 5 feet under the earth. While entombed, the target is blinded, restrained, and can't breathe. A creature can use an action to make a DC 15 Strength check, freeing an entombed creature on a success.

YOUNG EARTH DRAGON

CHALLENGE 10

LARGE DRAGON — 5,900 XP

AC 18 (natural armor)

HP 161 (17d10 + 68; bloodied 80)

Speed 40 ft., fly 40 ft., burrow 60 ft.

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

Proficiency +4; **Maneuver DC** 16

Saving Throws Str +8, Con +8, Int +5, Wis +7, Cha +4

Skills Athletics +8, Insight +7 (+1d6), Nature +5, Perception +7 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages Common, Draconic, Terran

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

False Appearance. While the dragon remains motionless within its linked area, it is indistinguishable from a natural rocky outcropping.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its slam.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (4d10 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Scouring Breath (Recharge 5–6). The dragon exhales scouring sand and stones in a 30-foot cone. Each creature in that area makes a DC 16 Dexterity saving throw, taking 38 (11d6) slashing damage on a failed save or half damage on a success.

EARTH DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON — 700 XP

AC 17 (natural armor)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft., fly 30 ft., burrow 40 ft.

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

Proficiency +2; **Maneuver DC** 12

Skills Athletics +4, Insight +4, Nature +3, Perception +4

Damage Resistances damage from nonmagical weapons

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 14

Languages Draconic, Terran

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

False Appearance. While the dragon remains motionless within its linked area, it is indistinguishable from a natural rocky outcropping.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Scouring Breath (Recharge 5–6). The dragon breathes scouring sand and stones in a 15-foot cone. Each creature in that area makes a DC 12 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save or half damage on a success.

River Dragon

Linked to great, coursing rivers, these essence dragons embody the reckless, ever-changing power of water itself. Like a streak of quicksilver or a pennant fluttering in the wind, a river dragon is always moving, running an endless circuit from the river's source to the ocean and back again. Like the rivers they exemplify, these dragons are fickle things. A ship or passerby that catches the attention of a river dragon might find fortune or ruin, depending on the fleeting whims of the river.

The Serpent Eats Its Tail. While the oldest river dragons have grown complacent in their wide, meandering rivers, most river dragons are on constant watch for competition. River dragon wyrmlings rule over tributaries and must pay proper respect to their parent rivers, at least until they grow strong enough to challenge them.

Gods of the Waterway. Those who fish along the river's edge sometimes spot disporting river dragons, giving rise to legends of river gods. River dragons treated as gods are usually flattered by such honors, and may take efforts to ensure bountiful catches. Those regarded as monsters are often equally amused, and work to keep their fearsome legend alive by devouring the occasional lone angler.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Like the waterways they inhabit, river dragons can be slow and lumbering, or fierce and nimble.

DC 15 River dragons exhale jets of water and create magical whirlpools to bash and scatter their foes.

DC 20 When angered, the oldest river dragons surround themselves with magical maelstroms that few mortals can withstand.

River Dragon Encounters

River dragons leave their chosen river only in extreme circumstances.

CR 3–4 river dragon wyrmling with 2 boggards, crocodiles, or steam mephits

Treasure 300 gp, 1,000 sp, mithral mirror (75 gp), *potion of healing*, *bag of tricks* (tan)

CR 5–10 young river dragon

Treasure 750 gp, 300 ep, 6 pearls (100 gp each), gold ceremonial dagger with mermaid handle (250 gp), 3 *potions of healing*, *staff of swarming insects*

CR 11–16 young river dragon with 2 constrictor snakes, hunter sharks, or plesiosauruses; young river dragon with sea hag or water elemental

Treasure 100 pp, 2,000 gp, 3 aquamarine gemstones (500 gp each), bottle containing a message, *ring of water walking*, *+2 scimitar* (with a blade resembling shimmering water; named *Salmon of Wisdom*)

CR 17–22 adult river dragon

Treasure 8,000 gp, 10,000 sp, 3 pearl necklaces (2,500 gp each), 4 sapphires (1,000 gp each), metal diving suit (1,000 gp), 2 *potions of clairvoyance*, *spell scroll* of *control weather*, *+1 half plate*, *sun blade*

CR 23–30 adult river dragon with giant shark, marid, or merclops (see cyclops); ancient river dragon; ancient river dragon with giant lanternfish (see lamia) or sea chimera (see chimera)

Treasure 10,000 gp, black pearl necklace (7,500 gp), 20 1-pound mithral bars (750 gp each), 2 doses of purple worm poison (2,000 gp each), 3 *arrows of elemental slaying*, *ring of free action*, *periapt of wound closure*

CR 31+ ancient river dragon with 2 giant crocodiles, merrow mages (see merrow), or water elementals

Treasure 5,000 pp, 40,000 gp, 6 diamonds (5,000 gp each), emerald idol (25,000 gp), fish that grants wishes (as *ring of 3 wishes*), 3 *potions of supreme healing*, *Ioun stone of absorption*, *luck blade*

Signs

1. Sparkling mist floating over the river
2. A loud, distant splash
3. A whirlpool appears in the river
4. The banks of the river are lush with plants, and schools of bright fish leap from the water



Behavior

1 Floating serenely on the river, content to ignore peaceful travelers

2 Flying overhead, alert for trespassers

3 Eagerly approaching a boat, looking for fun

4 Attacks on sight

River Dragon Lair Features

Choose or roll one or more of the following lair features:

1 The dragon's domain is populated with dangerous aquatic creatures. As a bonus action, it may summon its choice of 1d6 crocodiles or 1d4 swarms of quippers as allies. The creatures fight until killed or dismissed by the dragon as a bonus action or until the dragon uses this ability again.

2 The dragon's domain supports one or more riverside villages whose livelihoods depend on the dragon's survival. At the beginning of each round of combat, roll a d6. On a 5–6, 1d4 locals with the statistics of thugs arrive to defend the dragon, acting on the dragon's initiative. The locals fight until killed or until the dragon instructs them to stop.

3 The rocks that line the riverbanks are particularly sharp. Whenever one of the dragon's attacks or abilities causes a creature to impact a solid object, increase the damage that creature takes by 9 (2d8).

4 The dragon's river is murky. Visibility beneath the water is reduced to 20 feet.

Names

Bol'shaya, Bystraya, Glitterstream, Penzhina, Springtide, Zathernak

ANCIENT RIVER DRAGON CHALLENGE 23

LEGENDARY GARGANTUAN DRAGON 50,000 XP

AC 20 (natural armor)

HP 372 (24d20 + 120; bloodied 186)

Speed 60 ft., fly 80 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	20 (+5)	16 (+3)	24 (+7)	20 (+5)

Proficiency +7; **Maneuver DC** 22

Saving Throws Dex +14, Con +12, Int +10, Wis +14, Cha +12

Skills Acrobatics +14, Deception +12, Insight +14, Nature +10, Perception +14, Stealth +14

Damage Resistances damage from nonmagical weapons

Condition Immunities fatigue

Senses darkvision 120 ft., tremorsense 300 ft. (only detects vibrations in water), passive Perception 24

Languages Aquan, Common, Draconic

Amphibious. The dragon can breathe air and water.

Flowing Grace. The dragon doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it loses coordination as white-crested waves run up and down its body. It loses its Flowing Grace and Shimmering Scales traits until the beginning of its next turn.

Shimmering Scales. While in water, the dragon gains three-quarters cover from attacks made by creatures more than 30 feet away.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Torrential Breath (Recharge 5–6). The dragon exhales water in a 90-foot-long, 10-foot-wide line. Each creature in the area makes a DC 20 Dexterity saving throw, taking 66 (19d6) bludgeoning damage on a failed save or half damage on a success. A creature that fails the save is also knocked prone and is pushed up to 60 feet away. A creature that impacts a solid object takes an extra 21 (6d6) bludgeoning damage.

BONUS ACTIONS

Whirlpool. A cylindrical, 15-foot-tall, 10-foot-radius whirlpool or waterspout magically appears in the water or air, centered on a point within 60 feet. Creatures in the area make a DC 20 Strength saving throw. On a failure, a creature takes 35 (10d6) bludgeoning damage and is knocked prone and pushed up to 15 feet. On a failure, a creature takes half damage.

REACTIONS

Snap Back (While Bloodied). When a creature the dragon can see hits it with a melee weapon attack, the dragon makes a bite attack against the attacker.

LEGENDARY ACTIONS

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

Dart Away. The dragon swims up to half its speed.

Lurk. The dragon takes the Hide action.

River Surge (Costs 2 Actions). The dragon generates a 20-foot-tall, 100-foot-wide wave on the surface of water within 120 feet. The wave travels up to 60 feet in any direction the dragon chooses and crashes down, carrying Huge or smaller creatures and vehicles with it. Vehicles moved in this way have a 25 percent chance of capsizing. Creatures that impact a solid object take 35 (10d6) bludgeoning damage.

Sudden Maelstrom (While Bloodied, 1/Day). The dragon magically surrounds itself with a 60-foot-radius maelstrom of surging wind and rain for 1 minute. A creature other than the dragon that starts its turn in the maelstrom or enters it for the first time on a turn makes a DC 20 Strength saving throw. On a failed save, the creature takes 28 (8d6) bludgeoning damage and is knocked prone and pushed 15 feet away from the dragon.

Variant: River Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A river dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *create or destroy water, fog cloud*

Adult (save DC 15): 3/day each: *control water, freedom of movement*

Ancient (save DC 20): 1/day: *control weather, wall of ice*

ADULT RIVER DRAGON

CHALLENGE 17
LEGENDARY HUGE DRAGON
18,000 XP

AC 18 (natural armor)
HP 252 (24d12 + 96; bloodied 126)
Speed 60 ft., fly 80 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	14 (+2)	20 (+5)	16 (+3)

Proficiency +6; **Maneuver DC** 19
Saving Throws Dex +9, Con +8, Int +6, Wis +9, Cha +7
Skills Acrobatics +8, Deception +7, Insight +9, Nature +6, Perception +9, Stealth +9
Damage Resistances damage from nonmagical weapons
Condition Immunities fatigue
Senses darkvision 120 ft., tremorsense 200 ft. (only detects vibrations in water), passive Perception 19
Languages Aquan, Common, Draconic

Amphibious. The dragon can breathe air and water.

Flowing Grace. The dragon doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it loses coordination as white-crested waves run up and down its body. It loses its Flowing Grace and Shimmering Scales traits until the beginning of its next turn.

Shimmering Scales. While in water, the dragon gains three-quarters cover from attacks made by creatures more than 30 feet away.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Torrential Breath (Recharge 5–6). The dragon exhales water in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 18 Dexterity saving throw, taking 56 (16d6) bludgeoning damage on a failed save or half damage on a success. A creature that fails the save is also knocked prone and is pushed up to 30 feet away. A creature that impacts a solid object takes an extra 10 (3d6) bludgeoning damage.

BONUS ACTIONS

Whirlpool. A cylindrical, 15-foot-tall, 10-foot-radius whirlpool or waterspout magically appears in the water or air, centered on a point within 60 feet. Creatures in the area make a DC 18 Strength saving throw. On a failure, a creature takes 17 (5d6) bludgeoning damage and is knocked prone and pushed up to 15 feet. On a failure, a creature takes half damage.

REACTIONS

Snap Back (While Bloodied). When a creature the dragon can see hits it with a melee weapon attack, the dragon makes a bite attack against the attacker.

LEGENDARY ACTIONS

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

Dart Away. The dragon swims up to half its speed.

Lurk. The dragon takes the Hide action.

River Surge (Costs 2 Actions). The dragon generates a 20-foot-tall, 100-foot-wide wave on the surface of water within 90 feet. The wave travels up to 45 feet in any direction the dragon chooses and crashes down, carrying Huge or smaller creatures and vehicles with it. Vehicles moved in this way have a 25 percent chance of capsizing and creatures that impact a solid object take 21 (6d6) bludgeoning damage.

Sudden Maelstrom (While Bloodied, 1/Day). The dragon magically surrounds itself with a 60-foot-radius maelstrom of surging wind and rain for 1 minute. A creature other than the dragon that starts its turn in the maelstrom or enters it for the first time on a turn makes a DC 18 Strength saving throw. On a failed save, the creature is knocked prone and pushed 15 feet away from the dragon.

YOUNG RIVER DRAGON

CHALLENGE 9
LARGE DRAGON
5,000 XP

AC 17 (natural armor)
HP 142 (19d10 + 38; bloodied 71)
Speed 60 ft., fly 80 ft., swim 80 ft.

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

Proficiency +4; **Maneuver DC** 19
Saving Throws Dex +7, Con +6, Int +5, Wis +7, Cha +5
Skills Acrobatics +6, Deception +5, Insight +7, Nature +5, Perception +7, Stealth +7
Damage Resistances damage from nonmagical weapons
Condition Immunities fatigue
Senses darkvision 120 ft., tremorsense 120 ft. (only detects vibrations in water), passive Perception 17
Languages Aquan, Common, Draconic

Amphibious. The dragon can breathe air and water.

Flowing Grace. The dragon doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

Shimmering Scales. While in water, the dragon gains three-quarters cover from attacks made by creatures more than 30 feet away.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Torrential Breath (Recharge 5–6). The dragon exhales water in a 30-foot-long, 5-foot-wide line. Each creature in the area makes a DC 14 Dexterity saving throw, taking 42 (12d6) bludgeoning damage on a failed save or half damage on a success.

RIVER DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON — 4500 XP

AC 16 (natural armor)

HP 44 (8d8 + 8; bloodied 22)

Speed 50 ft., fly 60 ft., swim 60 ft.

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

Proficiency +2; **Maneuver DC** 12

Skills Acrobatics +4, Deception +2, Insight +4, Nature +2, Perception +4, Stealth +4

Damage Resistances damage from nonmagical weapons

Condition Immunities fatigue

Senses darkvision 120 ft., tremorsense 90 ft. (only detects vibrations in water), passive Perception 14

Languages Aquan, Draconic

Amphibious. The dragon can breathe air and water.

Flowing Grace. The dragon doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Torrential Breath (Recharge 5–6). The dragon exhales water in a 15-foot-long, 5-foot-wide line. Each creature in the area makes a DC 11 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save or half damage on a success.

Shadow Dragon

Shadow dragons inhabit places connected to shadowy realms, nations beset by constant war, and lands befouled by pollution and decay. They are neither conquerors nor despoilers. Rather, they are symptoms, signs that the soul of their land has succumbed to blight.

Life of Death. Shadow dragons begin as other essence dragons, but when their land is stricken with evil, they become insubstantial versions of their former selves. The shadow dragons of war-torn lands often bear countless open wounds; pollution and plague marks a dragon with gangrenous flesh and weeping sores; and dragons whose lands have become cursed appear gaunt and often fall into madness. Over time, a shadow dragon loses all traces of its former nature.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 When their lands fall prey to blight, essence dragons grow sick and may transform into shadow dragons.

DC 15 Shadow dragons are insubstantial, moving through solid objects with ease.

DC 20 A truly ancient dragon can command darkness itself to fight on its behalf.

Shadow Dragon Encounters

Shadow dragons haunt accursed lands.

CR 3–4 shadow dragon wyrmling

Treasure 300 ancient gold coins bearing a sinister symbol, garnet bracelet (250 gp), cursed black stone of uncertain powers

CR 5–10 young shadow dragon; shadow dragon wyrmling with 1d6 dragonbound warriors (see warrior), ghouls, or shadows

Treasure 800 gp, 1,500 sp, 5 black metal weapons that trail black shadow (act as magic weapons; 200 gp each), *goggles of night*, *slippers of spider climbing*

CR 11–16 young shadow dragon with banshee, blackguard (see knight), or shadow demon

Treasure 2,000 cursed gold coins (anyone carrying at least one has their Speed halved), 3 jet gemstones (100 gp each), gold demon idol (2,500 gp), 2 *potions of supreme healing*, *spell scroll* of *blight*, *talisman of ultimate evil*

CR 17–22 adult shadow dragon

Treasure 1,000 pp, 5,000 gp, 2 doses of wyvern poison (1,250 gp each), *oil of etherealness*, *helm of brilliance*

CR 23–30 ancient shadow dragon; adult shadow dragon with night hag, half-shadow dragon assassin, shadow elf high priest, or vampire

Treasure 30,000 gp, 10 emeralds and sapphires (1,000 gp each), large emerald carved to look like a dragon's eye (5,000 gp), *arrow of celestial slaying*, *longsword of wounding*, *chain mail of fire resistance*, *broom of flying*

CR 31+ ancient shadow dragon with archpriest or wraith lord; ancient shadow dragon with 2 or 3 ghosts, vampire spawn, or wraiths

Treasure 100,000 gp, 100,000 tarnished silver coins, 5 rubies (5,000 gp each), 10 emeralds (1,000 gp each), twisted adamantium and diamond crown (25,000), saddle sized for a dragon (10,000 gp), 2 *potions of supreme healing*, *holy avenger longsword*, *+1 full plate armor*, *helm of telepathy*

Signs

1. The sky is overcast; mist cloaks the ground
2. Plants and trees are withered and twisted
3. Water and foraged food is poisonous
4. Firelight dims and shadows darken

Behavior

1. Guarding its treasure, expecting visitors
2. Soaring overhead as it hunts
3. Receiving tribute from sickly-looking villagers
4. Watching invisibly from the shadows

Shadow Dragon Lair Features

Choose or roll one or more of the following lair features:

1. The dragon's lair is in a rotten quagmire. Roughly 90 percent of the lair is swampy difficult terrain.
2. The dragon's lair is infested with shambling undead. At the beginning of each round of combat, roll a d6. On a 3–6, 2d4 zombies arrive to defend the dragon, acting on the dragon's initiative. They fight until killed or until the dragon verbally instructs them to stop.
3. The dragon's lair is cloaked in perpetual twilight. While the shadow dragon is present, the dragon's lair can't be illuminated brighter than dim light, even through magical means.
4. The lair contains pools of black water. As a legendary action, the dragon can drink from a pool, regaining a number of hit points equal to its Constitution score.

Names

Blightshadow, Guagamela, Peshawar, Quadisiya, Tar'Ethias, Umbra.

ANCIENT SHADOW DRAGON

CHALLENGE 25

LEGENDARY GARGANTUAN DRAGON 75,000 XP

AC 21 (natural armor)

HP 296 (16d20 + 128; bloodied 148)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	26 (+8)	16 (+3)	16 (+3)	26 (+8)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +10, Con +15, Int +10, Wis +10

Skills Deception +15, Insight +10, Nature +10, Perception +10, Stealth +10 (+1d6)

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

Damage Immunities necrotic, poison

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

Senses darkvision 240 ft., passive Perception 20

Languages Common, Draconic, one more

Evil. The dragon radiates an Evil aura.



Incorporeal Movement. The dragon can move through other creatures and objects. It takes 17 (3d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it becomes more solid, losing its Incorporeal trait and its damage resistances, until the end of its next turn.

ACTIONS

Multiattack. The dragon uses Grasp of Shadows, then attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) necrotic damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 9 (2d8) necrotic damage.

Grasp of Shadows. The dragon targets a creature within 60 feet, forcing it to make a DC 18 Dexterity saving throw. On a failure, it is grappled by tendrils of shadow (escape DC 23) and restrained while grappled this way. The effect ends if the dragon is incapacitated or uses this ability again.

Anguished Breath (Recharge 5–6). The dragon exhales a shadowy maelstrom of anguish in a 90-foot cone. Each creature in that area makes a DC 23 Wisdom saving throw, taking 81 (18d8) necrotic damage and gaining a level of strife on a failed save or half damage on a success.

REACTIONS

Lash Out (While Bloodied). When a creature the dragon can see hits it with a melee weapon attack, the dragon makes a claw attack against the attacker.

LEGENDARY ACTIONS

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

Corrupting Presence. Each creature of the dragon's choice within 120 feet and aware of it must succeed on a DC 18 Wisdom saving throw or gain a level of strife. Once a creature has passed or failed this saving throw, it is immune to the dragon's Corrupting Presence for the next 24 hours.

Lurk. If the dragon is in dim light or darkness, it magically becomes invisible until it attacks, causes a creature to make a saving throw, or enters an area of bright light. It can't use this ability if it has taken radiant damage since the end of its last turn.

Slip Through Shadows. If the dragon is in dim light or darkness, it magically teleports up to 60 feet to an unoccupied space that is also in dim light or darkness. The dragon can't use this ability if it has taken radiant damage since the end of its last turn.

Horrid Whispers (Costs 2 Actions). A creature that can hear the dragon makes a DC 23 Wisdom saving throw. On a failure, the creature takes 18 (4d8) psychic damage, and the dragon regains the same number of hit points.

Variant: Shadow Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A shadow dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 16): 3/day each: *darkness, detect evil and good*

Adult (save DC 20): 3/day each: *bane, create undead*

Ancient (save DC 23): 1/day: *hallow, magic jar*

ADULT SHADOW DRAGON

CHALLENGE 19

LEGENDARY HUGE DRAGON

22,000 XP

AC 18 (natural armor)

HP 212 (17d12 + 102; bloodied 106)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	14 (+2)	14 (+2)	22 (+6)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +8, Con +12, Int +8, Wis +8

Skills Deception +12, Insight +8, Nature +8, Perception +8, Stealth +8 (+1d6)

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

Damage Immunities necrotic, poison

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

Senses darkvision 240 ft., passive Perception 18

Languages Common, Draconic

Evil. The dragon radiates an Evil aura.

Incorporeal Movement. The dragon can move through other creatures and objects. It takes 11 (2d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it becomes more solid, losing its Incorporeal trait and its damage resistances, until the end of its next turn.

ACTIONS

Multiattack. The dragon uses Grasp of Shadows, then attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) necrotic damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 4 (1d8) necrotic damage.

Grasp of Shadows. The dragon targets a creature within 60 feet, forcing it to make a DC 16 Dexterity saving throw. On a failure, it is grappled by tendrils of shadow (escape DC 20) and restrained while grappled this way. The effect ends if the dragon is incapacitated or uses this ability again.

Anguished Breath (Recharge 5–6). The dragon exhales a shadowy maelstrom of anguish in a 60-foot cone. Each creature in that area makes a DC 20 Wisdom saving throw, taking 67 (15d8) necrotic damage and gaining a level of strife on a failed save or half damage on a success.

LEGENDARY ACTIONS

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

Corrupting Presence. Each creature of the dragon's choice within 120 feet and aware of it must succeed on a DC 16 Wisdom saving throw or gain a level of strife. Once a creature has passed or failed this saving throw, it is immune to the dragon's Corrupting Presence for the next 24 hours.

Lurk. If the dragon is in dim light or darkness, it magically becomes invisible until it attacks, causes a creature to make a saving throw, or enters an area of bright light. It can't use this ability if it has taken radiant damage since the end of its last turn.

Slip Through Shadows. If the dragon is in dim light or darkness, it magically teleports up to 45 feet to an unoccupied space that is also in dim light or darkness. The dragon can't use this ability if it has taken radiant damage since the end of its last turn.

Horrid Whispers (Costs 2 Actions). A creature that can hear the dragon makes a DC 21 Wisdom saving throw. On a failure, the creature takes 13 (3d8) psychic damage, and the dragon regains the same number of hit points.

YOUNG SHADOW DRAGON

CHALLENGE 10

LARGE DRAGON 5,900 XP

AC 17 (natural armor)

HP 114 (12d10 + 48; bloodied 57)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +6, Con +8, Int +5, Wis +5

Skills Deception +8, Insight +5, Nature +5, Perception +5, Stealth +6

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

Damage Immunities necrotic, poison

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

Senses darkvision 240 ft., passive Perception 15

Languages Common, Draconic

Evil. The dragon radiates an Evil aura.

Incorporeal Movement. The dragon can move through other creatures and objects. It takes 11 (2d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Anguished Breath (Recharge 5–6). The dragon exhales a shadowy maelstrom of anguish in a 30-foot cone. Each creature in that area makes a DC 16 Wisdom saving throw, taking 40 (9d8) necrotic damage on a failed save or half damage on a success.

SHADOW DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON 700 XP

AC 16 (natural armor)

HP 52 (8d8 + 16; bloodied 26)

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

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

Proficiency +2; **Maneuver DC** 12

Skills Deception +4, Insight +2, Nature +2, Perception +2, Stealth +4

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

Damage Immunities necrotic, poison

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

Senses darkvision 120 ft., passive Perception 12

Languages Draconic

Evil. The dragon radiates an Evil aura.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 18 (3d10 + 2) piercing damage.

Anguished Breath (Recharge 5–6). The dragon exhales a shadowy maelstrom of anguish in a 15-foot cone. Each creature in that area makes a DC 12 Wisdom saving throw, taking 22 (4d8) necrotic damage on a failed save or half damage on a success.

Gem Dragons

In deep caverns on the Material Plane and the Elemental Plane of Earth shine the gem dragons. Gem dragons take their name from their multicolored scales and scintillating gemstone eyes. They are among the most intelligent of the true dragons, and certainly the most patient. Born schemers, their elaborate plots are often centuries in the making.

Hidden Gems. Scholars believe gem dragons are the rarest true dragons, but perhaps they are simply the best hidden. Gem dragons tend to be intensely paranoid, far more comfortable sending agents to carry out their will than exposing themselves to risk. They are less greedy than their chromatic cousins, valuing information above gold. Each has its own vision of how the world should function. A gem dragon's plans may be well-meaning or insidious, but their first step is always control.

Deep Scions. All gem dragons are psionic to some degree. As they age, gem dragons refine their mental talents until there is no distance beyond their mind's reach. The eldest gem dragons bury their physical bodies deep below the earth, telepathically coordinating their intricate plans through the power of their minds alone. These ancient wyrms may "hibernate" for centuries. When they finally awaken, they shake the soil from their wings and take flight, much to the surprise of those who live above them.

Far Thoughts. The dragon is aware of any creature that uses a psionic ability or communicates telepathically within 100 miles of it. As an action, the dragon can psionically observe a creature, object, or location it is familiar with within 100 miles. While observing a subject in this way, the dragon can see, hear, and communicate telepathically, but it is blind and deaf in regard to its physical senses and does not require food or water. The dragon can psionically observe a subject indefinitely and can end this effect and return to its own senses as an action.

Amethyst Dragon

Though still reclusive by draconic standards, amethyst dragons are the most diplomatic of the gem dragons. They favor nonviolent negotiations, but even deals they make in good faith seem to end in their favor. They make their lairs welcoming to humanoid guests and are always eager to resolve a conflict with words before resorting to talons or the earth-shattering force of their breath weapons.

Master Manipulators. To meet an amethyst dragon is to become its puppet. The moment it becomes aware of a creature, the dragon is already plotting to thwart the creature's plans or claim it as a pawn. An amethyst dragon's only saving grace is its lack of malice. Rarely does an amethyst dragon kill its foes outright, considering such violence a needless waste of resources. Instead, it seeks to turn each situation to its advantage—and occasionally to the advantage of its allies as well.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 15 Like all gem dragons, psionic dragons boast powerful psionic abilities. They can communicate telepathically and exhale powerful blasts of telekinetic force.

DC 20 Ancient amethyst dragons can control the weak-willed using the power of their minds alone.

Amethyst Dragon Encounters

Amethyst dragons make their lairs near places where aberrant creatures find their way to the Material Plane.

CR 3–4 amethyst dragon wyrmling
Treasure 100 gp, 300 ep, 10 quartz gemstones (20 gp each), *potion of greater healing*

CR 5–10 young amethyst dragon; amethyst dragon wyrmling with 1d4 deep dwarf soldiers or grimlock technicals
Treasure 500 gp, 6 statues (75 gp each), 3 rare books (250 gp each), lead and quartz crown (250 gp) that prevents the wearer's thoughts from being read, *oil of etherealness*

CR 11–16 young amethyst dragon with 2 gargoyles, gibbering mouthers, or spies (see cutthroat)

Treasure 1,000 gp, 25 amethysts (100 gp each), *berserker axe*

CR 17–22 adult amethyst dragon

Treasure 5,000 gp, 50 amethysts (100 gp each), 40 rare books (250 gp each), 2 *potions of invisibility*, *spell scroll* of *scrying*, *robe of the archmagi*

CR 23–30 ancient amethyst dragon; adult amethyst dragon with assassin, chuul, xorn, or young amethyst dragon

Treasure 10,000 gp, 20 gold place settings (500 gp each), 20 rare books (250 gp each), 3 journals filled with precious secrets (10,000 gp each), 3 brains in vats (each is alive and can communicate telepathically), glowing pool (acts as 3 doses of *potion of supreme healing*), *rod of rulership*

CR 31+ ancient amethyst dragon with rakshasa, salamander noble, or vampire mage

Treasure 50,000 gp, 10 pieces of royal jewelry (7,500 gp each), maps of 100 royal palaces, *potion of supreme healing*, *helm of teleportation*, *staff of striking*

Signs

1	A telepathic greeting
2	Quartz crystals protrude from ground and rock
3	Local humanoids speak of a mighty friend who protects them
4	Local humanoids greet travelers by name

Behavior

1	Dormant, telepathically viewing faraway events; angry if interrupted
2	Telepathically viewing the characters; wakes when they approach, offering knowledge
3	Allied with the characters' enemies; attacks or offers false friendship
4	Gathering allies against a cosmic threat



Amethyst Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1 The lair hosts many charmed or willing servants. Once per day when the dragon would use Charm, it can summon 3 cult fanatics instead. Creatures summoned in this way fight until killed or until the dragon dismisses them as a bonus action.

2 Psionic illusions mask several passages through the lair. Spotting these illusions requires a successful Perception check against the lair's DC. Physically interacting with an illusion also reveals its nature.

3 The lair resonates with the dragon's psionic powers. The range of the dragon's psionic abilities is doubled.

4 The dragon's words seem to ring true amidst the opulence and grandeur of its lair. Insight checks made to determine the dragon's true intentions have disadvantage.

Names

Ath Sathna, Berthelos, Emerensa, Pancharatnam, Parana Vol, Skiveneth

ANCIENT AMETHYST DRAGON

CHALLENGE 23

LEGENDARY GARGANTUAN DRAGON — 50,000 XP

AC 20 (natural armor)

HP 313 (19d20 + 114; bloodied 156)

Speed 40 ft., burrow 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	22 (+6)	26 (+8)	16 (+3)	24 (+7)

Proficiency +7; **Maneuver DC** 22

Saving Throws Con +13, Int +15, Wis +10, Cha +14

Skills Deception +14 (+1d6), Insight +10, Perception +10, Persuasion +14 (+1d6)

Damage Resistances force, psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 20

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its scales dull briefly, and it can't use telepathy or psionic abilities until the end of its next turn.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage plus 9 (2d8) force damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 22 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success. Creatures charmed by the dragon make this saving throw with disadvantage.

Concussive Breath (Recharge 5–6). The dragon psionically unleashes telekinetic energy in a 90-foot cone. Each creature in that area makes a DC 21 Constitution saving throw, taking 82 (15d10) force damage on a failed save or half damage on a success.

REACTIONS

Assume Control (While Bloodied). When a creature charmed by the dragon begins its turn, the dragon telepathically commands the charmed creature until the end of the creature's turn. If the dragon commands the creature to take an action that would harm itself or an ally, the creature makes a DC 22 Wisdom saving throw. On a success, the creature's turn immediately ends.

LEGENDARY ACTIONS

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

Charm. The dragon targets a creature within 60 feet, forcing it to make a DC 18 Wisdom saving throw. On a failure, the creature is charmed by the dragon for 24 hours, regarding it as a trusted friend to be heeded and protected. Although it isn't under the dragon's control, it takes the dragon's requests or actions in the most favorable way it can. At the end of each of the target's

turns and at the end of any turn during which the dragon or its companions harmed the target, it repeats the saving throw, ending the effect on a success.

Stupefy. The dragon targets a creature within 60 feet. If the target is concentrating on a spell, it must make a DC 22 Constitution saving throw or lose concentration.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Captivating Harmonics (1/Day). Each creature of the dragon's choice within 120 feet makes a DC 18 Wisdom saving throw. On a failure, it becomes psionically charmed by the dragon for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Variant: Amethyst Dragon Spellcaster

Some gem dragons develop the ability to psionically cast spells. An amethyst dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *calm emotions*, *charm person*

Adult (save DC 19): 3/day each: *mass suggestion*, *modify memory*

Ancient (save DC 22): 1/day: *plane shift*, *project image*

ADULT AMETHYST DRAGON

CHALLENGE 17

LEGENDARY HUGE DRAGON

18,000 XP

AC 18 (natural armor)

HP 220 (21d12 + 84; bloodied 110)

Speed 40 ft., burrow 30 ft., fly 60 ft.

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

Proficiency +6; **Maneuver DC** 19

Saving Throws Con +10, Int +12, Wis +8, Cha +11

Skills Deception +11 (+1d6), Insight +8, Perception +8, Persuasion +11 (+1d6)

Damage Resistances force, psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 18

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its scales dull briefly, and it can't use telepathy or psionic abilities until the end of its next turn.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) force damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 19 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save or half damage on a success. Creatures charmed by the dragon make this saving throw with disadvantage.

Concussive Breath (Recharge 5–6). The dragon psionically unleashes telekinetic energy in a 60-foot cone. Each creature in that area makes a DC 18 Constitution saving throw, taking 60 (11d10) force damage on a failed save or half damage on a success.

REACTIONS

Assume Control (While Bloodied). When a creature charmed by the dragon begins its turn, the dragon telepathically commands the charmed creature until the end of the creature's turn. If the dragon commands the creature to take an action that would harm itself or an ally, the creature makes a DC 19 Wisdom saving throw. On a success, the creature's turn immediately ends.

LEGENDARY ACTIONS

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

Charm. The dragon targets a creature within 60 feet, forcing it to make a DC 16 Wisdom saving throw. On a failure, the creature is charmed by the dragon for 24 hours, regarding it as a trusted friend to be heeded and protected. Although it isn't under the dragon's control, it takes the dragon's requests or actions in the most favorable way it can. At the end of each of the target's turns and at the end of any turn during which the dragon

or its companions harmed the target, it repeats the saving throw, ending the effect on a success.

Stupefy. The dragon targets a creature within 60 feet. If the target is concentrating on a spell, it must make a DC 19 Constitution saving throw or lose concentration.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Captivating Harmonics (1/Day). Each creature of the dragon's choice within 90 feet makes a DC 16 Wisdom saving throw. On a failure, it becomes psionically charmed by the dragon for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG AMETHYST DRAGON

CHALLENGE 9

LARGE DRAGON — 5,000 XP

AC 17 (natural armor)

HP 133 (14d10 + 56; bloodied 66)

Speed 40 ft., burrow 20 ft., fly 60 ft.

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

Proficiency +4; **Maneuver DC** 15

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

Skills Deception +7 (+1d6), Insight +5, Perception +5, Persuasion +7 (+1d6)

Damage Resistances force, psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 15

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage plus 4 (1d8) force damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Concussive Breath (Recharge 5–6). The dragon psionically unleashes telekinetic energy in a 30-foot cone. Each creature in that area makes a DC 15 Constitution saving throw, taking 44 (8d10) force damage on a failed save or half damage on a success.

AMETHYST DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON — 450 XP

AC 16 (natural armor)

HP 45 (7d8 + 14; bloodied 22)

Speed 30 ft., burrow 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 12

Skills Deception +4, Insight +2, Perception +2, Persuasion +4

Damage Resistances force, psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 12

Languages Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Concussive Breath (Recharge 5–6). The dragon psionically unleashes telekinetic energy in a 15-foot cone. Each creature in that area makes a DC 12 Constitution saving throw, taking 16 (3d10) force damage on a failed save or half damage on a success.

Emerald Dragon

Emerald dragons claim their kind once ruled the world—a loss the dragons still bemoan, despite the fact the claim has no historical merit. The plots of emerald dragons revolve around revenge directed at anyone the dragon believes to have slighted it. Gaining an audience with an emerald dragon is a herculean task, one often rewarded by death from the dragon's ear-splitting screams.

Revenge Cults. Emerald dragons form alliances based on the principle that the enemy of their enemy is their friend. They seek out those who share their animosity, working from the shadows to undermine their mutual foes. Many tyrants have found themselves undone by sedition and revolt, completely unaware their downfall was caused by an innocuous action decades in the past that drew an emerald dragon's ire.

Maddening Spite. Anyone who spends time in an emerald dragon's lair feels increasingly anxious, and not just because of the many carefully hidden traps.

Innocent acts may be perceived as preambles of betrayal, while true offenses are considered declarations of war. This sense of paranoia is not simply imagined. An emerald dragon's delusions resonate throughout its lair and take root in nearby minds, filling them with a single, persistent thought: they are out to get you, and you should get them first.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 15 Paranoia consumes an emerald dragon's every waking moment. It views even its closest allies with suspicion. Its breath weapon is composed of both psychic energy and telekinetic force.

DC 20 An emerald dragon's mad ravings are enough to weaken the will of even the most steadfast hero.

Emerald Dragon Encounters

Of all the gem dragons, emerald dragons make their lairs the closest to civilization. If they feel the risk is low, they may even take up residence in old dungeons or sewer systems to be close to their "rightful place in the sun."

CR 3–4 emerald dragon wyrmling with 3 or 4 cultists, grimlocks, or kobolds
Treasure 200 gp, 500 sp, 8 quartz gemstones (10 gp each), machinery that can start an earthquake if misused, *potion of healing*, *adamantine chain mail*

CR 5–10 young emerald dragon
Treasure 1,000 gp stamped with the dragon's portrait, 20 pieces of cheap jewelry (25 gp each), 3 *potions of clairvoyance*

CR 11–16 young emerald dragon with 2 berserkers, cutthroats, or harpies
Treasure 3,000 gp, 3 spinel gemstones (500 gp each), amber-studded gold orb (750 gp), letter promising the dragon aid from a powerful source, 2 *potions of superior healing*, *+2 splint mail*

CR 17–22 adult emerald dragon
Treasure 5,000 gp, 10 emeralds (1,000 gp each), purple worm poison (2,000 gp), dozens of vials of blood each marked with a name, 3 *potions of speed*, *bracers of archery*, *mace of disruption*

CR 23–30 ancient emerald dragon; adult emerald dragon with crusher (see clockworks), forest gnome illusionist (see mage), or invisible stalker
Treasure 30,000 gp, 30 rare and ancient books (500 gp each), *potion of cloud giant strength*, *vicious weapon* (longsword), *robe of stars*

CR 31+ ancient emerald dragon with 2 clay guardians, ropers, or trolls
Treasure 5,000 pp, 30,000 gp, 7 emeralds (1,000 gp each), necklace of emerald dragon scales each adorned with an emerald (25,000 gp), emerald dragon egg (25,000 gp), *spell scrolls* of *gate* and *storm of vengeance*, *ring of feather falling*, *manual of gainful exercise*

Signs

1	A shiny green scale
2	The air hums with a low, barely-audible tone
3	Local humanoids are convinced you mean them harm
4	Local humanoids lead you into danger

Behavior

1	Ranting about those who have done it ill; demands trespassers justify themselves or die
2	Looking for allies against one of its powerful enemies; will bribe and cajole travelers
3	In hibernation, spying on its enemies; if disturbed, it wakes up angry
4	Spies on travelers and communicates with them telepathically, trying to lead them into danger

Emerald Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1 The dragon employs previous interlopers as maddened battle fodder. Once per day when the dragon would use Pandorum, it may summon 3 berserkers instead. Creatures summoned in this way fight until killed or until the dragon dismisses them as a bonus action.

2 A trick of acoustics allows the dragon's mad rants to echo endlessly. The first time each day a creature other than the dragon enters the lair, it makes a saving throw against the lair's DC, gaining a level of strife on a failure.

3 The dragon's lair is a mad, incomprehensible design filled with dead ends, secret passages, and optical illusions. Whenever the dragon ends its turn out of sight of other creatures, it can Hide as a bonus action.

4 The lair contains 1d4 trapped doors, treasure chests, or levers. A creature that interacts with one is attacked by blades or scythes (the equivalent of the dragon's claw attack).

Names

Clutchheart, Invictus, Kafabu, Smaragdus, Vanadius, Wroth

ANCIENT EMERALD DRAGON

CHALLENGE 24

LEGENDARY GARGANTUAN DRAGON 62,000 XP

AC 20 (natural armor)

HP 346 (21d20 + 126; bloodied 173)

Speed 40 ft., burrow 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	26 (+8)	22 (+6)	26 (+8)	14 (+2)	22 (+6)

Proficiency +7; **Maneuver DC** 23

Saving Throws Con +13, Int +15, Wis +9, Cha +13

Skills Deception +13, History +15, Perception +9, Stealth +15

Damage Resistances psychic, thunder

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 19

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its eyes flash red as it goes into a fit of rage. Until the end of its next turn, it makes melee attacks with advantage against the creature that triggered the saving throw and with disadvantage against all other creatures.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) thunder damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 21 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success. Confused creatures make this saving throw with disadvantage.

Maddening Breath (Recharge 5–6). The dragon screams, stripping flesh from bones and reason from minds in a 90-foot cone. Each creature in that area makes a DC 21 Constitution saving throw, taking 88 (16d10) thunder damage on a failed save or half damage on a success. Creatures that fail this saving throw by 10 or more are also psionically confused until the end of their next turn.

REACTIONS

Spiteful Retort (While Bloodied). When a creature the dragon can see damages the dragon, the dragon lashes out with a psionic screech. The attacker makes a DC 17 Wisdom saving throw, taking 27 (6d8) thunder damage on a failed save or half damage on a success. Confused creatures make this saving throw with disadvantage.

LEGENDARY ACTIONS

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



Paranoid Ranting. The dragon psionically rants nonsense at a creature that can hear it within 60 feet. The target makes a DC 18 Wisdom saving throw. On a failed save, the creature gains a randomly determined short-term mental stress effect or madness.

Pandorum (Costs 2 Actions). The dragon psionically targets one creature within 60 feet. The target makes a DC 17 Wisdom saving throw, becoming confused on a failure. While confused in this way, the target regards their allies as traitorous enemies. When rolling to determine its actions, treat a roll of 1 to 4 as a result of 8. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Maddening Harmonics (1/Day). Each creature of the dragon's choice that can hear it within 120 feet makes a DC 17 Wisdom saving throw. On a failure, a creature becomes psionically confused for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Variant: Emerald Dragon Spellcaster

Some gem dragons develop the ability to psionically cast spells. An emerald dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *hideous laughter, suggestion*

Adult (save DC 18): 3/day each: *confusion, dominate person*

Ancient (save DC 21): 1/day: *irresistible dance, symbol*

ADULT EMERALD DRAGON

CHALLENGE 17

LEGENDARY HUGE DRAGON

18,000 XP

AC 18 (natural armor)

HP 241 (23d12 + 92; bloodied 120)

Speed 40 ft., burrow 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	18 (+4)	22 (+6)	12 (+1)	18 (+4)

Proficiency +6; **Maneuver DC** 20

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

Skills Deception +10, History +12, Perception +7, Stealth +12

Damage Resistances psychic, thunder

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 17

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its eyes flash red as it goes into a fit of rage. Until the end of its next turn, it makes melee attacks against the creature that triggered the saving throw with advantage and with disadvantage against all other creatures.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) thunder damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 18 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save or half damage on a success. Confused creatures make this saving throw with disadvantage.

Maddening Breath (Recharge 5–6). The dragon screams, stripping flesh from bones and reason from minds in a 60-foot cone. Each creature in that area makes a DC 18 Constitution saving throw, taking 71 (13d10) thunder damage on a failed save or half damage on a success. Creatures that fail this saving throw by 10 or more are also psionically confused until the end of their next turn.

REACTIONS

Spiteful Retort (While Bloodied). When a creature the dragon can see damages the dragon, the dragon lashes out with a psionic screech. The attacker makes a DC 15 Wisdom saving throw, taking 18 (4d8) thunder damage on a failed save or half damage on a success. Confused creatures make this saving throw with disadvantage.

LEGENDARY ACTIONS

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

Paranoid Ranting. The dragon psionically rants nonsense at a creature that can hear it within 60 feet. The target makes a DC 15 Wisdom saving throw. On a failed save, the creature gains a randomly determined short-term mental stress effect or madness.

Pandorum (Costs 2 Actions). The dragon psionically targets one creature within 60 feet. The target makes a DC 15 Wisdom saving throw, becoming confused on a failure. While confused in this way, the target regards their allies as traitorous enemies. When rolling to determine its actions, treat a roll of 1 to 4 as a result of 8. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Psionic Wave (Costs 2 Actions). The dragon makes a psionic wave attack.

Maddening Harmonics (1/Day). Each creature of the dragon's choice that can hear within 90 feet makes a DC 15 Wisdom saving throw. On a failure, a creature becomes psionically confused for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG EMERALD DRAGON

CHALLENGE 9

LARGE DRAGON

5,000 XP

AC 17 (natural armor)

HP 133 (14d12 + 42; bloodied 66)

Speed 40 ft., burrow 20 ft., fly 60 ft.

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

Proficiency +4; **Maneuver DC** 16

Saving Throws Con +7, Int +8, Wis +5, Cha +7
Skills Deception +7, History +8, Perception +5, Stealth +8
Damage Resistances psychic, thunder
Condition Immunities fatigue
Senses darkvision 120 ft., passive Perception 17
Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) thunder damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Maddening Breath (Recharge 5–6). The dragon screams, stripping flesh from bone in a 30-foot cone. Each creature in that area makes a DC 15 Constitution saving throw, taking 44 (8d10) thunder damage on a failed save or half damage on a success.

EMERALD DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON — 450 XP

AC 16 (natural armor)
HP 45 (7d8 + 14; bloodied 22)
Speed 30 ft., burrow 15 ft., fly 50 ft.

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

Proficiency +2; **Maneuver DC** 12
Skills Deception +4, History +4, Perception +2, Stealth +4
Damage Resistances psychic, thunder
Condition Immunities fatigue
Senses darkvision 120 ft., passive Perception 12
Languages Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Maddening Breath (Recharge 5–6). The dragon screams, stripping flesh from bone in a 15-foot cone. Each creature in that area makes a DC 11 Constitution saving throw, taking 16 (3d10) thunder damage on a failed save or half damage on a success.

Sapphire Dragon

From secret places deep in the earth, the minds of the sapphire dragons wander through space and time seeking answers. Their psionic powers allow them to see the future, albeit hazily, and their prescient warnings have prevented countless disasters. Of all gem dragons, sapphire dragons spend the least time attending to their physical bodies, their far-reaching minds achieving more than fangs or talons ever could. They hide their physical forms well, but if uncovered they are far from defenseless. A sapphire dragon does not breathe mere elements; instead, it projects psychic waveforms that reduce mortal minds to ash.

Esoteric Orchestrators. As sapphire dragons grow older, their capacity for precognition increases. The eldest can see centuries into the future. And while their intentions are not always pure, they often aim to prevent the worst disasters. A sapphire dragon's demands can be downright bizarre. They might order their minions to steal an emperor's tea kettle, ensure two seemingly random people fall in love, or assassinate a pet goldfish. Most agents are confident in their master's premonitions, but it is often impossible to prove or disprove their value.

Digging for Answers. The fortune-telling abilities of sapphire dragons are legendary, leading enterprising rulers to seek them out as sages, or even to take them captive to serve as private prognosticators. A sapphire dragon's predictions must be evaluated carefully, however. The wisdom they impart might be the answers their masters seek, or simply a cunning misdirection created by the dragon to further its own ends.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 15 Sapphire dragons live deep below the earth, sifting through the sands of time and working to guide the world away from the worst possible futures. It is impossible to surprise a sapphire dragon: they always know you're coming and have already prepared for your arrival.

DC 20 A sapphire dragon's breath weapon is truly terrifying. Those caught in it become dislodged from reality itself.

Sapphire Dragon Encounters

A sapphire dragon's lair is a hidden sanctuary that often takes the form of a great library, mystic observatory, or rune-inscribed grotto.

CR 3–4 sapphire dragon wyrmling
Treasure 150 gp, gold pendulum (100 gp), hourglass filled with powdered silver (25 gp), *potion of healing*, *gloves of swimming and climbing*

CR 5–10 young sapphire dragon; sapphire dragon wyrmling with 2 or 3 centaurs, gargoyles, or priests
Treasure 800 gp, 1,000 sp, 6 portraits of alternate-universe versions of the characters (75 gp each), *potion of healing*, *amulet of health*

CR 11–16 young sapphire dragon with 2 basilisks, knights, mountain dwarf defenders, or mummies
Treasure 1,500 gp, 3 bejeweled telescopes (1,000 gp each), sapphire (1,000 gp), *spell scroll* of *haste*, *potion of supreme healing*, *ring of spell storing*

CR 17–22 adult sapphire dragon
Treasure 10,000 gp (some of which seem to be from future years), *potion of supreme healing*, *ring of animal influence*, *cloak of arachnida*

CR 23–30 ancient sapphire dragon; adult sapphire dragon with clockwork sentinel, mage, or sphinx
Treasure 8,000 gp, 13 sapphires (1,000 gp each), gold water clock (2,500 gp), sapphire dragon egg (25,000 gp), *spell scroll* of *foresight*, *robe of eyes*, *+2 half plate*

CR 31+ ancient sapphire dragon with iron guardian, sphinx, or storm giant
Treasure 100 rare books (250 gp each), 12 volumes of ancient prophecies (2,500 gp each), 3 *potions of supreme healing*, *ring of telekinesis*, *oathbow*, *rod of absorption*

Signs

1 Ancient stone slabs carved with prophecies; statues of unborn monarchs
2 A telepathic question, perhaps a riddle or challenge
3 Recently-laid out refreshments at a table with the right number of chairs
4 A note promising a profitable opportunity for those who turn back from the lair now

Behavior

1 Angry about something the party hasn't said yet but will say; attacks while admonishing them
2 Has a seemingly unimportant job it needs the party to do
3 Offers them an answer to a question in exchange for leaving at once
4 Attacks while explaining that combat to the death is regrettable but necessary

Sapphire Dragon Lair Features

Choose or roll one or more of the following lair features:

1 The dragon has a trusted academic companion. Once per day when it would use Shatter Mind, it may instead summon a mage ally, which acts on the dragon's initiative.
2 The dragon has been expecting visitors for a very long time. There are centuries-old murals, inscriptions, or other depictions of any creature that enters the lair, strategically placed to be spotted by the creatures as they enter. Creatures that see their own depictions in this way are rattled so long as they remain within the lair.
3 The lair is laid out in an esoteric way that makes sense only to the dragon. Perception and Survival checks to observe or navigate the lair are made with disadvantage.
4 The dragon is aware of the correct time and place to repel intruders. Creatures hostile to the dragon begin combat surprised while within the lair.

Names

Aluvinia, Azuldan, Kashmirivala, the Oracle, Verneuil, Whisper

ANCIENT SAPPHIRE DRAGON

CHALLENGE 25

LEGENDARY GARGANTUAN DRAGON 75,000 XP

AC 21 (natural armor)

HP 429 (26d20 + 156; bloodied 214)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	22 (+6)	26 (+8)	24 (+7)	20 (+5)

Proficiency +7; **Maneuver DC** 22

Saving Throws Con +13, Int +15, Wis +14, Cha +12

Skills Arcana +15, Deception +12, History +15, Insight +14 (+1d6), Perception +14 (+1d6), Persuasion +12

Damage Immunities psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 27

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its eyes dull as it briefly loses its connection to the future. Until the end of its next turn, it can't use Foretell, Prognosticate, or Prophesy Doom, and it loses its Predictive Harmonics trait.

Predictive Harmonics. The dragon is psionically aware of its own immediate future. The dragon cannot be surprised, and any time the dragon would make a roll with disadvantage, it makes that roll normally instead.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage plus 9 (2d8) psychic damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 21 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success. Creatures suffering ongoing psychic damage make this saving throw with disadvantage.

Discognitive Breath (Recharge 5–6). The dragon unleashes psychic energy in a 90-foot cone. Each creature in that area makes a DC 21 Intelligence saving throw, taking 66 (12d10) psychic damage and 22 (4d10) ongoing psychic damage on a failed save or half damage and no ongoing psychic damage on a success. The ongoing damage ends if a creature falls unconscious. A creature can use an action to ground itself in reality, ending the ongoing damage.

Prognosticate (3/Day). The dragon psionically makes a prediction of an event up to 300 years in the future. This prediction has a 75 percent chance of being perfectly accurate and a 25 percent chance of being partially or wholly wrong. Alternatively, the dragon can choose to gain truesight to a range of 120 feet for 1 minute.

REACTIONS

Prophesy Doom (When Bloodied). When a language-using creature suffering ongoing psychic damage targets the dragon with an attack or spell, the dragon telepathically prophesies the attacker's doom. The attacker makes a DC 20 Intelligence saving throw. On a failure, the target magically gains the doomed condition. It is aware that it will die due to some bizarre circumstance within 13 (2d12) hours. In addition to the normal means of removing the condition, this doom can be avoided by a spell that can predict the future, such as *augury*, *contact other plane*, or *foresight*. The dragon can end the effect as an action.

LEGENDARY ACTIONS

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

Foretell. The dragon psionically catches a glimpse of a fast-approaching moment and plans accordingly. The dragon rolls a d20 and records the number rolled. Until the end of the dragon's next turn, the dragon can replace the result of any d20 rolled by it or a creature within 120 feet with the foretold number. Each foretold roll can be used only once.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Shatter Mind (Costs 2 Actions). The dragon targets a creature within 60 feet, forcing it to make a DC 23 Intelligence saving throw. On a failure, the target takes 22 (4d10) ongoing psychic damage. An affected creature repeats the saving throw at the end of each of its turns, ending the ongoing psychic damage on a success. A creature can also use an action to ground itself in reality, ending the ongoing damage.



Variant: Sapphire Dragon Spellcaster

Some gem dragons develop the ability to psionically cast spells. A sapphire dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *comprehend languages*, *detect thoughts*

Adult (save DC 18): 3/day each: *telekinesis*, *wall of force*

Ancient (save DC 20): 1/day: *etherealness*, *mind blank*

ADULT SAPPHIRE DRAGON

CHALLENGE 19

LEGENDARY HUGE DRAGON

22,000 XP

AC 19 (natural armor)

HP 304 (29d12 + 116; bloodied 152)

Speed 40 ft., burrow 30 ft., fly 80 ft.

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

Proficiency +6; **Maneuver DC** 20

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

Skills Arcana +12, Deception +10, History +12, Insight +11 (+1d6), Perception +11 (+1d6), Persuasion +10

Damage Immunities psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 24

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its eyes dull as it briefly loses its connection to the future. Until the end of its next turn, it can't use Foretell, Prognosticate, or Prophesy Doom, and it loses its Predictive Harmonics trait.

Predictive Harmonics. The dragon is psionically aware of its own immediate future. The dragon cannot be surprised, and any time the dragon would make a roll with disadvantage, it makes that roll normally instead.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) psychic damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 18 Wisdom saving throw, taking 16 (3d10)

psychic damage on a failed save or half damage on a success. Creatures suffering ongoing psychic damage make this saving throw with disadvantage.

Discognitive Breath (Recharge 5–6). The dragon unleashes psychic energy in a 60-foot cone. Each creature in that area makes a DC 18 Intelligence saving throw, taking 60 (11d10) psychic damage and 11 (2d10) ongoing psychic damage on a failed save or half as much psychic damage and no ongoing psychic damage on a success. The ongoing damage ends if a creature falls unconscious. A creature can also use an action to ground itself in reality, ending the ongoing damage.

Prognosticate (3/Day). The dragon psionically makes a prediction of an event up to 100 years in the future. This prediction has a 67 percent chance of being perfectly accurate and a 33 percent chance of being partially or wholly wrong. Alternatively, the dragon can choose to gain truesight to a range of 90 feet for 1 minute.

LEGENDARY ACTIONS

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

Foretell. The dragon psionically catches a glimpse of a fast-approaching moment and plans accordingly. The dragon rolls a d20 and records the number rolled. Until the end of the dragon's next turn, the dragon can replace the result of any d20 rolled by it or a creature within 120 feet with the foretold number. Each foretold roll can be used only once.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Shatter Mind (Costs 2 Actions). The dragon targets a creature within 60 feet, forcing it to make a DC 23 Intelligence saving throw. On a failure, the creature takes 22 (4d10) ongoing psychic damage. An affected creature repeats the saving throw at the end of each of its turns, ending the ongoing psychic damage on a success. A creature can also use an action to ground itself in reality, ending the ongoing damage.

YOUNG SAPPHIRE DRAGON

CHALLENGE 10

LARGE DRAGON — 5,900 XP

AC 18 (natural armor)

HP 161 (19d10 + 57; bloodied 80)

Speed 40 ft., burrow 20 ft., fly 80 ft.

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

Proficiency +4; **Maneuver DC** 16

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

Skills Arcana +8, Deception +6, History +8, Insight +7 (+1d6), Perception +7 (+1d6), Persuasion +6

Damage Immunities psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 20

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) psychic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Discognitive Breath (Recharge 5–6). The dragon unleashes psychic energy in a 30-foot cone. Each creature in that area makes a DC 15 Intelligence saving throw, taking 49 (9d10) psychic damage on a failed save or half damage on a success.

SAPPHIRE DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON — 700 XP

AC 17 (natural armor)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft., burrow 15 ft., fly 60 ft.

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

Proficiency +2; **Maneuver DC** 13

Skills Arcana +4, Deception +3, History +4, Insight +4, Perception +4, Persuasion +3

Damage Immunities psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 14

Languages Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Discognitive Breath (Recharge 5–6). The dragon unleashes psychic energy in a 15-foot cone. Each creature in that area makes a DC 12 Intelligence saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success.

Metallic Dragons

Fairy tales speak of noble dragons with glittering scales of precious metal, who act as guides and protectors to errant humans. And indeed, while metallic dragons are as greedy and power-hungry as any dragon, they are more likely to uphold the tenets of peace and order than to ravage the land with fire and fury.

Careful Stewards. Many metallic dragons consider themselves stewards of their territories. With an eye to tomorrow's hunt, metallic dragons avoid overtaxing the land's bounty. They extend this understanding to humanoids in their dominion, whom they allow to flourish so long as they don't challenge dragons for supremacy. Humanoids, after all, are useful: they produce fine art and mine for precious metals, both of which dragons covet. Some metallic dragons trade their benevolence for such gifts, while others take what they want by force, especially from those they deem unworthy of protection: bandits, troublemakers, and those who assert independence from the dragons' dominion.

Social Creatures. Metallic dragons are the most social of true dragons, organizing themselves in close-knit communities based on blood relation or found family. They often fly long distances to share each others' company. When other dragons are scarce, some metallic dragons even turn to humanoids for companionship. Adult metallic dragons can magically take on humanoid shape, and they sometimes form genuine friendships with humanoids. Not even the most affable dragon, however, will risk its treasure by sharing the secrets of its lair.

Brass Dragon

Of all dragons, none is more likely to talk your ear off than a brass. Gregarious creatures, brass dragons have been known to invite would-be dragonslayers into their lairs simply to share gossip. They have a habit of losing track of time in pleasant company, however, so visitors too polite (or too fearful) to interrupt a brass dragon could find themselves trapped in its lair for days on end.

Sages and Scholars. Brass dragons often turn their hoarding instinct toward accumulating vast libraries. As a result, many are experts in a wide array of subjects. Brass dragons are careful not to share their knowledge too freely, however, as they know all too well what havoc short-lived humanoids can cause when their information supplants wisdom. Brass dragons may even take it upon themselves to reclaim knowledge used for evil ends—or hire adventurers to do so on their behalf.

Hermits and Advisors. As brass dragons age, some grow weary of the short-lived triumphs and repeated mistakes of humanoids. Others, however, become even more involved in humanoid politics. As they learn to shapeshift, older brass dragons may assume positions as royal advisors in order to steer the short-lived folk onto what they see as the proper path.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Brass dragons are notoriously talkative. They collect stories like other dragons gather gold.

DC 15 When angered, brass dragons exhale blasts of molten glass—or clouds of soporific gas if they're feeling merciful.

DC 20 Like all metallic dragons, brass dragons learn to transform into humanoids and beasts as they age. In their humanoid forms, they are sometimes found in royal courts serving as advisors.

Brass Dragon Encounters

Brass dragons make their lairs in desert caves, preferably inside towering mesas, where they construct elaborate libraries to shelter their collections from the desert sun.

CR 3–4 brass dragon wyrmling with 3 or 4 acolytes, blink dogs, or dragonbound warriors (see warrior)

Treasure 100 gp, 400 sp, 100 square brass coins (worth 1 gp each only in the City of Brass), 5 scrolls of prophecy (50 gp each), 2 *potions of healing*

CR 5–10 young brass dragon

Treasure 800 gp, 5 carnelian gemstones (50 gp each), 25 books (50 gp each), *potion of animal friendship*, *adamantine chain shirt*

CR 11–16 adult brass dragon; young brass dragon with 2 dragon cultists, minstrels, or sandlings (see scarecrows)

Treasure 2,000 gp, 3 silver bracelets (75 gp each), brass alchemical equipment (250 gp), 20 rare books (125 gp each), *potion of supreme healing*, *+2 quarterstaff* (named *Basilisk*; its wielder is immune to petrification)

CR 17–22 ancient brass dragon; adult brass dragon with basilisk, doppelganger, or scorpionfolk

Treasure 100 pp, 8,000 gp, 4 topaz gemstones (500 gp each), 7 of the dragon's arcane journals (250 gp each), 3 *potions of flying*, *spell scrolls* of *control weather* and *guards and wards*, *+3 wand of the war mage*

CR 23–30 ancient brass dragon with earth elemental, mage, or young brass dragon

Treasure 20,000 gp, 10 sapphires and emeralds (1,000 gp each), large-scale continental map (10,000 gp), 6-foot-tall magic book that answers one question per day as if *legend lore* were cast, *adamantine breastplate*, *belt of dwarvenkind*

CR 31+ ancient brass dragon with clay guardian, guardian naga, or sphinx; 2 adult brass dragons

Treasure 80,000 gp, 20 sapphires and emeralds (1,000 gp each), 1,000 books (50 gp each), 100 rare books (125 gp each), gateway to an astral library patrolled by strange librarians, 3 *potions of supreme healing*, *oathbow*, *ring of djinni summoning*

Signs

1. A permanent sandstorm around one rocky outcropping
2. An ancient, windswept road
3. A half-buried scroll case containing a history text
4. A caravan hired to leave a shipment of rare books at a specific landmark

Behavior

1. In humanoid form, reading
2. Hungry for news and gossip and won't take no for an answer
3. Disgusted with humanoid foolishness and frailty; violently defends its territory against trespass
4. Demands a tribute of secrets, writings, or spell scrolls

Brass Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. The lair's entrance is covered by a stone slab that reads, in Draconic, "Tell me a story." A character can make a History or Performance check against the lair DC to tell a story to the door, which opens on a success. (Grant advantage to any player who actually improvises a story.)
2. As a legendary action, the brass dragon can mentally call upon sandy winds to blast through a corridor or chamber for 1 round, extinguishing unprotected flames. A creature other than the dragon caught in these winds makes a Constitution saving throw. On a failure, it is blinded by the sand until the end of its next turn.
3. The caverns are designed to carry sound anywhere in the lair. The brass dragon can use this ability to spy on visitors or tell them stories as they travel through the lair. A creature that listens to the dragon's stories for 10 minutes makes a Charisma saving throw or becomes slowed as the dragon's droning voice puts it in a state of walking torpor. If a creature can no longer hear the story, the effect ends.
4. A tunnel in the dragon's inner sanctum is concealed by a thick layer of sand. The dragon can burrow into this tunnel to escape, kicking up a 20-foot-radius cloud of sand that persists for 1 round and creates heavy obscurement.

Names

Elgenor, Glimlight, Keldathris, Pangloss, Sirac, Xalindra

ANCIENT BRASS DRAGON

CHALLENGE 22

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER)

41,000 XP

AC 20 (natural armor)

HP 367 (21d20 + 147; bloodied 183)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	20 (+5)	16 (+3)	18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +7, Con +14, Wis +10, Cha +11

Skills Arcana +12, History +12, Nature +12, Perception +10 (+1d6), Persuasion +11, Religion +12, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, three more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 18 until it finishes a long rest.

Self-Sufficient. The brass dragon can subsist on only a quart of water and a pound of food per day.

Scholar of the Ages. The brass dragon gains a d4 expertise die on Intelligence checks made to recall lore. If it fails such a roll, it can expend one use of its Legendary Resistance trait to treat the roll as a 20.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Molten Spit.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Staff (Humanoid Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage.

Molten Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) fire damage on a failure or half damage on a success. A creature that fails the saving throw also takes 11 (2d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

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

Molten Breath. The dragon exhales molten glass in a 90-foot-long, 10-foot-wide line. Each creature in the area makes a DC 22 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save or half damage on a success. A creature that fails the save is also blinded until the end of its next turn.

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in the area makes a DC 22 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes or until it takes damage or someone uses an action to wake it.

Change Shape. The dragon magically takes the shape of a humanoid or beast or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Molten Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its staff.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Analyze. The dragon evaluates one creature it can see within 60 feet. It learns the creature's resistances, immunities, vulnerabilities, and current and maximum hit points. That creature's next attack roll against the dragon before the start of the dragon's next turn is made with disadvantage.



Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Variant: Brass Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A brass dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *comprehend languages*, *identify*

Adult (save DC 16): 3/day each: *commune*, *legend lore*

Ancient (save DC 19): 1/day: *teleport*, *true seeing*

ADULT BRASS DRAGON

CHALLENGE 16

LEGENDARY HUGE DRAGON (SHAPECHANGER)

15,000 XP

AC 18 (natural armor)

HP 161 (14d12 + 70; bloodied 80)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	18 (+4)	14 (+2)	16 (+3)

Proficiency +5; **Maneuver DC** 19

Saving Throws Dex +5, Con +10, Wis +7, Cha +8

Skills Arcana +9, History +9, Nature +9, Perception +7 (+1d6), Persuasion +8, Religion +9, Stealth +5

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, two more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

Self-Sufficient. The brass dragon can subsist on only a quart of water and a pound of food per day.

Scholar of the Ages. The brass dragon gains a d4 expertise die on Intelligence checks made to recall lore. If it fails such a roll, it can use a Legendary Resistance to treat the roll as a 20.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Molten Spit.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Staff (Humanoid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Molten Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 18 Dexterity saving throw. The creature takes 11 (2d10) fire damage on a failure or half damage on a success. A creature that fails the saving throw also takes 5 (1d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

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

Molten Breath. The dragon exhales molten glass in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save or half damage on a success. A creature that fails the save is also blinded until the end of its next turn.

Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in the area makes a DC 18 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes or until it takes damage or someone uses an action to wake it.

Change Shape. The dragon magically takes the shape of a humanoid or beast or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Molten Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its staff.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Analyze. The dragon evaluates one creature it can see within 60 feet. It learns the creature's resistances, immunities, vulnerabilities, and current and maximum hit points. That creature's next attack roll against the dragon before the start of the dragon's next turn is made with disadvantage.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 16 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its

turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

YOUNG BRASS DRAGON

CHALLENGE 9
LARGE DRAGON
5,000 XP

AC 17 (natural armor)
HP 153 (18d10 + 54; bloodied 76)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	16 (+3)	12 (+1)	14 (+2)

Proficiency +4; **Maneuver DC** 16
Saving Throws Dex +4, Con +7, Wis +5, Cha +6
Skills Arcana +7, History +7, Nature +7, Perception +5 (+1d6), Persuasion +6, Religion +7, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, one more
Self-Sufficient. The brass dragon can subsist on only a quart of water and a pound of food per day.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

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

Molten Breath. The dragon exhales molten glass in a 40-foot-long, 5-foot-wide line. Each creature in the area makes a DC 15 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save or half damage on a success.

Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in the area makes a DC 15 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes or until it takes damage or someone uses an action to wake it.

BRASS DRAGON WYRMLING

CHALLENGE 2
MEDIUM DRAGON
450 XP

AC 16 (natural armor)
HP 38 (7d8 + 7; bloodied 19)
Speed 30 ft., burrow 15 ft., fly 60 ft.

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

Proficiency +2; **Maneuver DC** 12
Skills Arcana +4, History +4, Nature +4, Perception +3, Religion +4, Stealth +3
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic
Self-Sufficient. The brass dragon can subsist on only a quart of water and a pound of food per day.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

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

Molten Breath. The dragon exhales molten glass in a 20-foot-long, 5-foot-wide line. Each creature in the area makes a DC 11 saving throw, taking 10 (3d6) fire damage on a failed save or half damage on a success.

Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in the area makes a DC 11 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes or until it takes damage or someone uses an action to wake it.

Bronze Dragon

Fascinated by the endless rhythms of the sea, bronze dragons spend hours studying their seaside dominions, transfixed by the flight paths of birds, the migrations of fish, or the accumulation of sea foam against a mossy rock. Some bronze dragons even make their lairs near humanoid settlements, so as to more closely watch the ships as they sail in and out of port.

Curious and Mysterious. Though fascinated with the natural world, bronze dragons prefer to make their observations from afar. They avoid influencing the objects of their scrutiny, but on the odd occasion they are exposed, bronze dragons make the best of it, asking intrusive questions and analyzing the answers they receive for days on end.

Tests and Trials. When a creature seeks a bronze dragon's wisdom, the dragon always knows they're coming. It sets out a number of trials to test the knowledge-seeker, so as to better gauge their motivations before they arrive. Such ordeals rarely involve the dragon appearing personally, but they can be perilous nonetheless.

Butterflies and Hurricanes. No one knows better than a bronze dragon that a small action can have far-reaching consequences. Bronze dragons sometimes dispatch agents to gather specific information about the world around them. This might mean infiltrating a warlord's inner circle to discover where her warships will sail this season, or exploring the interior of a long-deserted isle. Though such knowledge might seem irrelevant to adventurers bent on saving the world, the dragon requires it to further its efforts to promote the greater good.



Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Bronze dragons are fascinated by the sea. They make their lairs in oceanside cliffs or deep beneath the waves.

DC 15 A bronze dragon's breath weapon is composed either of lightning or a torrent of seawater.

DC 20 After centuries spent observing the ebb and flow of nature, ancient bronze dragons gain the ability to scry on far-off locations and predict the future.

Bronze Dragon Encounters

Bronze dragons make their lairs in sea caves, sunken ships, coral reefs, and other aquatic environments.

CR 3–4 bronze dragon wyrmling
Treasure 250 gp, 500 sp, coral gemstone (100 gp), *potion of greater healing*

CR 5–10 young bronze dragon; bronze dragon wyrmling with 1d8 + 4 lizardfolk, merfolk, or sprites
Treasure 50 pp, 200 gp, 6 pearls (100 gp), sheaf of spy reports, *deck of illusions*

CR 11–16 young bronze dragon with 2 sea hags, sirens (see harpy), or spies
Treasure 3,000 gp, pearl-embroidered hat (750 gp), fine silk cape (250 gp), 3 *potions of healing*, *armor of invulnerability*, *+1 longsword* (with a coral blade; its wielder can breathe water), *feather token* (anchor)

CR 17–22 adult bronze dragon
Treasure 12,000 gp, 4,000 ep, 20 pearl and coral gemstones (100 gp each), 30 rare books (125 gp each), 3 *spell scrolls* of *eyebite*, *flesh to stone*, and *sunbeam*, *cloak of protection*

CR 23–30 ancient bronze dragon; adult bronze dragon with 2 merfolk knights, merrow mages, or water elementals
Treasure 25,000 gp, sailing ship (10,000 gp), trade goods (5,000 gp), 10 pieces of jewelry (750 gp each), 3 *arrows of fiend slaying*, *instant fortress*, *+3 chain mail*

CR 31+ ancient bronze dragon with marid, sea chimera, or spymaster
Treasure 10,000 pp, 30,000 gp, 4 diamonds (5,000 gp), *potion of storm giant strength*, *dimensional shackles*, *rod of alertness*

Signs

1	Brilliantly colored plants and seaweed
2	Rapidly changing weather: sunny one minute, pouring rain the next
3	Strange echoes of distant music
4	Pearlescent fog

Behavior

1	Pearl diving or hunting for fish
2	Watching from a distance, gathering information
3	In the form of a merfolk paladin, looking for evil to battle
4	With an unusual request

Bronze Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. When a creature first enters the lair, it makes a Wisdom saving throw. On a failure, the dragon is aware of the creature and knows its Destiny (if applicable) as well as its current, most pressing fear.
2. When a creature draws a metal weapon in the lair, it makes a Constitution saving throw. On a failed save, it takes 7 (2d6) lightning damage from a sudden static jolt and can't take reactions until the end of its next turn.
3. Floors throughout the lair are damp and slippery. A creature that takes the Dash action to move along the ground makes a Dexterity saving throw at the end of its movement, falling prone on a failure.
4. A flooded tunnel leads into a labyrinthine sprawl of underwater passageways. If a creature attempts to navigate these tunnels without the dragon's invitation, it makes a Wisdom saving throw, becoming lost on a failure.

Names

Ahglynypa, Billowmere, Kaviliath, Marianthamir, Nausticalix, Ruddykin

ANCIENT BRONZE DRAGON

CHALLENGE 24

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER) 62,000 XP

AC 21 (natural armor)

HP 425 (23d20 + 184; bloodied 212)

Speed 40 ft., fly 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	18 (+4)	16 (+3)	20 (+5)

Proficiency +7; **Maneuver DC** 24

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Insight +10, Perception +10 (+1d6), Stealth +7

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, two more

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and dissolve into sea foam. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Oracle of the Coast. The dragon can accurately predict the weather up to 7 days in advance and is never considered surprised while conscious. Additionally, by submerging itself in a body of water and spending 1 minute in concentration, it can cast *scrying*, requiring no components. The scrying orb appears in a space in the same body of water.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Lightning Pulse.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 9 (2d8) lightning damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target 10 feet away.

Trident (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 9) piercing damage.

Lightning Pulse. The dragon targets one creature within 60 feet, forcing it to make a DC 23 Dexterity saving throw. The creature takes 22 (4d10) lightning damage on a failure or half damage on a success. If the initial target is touching a body of water, all other creatures within 20 feet of it and touching the same body of water must also make the saving throw against this damage.

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

Lightning Breath. The dragon exhales lightning in a 120-foot-long, 10-foot-wide line. Each creature in the area makes a DC 23 Dexterity saving throw, taking 93 (16d10) lightning damage on a failed save or half damage on a success. A creature that fails the saving throw can't take reactions until the end of its next turn.

Ocean Surge. The dragon exhales a torrent of seawater in a 30-foot cone. Each creature in the area makes a DC 23 Strength saving throw. A creature that fails is pushed 40 feet away from the dragon and knocked prone, while one that succeeds is pushed only 20 feet away and isn't knocked prone.

BONUS ACTIONS

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Lightning Pulse, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its trident.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 20 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its

turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 24 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Foresight (Costs 2 Actions). The dragon focuses on the many sprawling futures before it and predicts what will come next. Until the start of its next turn, it gains advantage on saving throws, and attacks against it are made with disadvantage.

Variant: Bronze Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A bronze dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *fog cloud*, *speak with animals*

Adult (save DC 18): 3/day each: *commune with nature*, *speak with plants*

Ancient (save DC 20): 1/day: *control weather*, *etherealness*

ADULT BRONZE DRAGON

CHALLENGE 18

LEGENDARY HUGE DRAGON (SHAPECHANGER)

20,000 XP

AC 18 (natural armor)

HP 287 (23d12 + 138; bloodied 143)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	16 (+3)	14 (+2)	18 (+4)

Proficiency +6; **Maneuver DC** 22

Saving Throws Dex +6, Con +12, Wis +8, Cha +10

Skills Insight +8, Perception +8 (+1d6), Stealth +6

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, one more

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to sea foam. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

Oracle of the Coast. The dragon can accurately predict the weather up to 7 days in advance and is never considered surprised while conscious. Additionally, by submerging itself in a body of water and spending 1 minute in concentration, it can cast *scrying*, requiring no components. The scrying orb appears in a space in the same body of water.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Lightning Pulse.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) lightning damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the dragon pushes the target 10 feet away.

Trident (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +13 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.

Lightning Pulse. The dragon targets one creature within 60 feet, forcing it to make a DC 20 Dexterity saving throw. The creature takes 22 (4d10) lightning damage on a failure or half damage on a success. If the initial target is touching a body of water, all other creatures within 20 feet of it and touching the same body of water must also make the saving throw against this damage.

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

Lightning Breath. The dragon exhales lightning in a 90-foot-long, 5-foot-wide line. Each creature in the area makes a DC 20 Dexterity saving throw, taking 69 (13d10) lightning damage on a failed save or half damage on a success. A creature that fails the saving throw can't take reactions until the end of its next turn.

Ocean Surge. The dragon exhales a torrent of seawater in a 30-foot cone. Each creature in the area makes a DC 20 Strength saving throw. A creature that fails is pushed 30 feet away from the dragon and knocked prone, while one that succeeds is pushed only 15 feet away.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by

the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Lightning Pulse, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its trident.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Foresight (Costs 2 Actions). The dragon focuses on the many sprawling futures before it and predicts what will come next. Attacks against it are made with disadvantage until the start of its next turn.

YOUNG BRONZE DRAGON

CHALLENGE 10

LARGE DRAGON — 5,900 XP

AC 17 (natural armor)

HP 152 (16d10 + 64; bloodied 76)

Speed 40 ft., fly 80 ft., swim 60 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	14 (+2)	12 (+1)	18 (+3)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Insight +5, Perception +5 (+1d6), Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Amphibious. The dragon can breathe air and water.

Oracle of the Coast. The dragon can accurately predict the weather up to 7 days in advance and is never considered surprised while conscious.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 4 (1d8) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

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

Lightning Breath. The dragon exhales lightning in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 16 Dexterity saving throw, taking 54 (9d10) lightning damage on a failed save or half damage on a success. A creature that fails the saving throw can't take reactions until the end of its next turn.

Ocean Surge. The dragon exhales a torrent of seawater in a 30-foot cone. Each creature in the area makes a DC 16 Strength saving saving throw. A creature that fails is pushed 30 feet away from the dragon, while a creature that succeeds is pushed only 15 feet.

BRONZE DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON — 700 XP

AC 16 (natural armor)

HP 39 (6d8 + 12; bloodied 19)

Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 13

Skills Perception +2, Stealth +2

Damage Immunities lightning

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

Languages Draconic

Amphibious. The dragon can breathe air and water.

ACTIONS

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

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

Lightning Breath. The dragon exhales lightning in a 30-foot-long, 5-foot-wide line. Each creature in the area makes a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save or half damage on a success.

Ocean Surge. The dragon exhales a torrent of seawater in a 30-foot cone. Each creature in the area must succeed on a DC 12 Strength saving throw or be pushed 15 feet away from the dragon.

Copper Dragon

Playful and whimsical, copper dragons often involve themselves in the affairs of short-lived folk, though their contributions to history aren't always positive. While copper dragons aren't generally malevolent, they are incorrigible tricksters and rarely understand the difference between a joke and outright cruelty. Of all dragons, copper dragons are the ones most likely to live near humanoids, as they are always searching for new targets for their pranks.

Flighty Urges. As they grow older, copper dragons exhibit all manner of unusual interests. They may yearn for a simpler life and use their shapeshifting to pass themselves off as a farmer or wanderer. They may decide they're interested in politics and start secretly advising a noble on how best to run a nation. They may tunnel under a wishing well and give life advice to anyone who tosses in a coin. The only consistent feature of these impulses is that they're short-lived. Inevitably, a copper grows bored of its exploits and abandons them, possibly leaving many people high and dry in the process.

Friendly, If Troublesome. Despite their mischievous natures, copper dragons rarely mean to do harm. If made to understand the trouble they've caused, they can usually be counted on to compensate their victims. Convincing a copper dragon to see the error of its ways, however, is rarely a simple task.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 One must take care when dealing with a copper dragon. Though mostly harmless, they sometimes allow their pranks to get out of hand.

DC 15 Copper dragons live on mountaintops and similar areas. They exhale blasts of acid or clouds of toxic gas to hinder their foes.

DC 20 A copper dragon's magical abilities develop as it ages, allowing it to teleport, merge with stone, and create illusory duplicates of itself.

Copper Dragon Encounters

Copper dragons make their lairs in high mountains and cliffs, where they can watch the consequences of their mischief play out from an elevated position.

CR 3–4 copper dragon wyrmling

Treasure 200 gp, 1,000 sp, loaded dice, deluxe disguise kit (100 gp), 3 *potions of healing* (turn the drinker green for 6 hours)

CR 5–10 young copper dragon; copper dragon wyrmling with 1d6 + 2 goblins, pixies, or pseudodragons

Treasure 1,000 gp, 6 jade and jet gemstones (100 gp each), *potion of greater healing*, *ring of protection* (named *Joy Buzzer*; if the wearer can cast cantrips, *shocking grasp* is added to its list of known cantrips)

CR 11–16 young copper dragon with 1d4 + 1 faerie dragons, magmins, or rust monsters

Treasure 1,500 gp, 5 pieces of gold jewelry (250 gp each), 10 rare joke books (125 gp each), 6 *potions of superior healing* (each also randomly applies the effects of *potions of growth* or *diminution*), *+3 chain mail*

CR 17–22 adult copper dragon; adult copper dragon with fey knight, green hag, or minstrel

Treasure 12,000 gp, 6 spinel and peridot gemstones (500 gp each), *spell scrolls* of *irresistible dance* and *time stop*, *rod of absorption*

CR 23–30 ancient copper dragon; ancient copper dragon with 2 doppelgangers or trickster priests (see priest)

Treasure 2,000 pp, 15,000 gp, printing press, 2,000 copies of self-published joke book, 2 *potions of supreme healing*, *mace of smiting* (looks like a jester's staff with a bell-tipped hat; its wielder can use an action to cast *disguise self* at will)

CR 31+ ancient copper dragon with archmage, invisible render (see invisible stalker), or young copper dragon

Treasure 75,000 gp, 75,000 counterfeit gold-painted copper coins, 5 pieces of gold jewelry (125 gp each), 20 pieces of gold-plated jewelry (25 gp each), contraption that coats things with gold, spell scroll of *shapechange*, *adamantine half plate*, *iron flask*

Signs

1 Graffiti or caricatures carved into cliffs or monuments

2 A distant laugh

3 Sandaled footprints that disappear or turn into draconic prints

4 An angry local that has been tricked

Behavior

1 Listening to a minstrel companion or prisoner

2 Demands to exchange jokes and riddles

3 Loves lying and leading travelers astray

4 Thinks the party's antics are hilarious

Copper Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1 Those who travel the winding mountain paths to the dragon's lair feel as though they're being watched, and the instinct is not unfounded. The animals of the mountain observe travellers and report back to the dragon, ensuring it is never surprised.

2 The dragon can use a legendary action to stomp the ground, causing a weak point to give way. A 10-foot-wide, 10-foot-deep, acid-filled sinkhole appears in a space within 60 feet. Creatures in the area make a Dexterity saving throw. On a success, they can use their reaction to move up to half their speed. A creature that can't escape falls into the pit, taking 3 (1d6) bludgeoning damage and 11 (2d10) acid damage.

3 If the dragon covers the floor of its lair with its Slowing Breath, the affected area turns soft and muddy, becoming difficult terrain until the start of the dragon's next turn. A creature in the mud when it reverts to stone becomes stuck in the hardening mud. While stuck, the creature's Speed becomes 0. The creature can use an action to make an Athletics check, freeing itself on a success.

4 Illusory walls in the lair hide secret escape passages, which the dragon can easily collapse by focusing its Acid Breath.

Names

Alabran, Ithris, Millivillix, Quenzitar, Tatynara, Twopenny

ANCIENT COPPER DRAGON

CHALLENGE 23

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER)

50,000 XP

AC 21 (natural armor)

HP 367 (21d20 + 147; bloodied 183)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	20 (+5)	16 (+3)	18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Perception +10 (+1d6), Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, three more

Flow Within the Mountain. The dragon has advantage on Stealth checks made to hide in mountainous regions. By spending 1 minute in concentration while touching a natural stone surface, the dragon can magically merge into it and emerge from any connected stone surface within a mile.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to stone. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Acid Spit.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

War Pick (Humanoid Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 11 (2d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

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

Acid Breath. The dragon spits acid in a 90-foot-long, 10-foot-wide line. Each creature in the area makes a DC 22 Dexterity saving throw, taking 85 (19d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

Slowing Breath. The dragon exhales toxic gas in a 90-foot cone. Each creature in the area makes a DC 22 Constitution saving throw, becoming slowed for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Acid Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its war pick.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Trickster's Gambit (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet and creates two illusory duplicates in different unoccupied spaces within 30 feet. These duplicates have an AC of 11, and a creature that hits one with an attack can make a DC 19 Intelligence (Investigation) check, identifying it as a fake on a success. The duplicates disappear at the end of the dragon's next turn but otherwise mimic the dragon's actions perfectly, even moving according to the dragon's will.

Variant: Copper Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A copper dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *hideous laughter, suggestion*

Adult (save DC 17): 3/day each: *mislead, polymorph*

Ancient (save DC 19): 1/day: *irresistible dance, mass suggestion*

ADULT COPPER DRAGON

CHALLENGE 17

LEGENDARY HUGE DRAGON (SHAPECHANGER)

18,000 XP

AC 18 (natural armor)

HP 253 (22d12 + 110; bloodied 126)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	18 (+4)	14 (+2)	16 (+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +7, Con +11, Wis +8, Cha +9

Skills Deception +10, Perception +9 (+1d6), Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, two more

Flow Within the Mountain. The dragon has advantage on Stealth checks made to hide in mountainous regions. By spending 1 minute in concentration while touching a natural stone surface, the dragon can merge into it and emerge from any connected stone surface within a mile.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to stone. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Acid Spit.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

War Pick (Humanoid Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 16 (3d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

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

Acid Breath. The dragon exhales acid in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 19 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

Slowing Breath. The dragon exhales toxic gas in a 60-foot cone. Each creature in the area makes a DC 19 Constitution saving throw, becoming slowed for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Acid Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its war pick.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Trickster's Gambit (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 30 feet and creates two illusory duplicates in different

unoccupied spaces within 30 feet. These duplicates have an AC of 11, and a creature that hits one with an attack can make a DC 16 Intelligence (Investigation) check, identifying it as a fake on a success. The duplicates disappear at the end of the dragon's next turn but otherwise mimic the dragon's actions perfectly, even moving according to the dragon's will.

YOUNG COPPER DRAGON CHALLENGE 9

LARGE DRAGON 5,000 XP

AC 17 (natural armor)

HP 144 (17d10 + 51; bloodied 72)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	16 (+3)	12 (+1)	14 (+2)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +5, Con +7, Wis +5, Cha +6

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

Damage Immunities acid

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

Languages Common, Draconic

Flow Within the Mountain. The dragon has advantage on Stealth checks made to hide in mountainous regions.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

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

Acid Breath. The dragon exhales acid in a 40-foot-long, 5-foot wide-line. Each creature in the area makes a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save or half damage on a success.

Slowing Breath. The dragon exhales toxic gas in a 30-foot cone. Each creature in the area makes a DC 15 Constitution saving throw, becoming slowed for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.



COPPER DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON

450 XP

AC 16 (natural armor)

HP 44 (8d8 + 8; bloodied 22)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +3

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Draconic

Flow Within the Mountain. The dragon has advantage on Stealth checks made to hide in mountainous regions.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

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

Acid Breath. The dragon exhales acid in a 20-foot-long, 5-foot wide-line. Each creature in the area makes a DC 11 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save or half damage on a success.

Slowing Breath. The dragon exhales toxic gas in a 15-foot cone. Each creature in the area makes a DC 11 Constitution saving throw, becoming slowed for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gold Dragon

Haughty and regal, gold dragons carry themselves with the swagger of a gallant knight. They are both indispensable allies and terrifying foes. Should they deem a cause righteous, they take to it with absolute zeal, whether or not that cause aligns with the concerns of short-lived folk.

Aloof Hermits. Gold dragons greatly value their privacy. They know many humanoids regard them as god-like creatures capable of solving any problem. But as gold dragons learn from a young age, the more you help people, the more they need your help. Sooner or later, every side in every conflict petitions you for aid. Nasty business, says the dragon, who wants no part of it.

Deep Hoards. Though their loyalty can't be bought, gold dragons appreciate treasure as much as any dragon. They happily accept offerings of gold or jewels. In fact, gold dragons can eat such treasures for sustenance (they enjoy pearls and gems especially) but they have no need to gorge themselves, meaning their hoards tend to grow larger as they age.

Guardian Vigil. Gold dragons maintain large territories, always keeping an eye out for extraplanar threats, tyranny in nearby nations, and the encroachment of red dragons. Gold dragons can be overzealous in their response to such threats, their righteous anger often causing unintended collateral damage.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Gold dragons are the largest and most regal of the metallic dragons. Only red dragons rival their might.

DC 15 Though they are creatures of flesh and bone, a gold dragon's scales are made of real gold. They breathe molten gold like a red dragon breathes fire.

DC 20 Gold dragons are powerful champions of good, but winning one's support is a task fit for only the greatest of heroes.

Gold Dragon Encounters

Gold dragons appreciate lairs with history, often making their homes in ancient ruins and old tombs.

CR 3–4 gold dragon wyrmling

Treasure 300 gp, 10 antique weapons (25 gp each), 2 *potions of healing*, *bag of tricks* (rust)

CR 5–10 young gold dragon; gold dragon wyrmling with 2 or 3 awakened trees, azers, or druids

Treasure 1,000 gp, gold bracelet shaped like twining roses (250 gp), 2 gold bracelets (75 gp each), 7 lapis lazuli gemstones (10 gp each), *ring of fire resistance*, *wind fan*

CR 11–16 young gold dragon with 2 knights, pegasi, or priests

Treasure 2,000 gp, 3 pearls (100 gp each), 2 gold ewers (750 gp each), 4 gold necklaces (250 gp each), *restorative ointment*, *adamantine chain shirt*, *luck blade scimitar*

CR 17–22 adult gold dragon

Treasure 10,000 gp, 2,000 ep, 4 aquamarine and topaz gemstones (500 gp each), gold noble's coronet (2,500 gp), platinum-handled ceremonial greatsword (2,500 gp), bolt of cloth of gold (750 gp), 6 *+3 arrows*, 2 *potions of heroism*, *candle of invocation*, *figurine of wondrous power* (golden lions)

CR 23–30 ancient gold dragon; adult gold dragon with 2 couatls or gold dragon wyrmlings; adult gold dragon with 2d8 soldiers and high priest or holy knight

Treasure 10,000 gp, 20,000 dragon scales of real gold (1 gp each), 8 pearls (100 gp each), 12 sapphires and emeralds (1,000 gp each), *potion of storm giant strength*, *cubic gate*, *staff of healing*

CR 31+ gold great wyrm; ancient gold dragon with archmage, deva, holy knight, or knight captain

Treasure 3,000 pp, 90,000 gp, 10 diamonds and rubies (5,000 gp each), gold and ruby crown (25,000 gp each), *spell scrolls* of *mass heal* and *true resurrection*, *holy avenger greatsword*, *mantle of spell resistance*

Signs

1. Clouds look like they've been shaped into sculptures
2. Whatever the time of year, trees are heavy with ripe fruit
3. Resident intelligent creatures are cheerful and unafraid of travelers
4. Distant spires and monuments

Behavior

1. On a mission against an evil monster
2. On a peak or other high ground, watching for trouble
3. Disguised as an animal, such as a dire wolf or other creature, which will befriend those in need
4. Drowsing on its treasure hoard

Gold Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. An inner chamber in the dragon's lair has large mirrors arranged on the walls. The dragon can use a legendary action while within reach of the wall to make a final adjustment, at which point every non-dragon creature in the lair makes a Constitution saving throw. On a failure, the creature is blinded while in the chamber. If any of the mirrors are shattered, the effect ends.
2. When a creature sees the dragon's treasure for the first time, it makes a Wisdom saving throw. On a failure, it is charmed by the treasure. While charmed, it must use its movement to approach the pile and its action to take treasure. At the end of each of its turns and whenever it takes damage, the creature repeats the saving throw, ending the effect on itself on a success.
3. Once per day, the dragon can use a legendary action to drink from a crucible of molten gold, recharging its breath weapon.
4. The dragon can use a bonus action to open a secret door to an escape tunnel. The dragon can make a claw attack on the tunnel to cause it to start collapsing. Creatures in the tunnel at the beginning of each of the dragon's turns take 22 (4d10) bludgeoning damage from falling debris.

Names

Aurum the Bold, Glitterwing, Gordachel, Halcyon, Salgexica, Pontifarix

ANCIENT GOLD DRAGON

CHALLENGE 26

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER) 90,000 XP

AC 22 (natural armor)

HP 487 (25d20 + 225; bloodied 243)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	28 (+9)	18 (+4)	16 (+3)	28 (+9)

Proficiency +8; **Maneuver DC** 26

Saving Throws Dex +10, Con +17, Wis +11, Cha +17

Skills Insight +11, Perception +11 (+1d6), Persuasion +17, Stealth +10

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, two more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away, forming pools of molten gold. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Valor. Creatures of the dragon's choice within 30 feet gain a +3 bonus to saving throws and are immune to the charmed and frightened conditions.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage, and the dragon pushes the target 10 feet away.

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.



Molten Spit. The dragon targets one creature within 60 feet, forcing it to make a DC 25 Dexterity saving throw. The creature takes 27 (5d10) fire damage on a failure or half on a success. Liquid gold pools in a 5-foot-square occupied by the creature and remains hot for 1 minute. A creature that ends its turn in the gold or enters it for the first time on a turn takes 22 (4d10) fire damage.

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

Molten Breath. The dragon exhales molten gold in a 90-foot cone. Each creature in the area makes a DC 25 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save or half damage on a success. A creature that fails the saving throw is covered in a shell of rapidly cooling gold, reducing its Speed to 0. A creature can use an action to break the shell, ending the effect.

Weakening Breath. The dragon exhales weakening gas in a 90-foot cone. Each creature in the area must succeed on a DC 25 Constitution saving throw or suffer disadvantage on weapon attack rolls for 1 minute. A weakened creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Molten Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its greatsword.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Vanguard. When another creature the dragon can see within 20 feet is hit by an attack, the dragon deflects the attack, turning the hit into a miss.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 25 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 26 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Fiery Reprisal (Costs 2 Actions). The dragon uses Molten Spit against the last creature to deal damage to it.

Ancient Gold Dragon Variant: Gold Great Wyrm

The great gold wyrm Elathris is buried beneath a ruined keep. Legend has it that long ago, Elathris gave its life to defeat the earthly incarnation of an evil dragon god. Some believe that Elathris merely sleeps and will rise again one day to battle evil reborn.

The Gold Great Wyrm is an elite monster, equivalent to two CR 26 creatures (180,000 XP). It has 975 (50d20 + 450; bloodied 487) hit points. It has the following trait:

Gleaming Brilliance (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. After doing so, the dragon's golden scales melt, coating its body in a layer of molten gold. A creature that touches the dragon or hits it with a melee attack for the first time on a turn takes 10 (3d6) fire damage.

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

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Dragon Breath (Costs 2 Actions). The dragon uses its breath weapon.

Inner Crucible (Costs 2 Actions). The dragon recharges its breath weapon.

ADULT GOLD DRAGON

CHALLENGE 20

LEGENDARY HUGE DRAGON (SHAPECHANGER)

25,000 XP

AC 19 (natural armor)

HP 324 (24d12 + 168; bloodied 162)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	16 (+3)	14 (+2)	24 (+7)

Proficiency +6; **Maneuver DC** 22

Saving Throws Dex +8, Con +13, Wis +8, Cha +13

Skills Insight +8, Perception +8 (+1d6), Persuasion +13, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, one more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales melt away, forming pools of molten gold. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Valor. Creatures of the dragon's choice within 30 feet gain a +2 bonus to saving throws and are immune to the charmed and frightened conditions.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Molten Spit.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Molten Spit. One creature the dragon can see within 60 feet makes a DC 21 Dexterity saving throw, taking 11 (2d10) fire damage on a failure or half on a success. Liquid gold pools in a 5-foot-square occupied by the creature and remains hot for 1 minute. A creature that ends its turn in the gold or enters it for the first time on a turn takes 11 (2d10) fire damage.

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

Molten Breath. The dragon exhales molten gold in a 60-foot cone. Each creature in the area makes a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save or half damage on a success. A creature that fails the saving throw is covered in a shell of rapidly cooling gold, reducing its Speed to 0. A creature can use an action to break the shell, ending the effect.

Weakening Breath. The dragon exhales weakening gas in a 60-foot cone. Each creature in the area must succeed on a DC 21 Constitution saving throw or suffer disadvantage on weapon attack rolls for 1 minute. A weakened creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Molten Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its greatsword.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Vanguard. When another creature the dragon can see within 15 feet is hit by an attack, the dragon deflects the attack, turning the hit into a miss.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 21 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Fiery Reprisal (Costs 2 Actions). The dragon uses Molten Spit against the last creature to deal damage to it.

Variant: Gold Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A gold dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 17): 3/day each: *bless*, *healing word*

Adult (save DC 21): 3/day each: *banishment*, *greater restoration*

Ancient (save DC 25): 1/day: *divine word*, *hallow*

Great Wyrm (save DC 25): 1/day: *holy aura*

YOUNG GOLD DRAGON

CHALLENGE 10

LARGE DRAGON — 5,900 XP

AC 18 (natural armor)

HP 157 (15d10 + 75; bloodied 78)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	16 (+3)	12 (+1)	20 (+5)

Proficiency +4; **Maneuver DC** 18

Saving Throws Dex +6, Con +9, Wis +5, Cha +9

Skills Insight +5, Perception +5 (+1d6), Persuasion +9, Stealth +6

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Valor. Creatures of the dragon's choice within 30 feet gain a +1 bonus to saving throws and are immune to the charmed and frightened conditions.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

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

Molten Breath. The dragon exhales molten gold in a 30-foot cone. Each creature in the area makes a DC 17 Dexterity saving throw, taking 49 (9d10) fire damage on a failed save or half damage on a success.

Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or suffer disadvantage on weapon attack rolls for 1 minute. A weakened creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

GOLD DRAGON WYRMLING

CHALLENGE 4

MEDIUM DRAGON — 1,100 XP

AC 17 (natural armor)

HP 75 (10d8 + 30; bloodied 37)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Proficiency +2; **Maneuver DC** 14

Skills Perception +3, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Molten Breath. The dragon exhales molten gold in a 15-foot cone. Each creature in the area makes a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half damage on a success.

Slowing Breath. The dragon exhales gas in a 15-foot cone. Each creature in the area must succeed on a DC 13 Strength saving throw or suffer disadvantage on weapon attack rolls for 1 minute. A weakened creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Silver Dragon

Silver dragons are graceful, majestic dragons that adopt humanoid forms to mentor good-hearted humanoids. They see potential for greatness everywhere, but demand nothing less than perfection from themselves and their students.

Tutors to Smallfolk. Once they grow to full adulthood, silver dragons often take humanoid form to serve as teachers to particularly gifted students. Being so long-lived gives the dragons time to become experts in a variety of fields, and they may pass on their knowledge of art, swordplay, various crafts, or spellcasting to their students. Once a silver dragon selects a protege, it will not rest until its lessons are complete. If the student's conviction wavers, the dragon may take drastic measures to keep its pupil on track—often to the student's chagrin.

Hoarders of Art and History. Silver dragons decorate their lairs with objects that remind them of their favorite students: a perfectly crafted blade, a masterwork painting, or even a collection of top-quality alchemical supplies. In addition to such keepsakes, a silver dragon might collect items of historical significance, such as the mast of a warship used in a pivotal battle, a renowned queen's wedding dress, or a battlement from a castle demolished centuries ago.

Social Butterflies. Silver dragons can't stand extended isolation and will travel immense distances to visit others of their kind. Without such interactions, a silver dragon may take humanoid form and befriend humanoids passing through its domain. Travelers who aren't sufficiently receptive to this talkative stranger may find themselves face-to-face with a wrathful dragon.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Silver dragons rarely descend from their mountaintop lairs; when they do, they often disguise themselves as humanoids.

DC 15 A silver dragon's breath weapon can take two forms: a blast of freezing air or a cloud of paralytic gas.

DC 20 Silver dragons are creatures of the sky. The eldest of them can transform into clouds and summon magical windstorms.

Silver Dragon Encounters

Silver dragons live in caverns on mountaintops, often at elevations high enough to be shrouded in clouds.

CR 3–4 silver dragon wyrmling with 1d8 + 4 dragonbound warriors (see warrior), ice mephits, or mountain dwarf soldiers (see soldier)

Treasure 3,000 sp, 5 quartz gemstones (10 gp each), 2 curios (huge stone throne and weightless boulder), *potion of cold resistance*, 12 *+2 crossbow bolts*

CR 5–10 young silver dragon; silver dragon wyrmling with 1d4 berserkers, faerie dragons, or snowmen (see scarecrows)

Treasure 750 gp, 2,000 sp, 3 sets of stylish clothes (100 gp each), 3 silver and amber bracelets (125 gp each), 2 curios (ship's wheel marked with a famous ship name, map of another world), *spell scrolls* of *alter self* and *misty step*, *robe of eyes*

CR 11–16 young silver dragon with 2 elktaurs (see centaur), knights, or yetis

Treasure 2,000 gp, 5,000 sp, topaz (500 gp), 10 silver idols (75 gp each), silver ewer (250 gp), 3 curios (giant sword stuck into ground, two magical doors that teleport passers to the other), *bag of holding*, *ring of telekinesis*

CR 17–22 adult silver dragon

Treasure 10,000 gp, 12 pieces of jewelry (750 gp each), masterpiece play (2,500 gp), 3 curios (historically famous sword, the first clumsy painting of a master artist, sentient and speaking boulder), 2 *oils of sharpness*, 2 *potions of supreme healing*, *berserker axe*, fairy tale book (acts as *rod of security*)



CR 23–30 ancient silver dragon; adult silver dragon with 2 fey knights, unicorns, or werebears

Treasure 25,000 gp, 20 pearls (100 gp each), 3 life-sized silver statues of famous paladins (7,500 gp each), hammer that belonged to a famous smith, 4 *arrows of fey slaying*, 3 *beads of force*, *giant slayer* (rapier), *ring of fire resistance*

CR 31+ ancient silver dragon with holy knight, mage, or young silver dragon

Treasure 10,000 pp, diamond necklace (25,000 gp), 2 ruby bracelets (7,500 gp), cloth-of-gold royal robe (7,500 gp), masterpiece painting of a past king (2,500 gp), 3 curios (warhorn that signaled a famous battle charge, broken staff of a famous archmage, 30-foot-long key), *oil of sharpness*, *universal solvent*, *+3 rapier* (named *Jack Frost*, made of unmelting ice; its wielder gains a fly speed of 60 feet)

Signs

1. An ancient roofless tower on a peak, its door frozen shut
2. Swirling winds: if a creature not hostile to the dragon falls, the winds carry it gently to the ground
3. Gray skies, except for a clear patch above a particular peak
4. A field of snow, untouched except for four draconic footprints

Behavior

1. In the form of an elf ranger who cares for this area
2. In humanoid form, emerging from a frozen lake
3. With knowledge and advice about the party's quest
4. Angered by a recent killing in its domain

Silver Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. Wispy clouds gather within the lair. Once per day, when the dragon uses Windstorm, it can cause the area of the windstorm to become heavily obscured to creatures other than itself.
2. When the dragon uses its Frost Breath, ground inside the area becomes difficult terrain as spears of ice sprout upwards. Fire damage instantly melts the spears, and the spears also melt when the dragon recharges its Breath Weapon.
3. The dragon can target a point on the ceiling with its Spit Frost action, causing icicles to fall to the ground in a 10-foot-radius cylinder. Creatures in the area make a Dexterity saving throw, taking 11 (2d10) cold damage on a failure. A flying creature that fails the saving throw falls to the ground.
4. Thick ice conceals a 30-foot-diameter escape chimney in the ceiling. The silver dragon can shatter the ice by flying through it, causing a harsh wind to blast down the chimney. Medium or smaller creatures flying up the chimney make a Strength saving throw at the end of each of their turns, being pushed back 60 feet on a failure.

Names

Argenith, Rathadaxio, Clauthilia, Moonsilver, Sariov, Silverwing

ANCIENT SILVER DRAGON

CHALLENGE 25

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER)

25,000 XP

AC 22 (natural armor)

HP 429 (22d20 + 198; bloodied 214)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	28 (+9)	18 (+4)	14 (+2)	22 (+6)

Proficiency +7; **Maneuver DC** 25

Saving Throws Dex +9, Con +16, Wis +9, Cha +13

Skills Arcana +11, History +11, Perception +9 (+1d6), Stealth +9
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic, two more

Cloud Strider. The dragon suffers no harmful effects from high altitudes. When flying at high altitude, the dragon can, after 1 minute of concentration, discorporate into clouds. In this form, it has advantage on Stealth checks, its fly speed increases to 300 feet, it is immune to all nonmagical damage, it has resistance to magical damage, and it can't take any actions except Hide. If it takes damage or descends more than 500 feet from where it transformed, it immediately returns to its corporeal form. The dragon can revert to its true form as an action.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales dissipate into clouds. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Spit Frost.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 9 (2d8) cold damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage, and the dragon pushes the target 10 feet away.

Rapier (Humanoid Form Only). *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) piercing damage.

Spit Frost. The dragon targets a creature within 60 feet, forcing it to make a DC 24 Constitution saving throw. The target takes 22 (4d10) cold damage on a failure or half damage on a success. On a failure, the creature's Speed is also halved until the end of its next turn. Flying creatures immediately fall unless they are magically kept aloft.

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

Frost Breath. The dragon exhales freezing wind in a 90-foot cone. Each creature in the area makes a DC 24 Constitution saving throw, taking 90 (20d8) cold damage on a failed save or half damage on a success. On a failure, the creature is also slowed until the end of its next turn.

Paralyzing Breath. The dragon exhales paralytic gas in a 90-foot cone. Each creature in the area must succeed on a DC 24 Constitution saving throw or be paralyzed until the end of its next turn.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Spit Frost, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its rapier.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 21 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 25 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Windstorm (Costs 2 Actions). Pounding winds surround the dragon in a 20-foot radius. A creature in this area attempting to move closer to the dragon must spend 2 feet of movement for every 1 foot closer it moves, and ranged attacks against the dragon are made with disadvantage. A creature that starts its turn in the windstorm makes a DC 24 Constitution saving throw, taking 11 (2d10) cold damage on a failure. The windstorm lasts until the start of the dragon's next turn.

ADULT SILVER DRAGON

CHALLENGE 19

LEGENDARY HUGE DRAGON (SHAPECHANGER)

22,000 XP

AC 19 (natural armor)

HP 283 (21d12 + 147; bloodied 141)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	16 (+3)	12 (+1)	20 (+5)

Proficiency +6; **Maneuver DC** 21

Saving Throws Dex +8, Con +13, Wis +7, Cha +11

Skills Arcana +9, History +9, Perception +7 (+1d6), Stealth +8

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, one more

Cloud Strider. The dragon suffers no harmful effects from high altitudes. When flying at high altitude, the dragon can, after 1 minute of concentration, discorporate into clouds. In this form, it has advantage on Stealth checks, its fly speed increases to 300 feet, it is immune to all nonmagical damage, it has resistance to magical damage, and it can't take any actions except Hide. If it takes damage or descends more than 500 feet from where it transformed, it immediately returns to its corporeal form. It can revert to its true form as an action.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales dissipate into clouds. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Spit Frost.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the dragon pushes the target 10 feet away.

Rapier (Humanoid Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Spit Frost. The creature targets one creature within 60 feet, forcing it to make a DC 21 Constitution saving throw. The creature takes 16 (3d10) cold damage on a failure or half damage on a success. On a failure, the creature's Speed is also halved until the end of its next turn. Flying creatures immediately fall unless they are magically kept aloft.

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

Frost Breath. The dragon exhales freezing wind in a 60-foot cone. Each creature in the area makes a DC 21 Constitution saving throw, taking 72 (16d8) cold damage on a failed save or half damage on a success. On a failure, the creature is also slowed until the end of its next turn.

Paralyzing Breath. The dragon exhales paralytic gas in a 60-foot cone. Each creature in the area must succeed on a DC 20 Constitution saving throw or be paralyzed until the end of its next turn.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Spit Frost, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its rapier.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Windstorm (Costs 2 Actions). Pounding winds surround the dragon in a 20-foot radius. A creature in this area attempting to move closer to the dragon must spend 2 feet of movement for every 1 foot closer it moves, and ranged attacks against the dragon are made with disadvantage. A creature that starts its turn in the windstorm makes a DC 20 Constitution saving throw, taking 5 (1d10) cold damage on a failure. The windstorm lasts until the start of the dragon's next turn.

Variant: Silver Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A silver dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 16): 3/day each: *charm person*, *faerie fire*
Adult (save DC 19): 3/day each: *awaken*, *geas*
Ancient (save DC 21): 1/day: *heroes' feast*, *telepathic bond*

YOUNG SILVER DRAGON

CHALLENGE 10

LARGE DRAGON — 5,900 XP

AC 18 (natural armor)
HP 157 (15d10 + 75; bloodied 78)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	14 (+2)	10 (+0)	18 (+4)

Proficiency +4; **Maneuver DC** 18
Saving Throws Dex +6, Con +9, Wis +4, Cha +8
Skills Arcana +6, History +6, Perception +4 (+1d6), Stealth +6
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Cloud Strider. The dragon suffers no harmful effects from high altitudes.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

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

Frost Breath. The dragon exhales freezing wind in a 30-foot cone. Each creature in the area makes a DC 17 Constitution saving throw, taking 40 (9d8) cold damage on a failed save or half damage on a success.

Paralyzing Breath. The dragon exhales paralytic gas in a 30-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or be paralyzed until the end of its next turn.

SILVER DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON — 700 XP

AC 17 (natural armor)
HP 60 (8d8 + 24; bloodied 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 14
Skills Perception +2, Stealth +4
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Cloud Strider. The dragon suffers no harmful effects from high altitude.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

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

Frost Breath. The dragon exhales freezing wind in a 15-foot cone. Each creature in the area makes a DC 13 Constitution saving throw, taking 17 (5d6) cold damage on a failed save or half damage on a success.

Paralyzing Breath. The dragon exhales paralytic gas in a 15-foot cone. Each creature in the area must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of its next turn.

Dragon Turtle

Sometimes mistaken for islands or icebergs from a distance, dragon turtles are formidable ocean creatures that embody draconic dignity and patience. They despise lawless and unmannerly conduct, and quickly expel the rude and surly from their domains. Their extremely long lives make them experts on a range of topics, and they love discussing astronomy, geography, philosophy, and politics.

Storm Sages. Dragon turtles spend most of their lives within a day's swim of their underwater lair, although occasionally one will bask atop the waves long enough to be charted as a small island. Even on the surface, they rarely receive unwelcome visitors, as ships often face strong winds and choppy seas when approaching a dragon turtle.

Explorers who win their way to a dragon turtle are fiercely interrogated. A dragon turtle passes judgment quickly and can become either a staunch ally or an implacable enemy. Occasionally, a dragon turtle takes such a liking to travelers that it invites them to rest atop its shell as guests or students. A dragon turtle reacts violently if its guests are harmed or threatened.

Eager Invitations. A nation that forms an alliance with a dragon turtle can reap centuries of security and prosperous weather. Some coastal rulers court dragon turtles with flattery, festivals, and rich tribute, while others bind them to service using sinister rituals. Botched attempts to compel a dragon turtle result in murderous rampages and devastating storms. A far safer way to earn a dragon turtle's good will is through humble character, good deeds, and lavish gifts.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Dragons turtles are enormous, intelligent turtles that can live for centuries.

DC 15 Much like dragons, dragon turtles are capricious creatures. Mortals who disrespect them do so at their peril.

DC 20 Dragon turtles use magic to control the weather and can call lightning down on those who anger them. Once it has retracted into its shell, a dragon turtle is nearly impossible to kill.

Dragon Turtle Encounters

Dragon turtles lair in the ocean depths.

CR 17–22 Dragon turtle
Treasure 500 pp, 2,000 gp, 5,000 sp, jade-inlaid ship's wheel (750 gp), silver disc inscribed with map of the world (750 gp), *elemental gem (water)*, 2 *potions of invisibility*, *horn of blasting* fashioned from conch shell

CR 23–30 titanic dragon turtle
Treasure 1,500 pp, 5,000 gp, 10,000 sp, 15 pieces of jewelry (750 gp each), 90 pearls (100 gp each), *spell scroll* of *wish* inscribed on a turtle shell, *luck blade*, *portable hole*

Signs

1	A sudden change in weather: calm to stormy or vice versa
2	A lookout spots a previously uncharted island
3	Flocks of birds circling overhead
4	The wreckage of a merchant vessel floating atop the waves

Behavior

1	With a storm in its wake, on its way to attack a foe
2	Sleepily sunning itself, resembling a small island
3	Surrounded by storms; wishes to be left alone
4	Curious and hungry for gossip and conversation
5	Expects tribute from passing ships
6	Suspicious of travelers; uses *zone of truth* to determine their motives



DRAGON TURTLE

CHALLENGE 17
GARGANTUAN DRAGON (TITAN)
18,000 XP

AC 21 (natural armor)

HP 264 (16d20 + 96; bloodied 132)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	14 (+2)	16 (+3)	16 (+3)

Proficiency +6; **Maneuver DC** 21

Saving Throws Dex +6, Con +12, Int +8, Wis +9

Skills History +8, Insight +9, Nature +8

Damage Resistances cold, fire

Senses darkvision 120 ft., passive Perception 13

Languages Aquan, Common, Draconic

Amphibious. The dragon turtle can breathe air and water.

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

3/day each: *control weather*, *water breathing*, *zone of truth*

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 52 (7d12 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 21). Until this grapple ends, the dragon turtle can't bite a different creature, and it has advantage on bite attacks against the grappled creature.

Ram. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 46 (6d12 + 7) bludgeoning damage. This attack deals double damage against objects, vehicles, and constructs.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 46 (6d12 + 7) bludgeoning damage. If the target is a creature, it makes a DC 21 Strength saving throw. On a failure, it is pushed 15 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5–6). The dragon turtle exhales steam in a 90-foot cone. Each creature in the area makes a DC 20 Constitution saving throw, taking 52 (15d6) fire damage on a failed save or half as much on a successful one.

Lightning Storm (1/Day). Hundreds of arcs of lightning crackle from the dragon turtle. Each creature within 90 feet makes a DC 17 Dexterity saving throw, taking 35 (10d6) lightning damage on a failure or half damage on a success.

BONUS ACTIONS

Claws. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

REACTIONS

Retract. When the dragon turtle takes 50 damage or more from a single attack or spell, it retracts its head and limbs into its shell. It immediately regains 20 hit points. While retracted; its Speed is 0; it can't take reactions; it has advantage on saving throws; attacks against it have disadvantage; and it has resistance to all damage. The dragon turtle stays retracted until the beginning of its next turn.

Tail. When the dragon turtle is hit by an opportunity attack, it makes a tail attack.

Combat

The dragon turtle uses its ram attack against ships. When fighting creatures, it uses Steam Breath if available and its bite otherwise. It generally uses its tail only as a reaction, unless it wants to push a melee combatant before retreating. It uses Lightning Storm when it can't otherwise reach its enemies. It attacks with its claws every turn. Dragon turtles flee into deep water when bloodied; if pursued, they turn around once their Steam Breath recharges and fight to the death.

Variant: Titanic Dragon Turtle

Sailors speak in hushed whispers of Adraxa, the luminescent, emerald-studded Queen of Dragon Turtles who dwells on the Elemental Plane of Water. Twice the size of most dragon turtles, she has ruled oceans and sunk entire fleets.

The titanic dragon turtle is a legendary CR 24 (62,000 XP) monster. It is Titanic and has 396 (24d20 + 144; bloodied 198) hit points and a swim speed of 80, and has the following trait:

Legendary Resistance (1/Day). If the dragon turtle fails a saving throw, it can choose to succeed instead. When it does so, the faint glow cast by its shell winks out. When the dragon turtle uses Retract, it gains one more use of this ability and its shell regains its luminescence.

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

Claw Kick. The dragon turtle makes a claws attack and then moves up to half its speed without provoking opportunity attacks.

Emerald Radiance (1/Day). Searing green light emanates from the dragon turtle. Each creature within 90 feet makes a DC 17 Dexterity saving throw, taking 70 (20d6) radiant damage on a failure or half damage on a success. A creature that fails the saving throw is blinded until the end of its next turn.

Lightning Storm (1/Day, While Bloodied). The dragon turtle recharges and uses Lightning Storm.

Tail (Costs 2 Actions). The dragon turtle makes a tail attack.

Dread Knight

Infernal powers and evil gods can transform paragons of knightly virtue into malevolent undead creatures of hate and loathing—dread knights, also called doom knights or death knights. These fallen knights are cursed to exist forever as brooding mockeries of their former selves: armored skeletal warriors with fearsome martial and magical powers. A dread knight's face is a burnt, blackened skull in which two tiny flames serve as eyes, and its voice echoes as though it emanates from beneath the earth.

Dark Commander. Dread knights attract lesser undead followers, including skeletons, banshees, and nightmare steeds. Deities and demon lords alike recruit dread knights to command their undead hordes.

Lives of Solitude. Most dread knights lair in ancient castles and keeps, reliving the events that led to their fall from grace. Their hatred for the living ensures that any attendants they keep are also undead. The land for miles around a dread knight's lair is often entirely devoid of life.

Honorable Warriors. Despite their unholy natures, dread knights continue to uphold the codes of honor that sustained them in life. They disdain cowardice and deception, preferring to meet their foes head-on. They might allow a prone opponent to stand, for example, or give an unarmed foe the time to ready a sword. Once engaged in battle, however, dread knights are merciless.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 10 Tragic figures, dread knights were once honorable warriors who suffered a fall from grace.

DC 15 Dread knights are gifted leaders, even in undeath. Under a dread knight's command, the restless dead are bolstered against the power of the gods.

DC 20 In addition to their prowess on the battlefield, dread knights possess powerful magic. They can summon walls of ice and hurl balls of hellfire to divide and incinerate their foes.



Dread Knight Encounters

Dread knights brood in ancient castles and necropolises in once-populated lands.

CR 17–22 Dread knight; dread knight with 10 skeletons; dread knight riding nightmare

Treasure 1,000 pp, signet ring (50 gp), *potion of invisibility*, *dancing sword* (greatsword) named *Ruin*, *horseshoes of speed*

CR 23–30 Dread knight riding fell nightmare, skeletal tyrannosaurus, or wyvern; dread knight with 3 skeletal champions, wights, or zombie knights; dread knight with 2 ghosts, skeleton hordes, or wraiths

Treasure 5,000 gp, golden prosthetic hand (10,000 gp), star sapphire ring (2,500 gp), *potion of storm giant strength*, *spell scroll* of *earthquake*, *flame tongue* (greatsword) named *Balor*

CR 31+ dread knight champion riding young shadow dragon; dread knight riding fell nightmare with mage and 20 zombies; dread knight with 1d4 + 3 wraiths

Treasure ruby necklace (7,500 gp), 10 black sapphires (5,000 gp each), twisted gold wedding ring (10 gp), adamantine plate armor, *javelin of slaying* (as *arrow of slaying* vs. humanoids), *holy avenger* (greatsword) named *Dusk* that deals necrotic instead of radiant damage while attuned to the dread knight

Signs

1. Wraiths scout or deliver threatening ultimatums
2. Hundreds of skulls on spikes
3. The prints of many marching boots and skeletal feet
4. An aura of dread; chill winds and a pale, dim sun
5. Skeletal griffins circle overhead
6. Skeletons claw their way out of old graves and begin marching towards some distant rallying point

Behavior

1. In its lair, marshaling its forces for an assault on the living
2. Kneeling before an altar (praying? mourning? reporting to its overlord?)
3. Aloft on its fiendish steed, scouting
4. Marching at the head of an army of the dead

Dread Knight Names

Roll once on the Title table and once on the Sinister Name table.

TITLE	
1–5	None
6	Lord/Lady
7	Baron/Baroness
8	Prince/Princess
9	Sir/Lady
10	Roll on the Sinister Name table

SINISTER NAME	
1	Gaunt
2	Vainglory
3	Wormwood
4	Bleakstone
5	Riven
6	Ember
7	Darkthorn
8	Aquilon
9	Tharn
10	Leda
11	Bitterbane
12	Wrack
13	Fell
14	Mourn
15	Talon
16	Ire
17	Chillgrave
18	Scorpius
19	Alphigor
20	Greyblood

DREAD KNIGHT

CHALLENGE 19
22,000 XP

MEDIUM UNDEAD

AC 18 (full plate)
HP 262 (25d8 + 150; bloodied 131)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	14 (+2)	18 (+4)	20 (+5)

Proficiency +6; **Maneuver DC** 20
Saving Throws Dex +9, Con +12, Int +8, Wis +10, Cha +11
Skills History +8, Intimidation +11, Perception +10
Damage Immunities cold, fire, necrotic, poison
Condition Immunities charmed, fatigue, frightened, poisoned, stunned
Senses truesight 60 ft., passive Perception 20
Languages the languages it knew in life

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

Unholy Aura. The dread knight and allies within 30 feet have advantage on saving throws against spells and other magic effects and against features that turn undead. Other creatures of the dread knight's choice within 30 feet have disadvantage on saving throws against spells and other magic effects.

ACTIONS

Multiattack. The dread knight attacks twice with its cursed greatsword.

Cursed Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Fire Blast (1/Day). A fiery mote streaks from the dread knight's finger to a point within 120 feet and blossoms into a 20-foot-radius sphere of black fire that spreads around corners. Each creature within the area makes a DC 16 Dexterity saving throw, taking 63 (18d6) fire damage on a failed saving throw or half damage on a success. This damage ignores fire resistance and treats immunity to fire damage as fire resistance.

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

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

Soul Wrack (1/Day). The dread knight targets a creature within 60 feet, forcing it to make a DC 16 Constitution saving throw. The creature takes 70 (20d6) necrotic damage and falls prone on a failure and takes half damage on a success.

Summon Fiendish Steed (1/Day). A fell nightmare or wyvern magically appears in an empty space within 5 feet. The steed follows the dread knight's commands and acts on its turn. It may attack on the turn on which it is summoned. It remains until the dread knight dismisses it as an action or it is killed.

BONUS ACTIONS

Break Magic. The dread knight ends all spell effects created by a 5th-level or lower spell slot on a creature, object, or point it can see within 30 feet.

Cursed Greatsword. The dread knight makes a cursed greatsword attack.

Combat

The dread knight uses its bonus action to duel the strongest melee combatant with its cursed greatsword, while using Fire Blast, Soul Wrack, and Wall of Ice to eliminate or cut off those who interfere. If it is bloodied and without allies, it uses Summon Fiendish Steed and tries to escape.

Variant: Dread Knight Champion

Queen Cir was a beloved monarch and holy knight dedicated to the sun god. When invasion imperiled her nation, she accepted a gift from a mysterious stranger: a magical sword named Legion. Anyone slain by this sword rose as a zombie under Cir's control. With Legion's help, Queen Cir slaughtered invaders and transformed them into undead defenders, winning a grisly victory. Not yet content, she then massacred a surrendering army to swell her zombie horde.

Cir's religious order turned against her. In a mighty battle, she was slain by her former knightly peers. With her dying breath, she vowed revenge from beyond the grave — a promise she fulfilled when she rose from the dead as a dread knight. Feared by the people she once ruled, she now haunts the wilderness, biding her time until she sweeps away the living and rules a nation of the obedient dead.

The dread knight champion is a CR 23 (50,000 XP) monster. It has 346 (33d8 + 198; bloodied 173) hit points and has the following additional trait:

Legion. The dread knight's sword is a *+3 greatsword* that grants a +3 bonus to attack and damage rolls when it attacks with its cursed greatsword. A humanoid killed by damage from this sword rises the next dusk as a zombie. While attuned to the sword, the dread knight can use a bonus action to command zombies created in this way.

The dread knight has the following reactions:

Cold Sacrifice (1/Day). When the dread knight would fail a saving throw, it can choose to succeed instead. It then magically teleports to an unoccupied space within 30 feet, leaving behind an inanimate duplicate of itself made of snow.

Deflect. When an attacker the dread knight can see would hit it with a ranged weapon attack or ranged spell attack, it adds 5 to its AC against the attack. If the attack misses, the dread knight can force the attacker to reroll the attack, targeting a creature of its choice within 30 feet.

Riposte. When an attacker the dread knight can see would hit it with a melee attack, it adds 5 to its AC against the attack. If the attack misses, the dread knight can make a cursed greatsword attack against the attacker.

Seal of Silence. When the dread knight succeeds on a saving throw against a spell cast by a creature it can see, the caster of the spell makes a DC 16 Constitution saving throw. On a failure, the caster is magically unable to speak or cast spells with a vocal component until the end of the caster's next turn.

Drider

Stalking the tunnels and caverns of the subterranean abyss, driders are former humanoids twisted by foul magics, their lower half replaced by that of a monstrous spider. They retain memories from their previous lives, but their thoughts and sensibilities are warped by arachnid hungers. They prefer to take their victims alive—adults for fresh meals and children to raise as their own.

Taboo Transformation. The shadow elves first invented the technique to transform a humanoid into a "drow-spider," but most tribes now outlaw the perilous spell. Power-hungry arcanists and occultists of all heritages scour Underland ruins to obtain the forbidden rite. Some seek to transform into driders themselves, while others cast the spell to make the most of their least-useful minions.

Spider Psychology. Defiled in both body and mind, only the strongest ambitions follow a drider into their new life—with most other emotions consumed by an insatiable hunger for humanoid flesh. They hunt with merciless cunning. Some driders cooperate with their own well enough to weave immense underground colonies, but many find their hunger more compelling than any alliance.

Only two things capture a drider's attention more than food: artifacts and offspring. The utility of magic items is obvious to driders, and they often hoard objects with even a hint of enchantment.



Many driders, unable to reproduce yet compelled by arachnid sensibilities, harbor a deep-seated but misguided concern for humanoid children. Driders fancy themselves the adopted parent of any ill-fated child they kidnap, and will lay down their lives to shield their children from harm.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Half-humanoid, half-spider creatures, driders are the monstrous products of a terrible magical ritual.

DC 15 Like the spiders they resemble, driders can climb walls and ceilings, and their bite is highly poisonous.

DC 20 Though shadow elves were the first to create driders, anyone can perform the ritual—or become a victim of it. Many driders were once powerful spellcasters themselves.

Drider Encounters

Driders scuttle underground and in fey forests.

CR 5–10: Drider; drider with 1d4 giant spiders; drider with 1 or 2 ettercaps

Treasure 450 gp, child's doll, prayer book (25 gp), gold and quartz necklace (250 gp), *potion of poison*, *tan bag of tricks*

CR 11–15: 2 driders; drider with 3 or 4 phase spiders; drider with mage and 1d4 giant spiders

Treasure 1,200 gp, silver mask (250 gp), electrum necklace with black pearl pendant (750 gp), longsword set with topaz (750 gp), *dagger of venom*

Signs

1. A web-choked tunnel with disturbing images scratched into the walls
2. A cradle made from humanoid bones
3. Pages torn from a tome detailing the ritual to become a drider
4. A haunting lullaby echoes from further down the tunnel

Behavior

1. Mistakes a Small-size party member for a child; wants to adopt them
2. Obsessed with finding a way to reverse the magic that transformed them
3. Taunting a lone traveler it has captured in its web
4. Knows these caverns well; will guide the party for a price

DRIDER

CHALLENGE 6
LARGE MONSTROSITY
2,300 XP

AC 17 (natural armor)
HP 114 (12d10 + 48; bloodied 57)
Speed 30 ft., climb 30 ft.

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

Proficiency +3; **Maneuver DC** 15
Skills Perception +6, Stealth +6, Survival +6
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 16
Languages Undercommon, one more

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

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

Web Walker. The drider ignores movement restrictions imposed by webs.

ACTIONS

Multiattack. The drider makes a claws attack and then either a bite or longsword attack. Alternatively, it makes two longbow attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target is grappled (escape DC 15). While grappling a target, the drider can't attack a different target with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one grappled creature. *Hit:* 2 (1d4) piercing damage plus 13 (3d8) poison damage.

Longsword (wielded two-handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Longbow. *Melee Weapon Attack:* +6 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Combat

The drider attacks from hiding when it can. It starts combat by grappling a target with its claws. If successful, it bites; otherwise, it attacks with its longsword. It doesn't bite creatures it knows to be resistant to poison damage, such as other driders.

Variant: Shadow Elf Spellcaster Drider

Many driders were shadow elves before they completed their transformation. They retain some characteristics of their former life, including any spellcasting ability.

A shadow elf spellcaster drider speaks Elvish and has the following additional traits:

Fey Ancestry. The drider gains an expertise die on saving throws against being charmed, and magic can't put it to sleep.

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

At will: *dancing lights*
1/day each: *darkness*, *web*

The shadow elf spellcaster drider has the following additional actions:

Darkness (2nd-Level; V, S, Concentration). Magical darkness spreads from a point within 30 feet, filling a 15-foot-radius sphere and spreading around corners. It remains for 1 minute. A creature with darkvision can't see through this darkness and nonmagical light can't illuminate it.

Web (2nd-Level; V, S, Concentration). Thick, sticky webs fill a 20-foot cube within 60 feet, lightly obscuring it and making it difficult terrain. The webs must either be anchored between two solid masses (such as walls) or layered 5 feet deep over a flat surface. Each creature that starts its turn in the webs or that enters them during its turn makes a DC 14 Dexterity saving throw. On a failure, it is restrained. A creature can escape by using an action to make a DC 14 Strength check. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 5 (2d4) fire damage to any creature that starts its turn in the fire. The webs remain for 1 minute.

Dryad

Deep within the forest, a tree shifts, though there's no breeze. A moment later, a humanoid figure emerges: a feminine form wrought from wood and bark, with hair of greenery and lips the color of cherry blossoms.

Defender of the Green. Dryads are fey creatures with a particular affinity for trees and forests. They often claim a section of the forest for themselves, cultivating and defending the area. Those who enter a dryad's grove with respect will receive respect in return. However, those seeking to harm the forest or the creatures within it will face a sharp—and potentially deadly—rebuke.

Heart Tree. No matter how much of a forest a dryad claims, each is bound to a single, central tree some refer to as a heart tree. A dryad can survive the destruction of her grove, so long as her heart tree remains unscathed. If the heart tree is damaged, the dryad suffers in kind. If a dryad's heart tree is destroyed, the dryad loses all sense of self and descends into madness.

Friend to the Forests. A dryad on her own is not a challenging foe, but rarely does one face a dryad without also facing the wrath of the forest itself. Beasts, other fey creatures, and even the plants themselves will come to a dryad's aid when she calls.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Dryads are fey creatures, each magically bound to a particular tree called a heart tree.

DC 15 When threatened, a dryad calls on the beasts and plants of the forest for protection.

DC 20 Destroying a dryad's heart tree can drive her mad—or kill her outright.

Dryad Encounters

Dryads bond with trees in forests and jungles.

CR 0–2 1 to 3 dryads; dryad with 1d4 pixies or sprites; dryad with 1d6 blood hawks

Treasure jug of pure water (acts as 3 doses of *potion of animal friendship*)

CR 3–4 dryad with awakened tree; 2 dryads with 2 satyrs; dryad with druid

Treasure *feather token* (tree). Once the tree is planted, the dryad can Tree Stride up to 100 miles to this tree

Signs

1. The trees here are lush and green
2. DC 14 Insight check: you feel like the trees are watching you
3. Trees lift their branches to form a path (to or away from the dryad?)
4. In the distance, one exceptionally tall tree

Behavior

1. Flitting from tree to tree, ignoring intruders
2. Visibly weak: its tree is under attack or in danger
3. Determined to keep intruders away from its tree at all costs
4. Hostile to axe-wielders

DRYAD

CHALLENGE 1/2
MEDIUM FEY
100 XP

AC 15 (natural armor)
HP 22 (5d8; bloodied 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	12 (+1)	16 (+3)	18 (+4)

Proficiency +2; **Maneuver DC** 12
Skills Nature +3 (+1d4), Perception +5, Stealth +3 (+1d4), Survival +5
Damage Vulnerabilities fire, slashing
Senses darkvision 60 ft., passive Perception 14
Languages Elvish, Sylvan

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

Speak with Nature. The dryad can communicate with beasts and plants.

Tree Stride. Once per turn, the dryad can use 10 feet of movement to enter a living tree and emerge from another living tree within 60 feet. Both trees must be at least Large.

ACTIONS

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

Entangling Plants. Plants magically erupt from the ground in a 20-foot radius around a point up to 120 feet from the dryad. Each creature of the dryad's choice in the area makes a DC 13 Strength saving throw. On a failure, a creature is restrained for 1 minute. A creature can use its action to make a DC 12 Strength check, freeing itself or a creature within 5 feet on a success. Additionally, the area is difficult terrain for 1 minute.

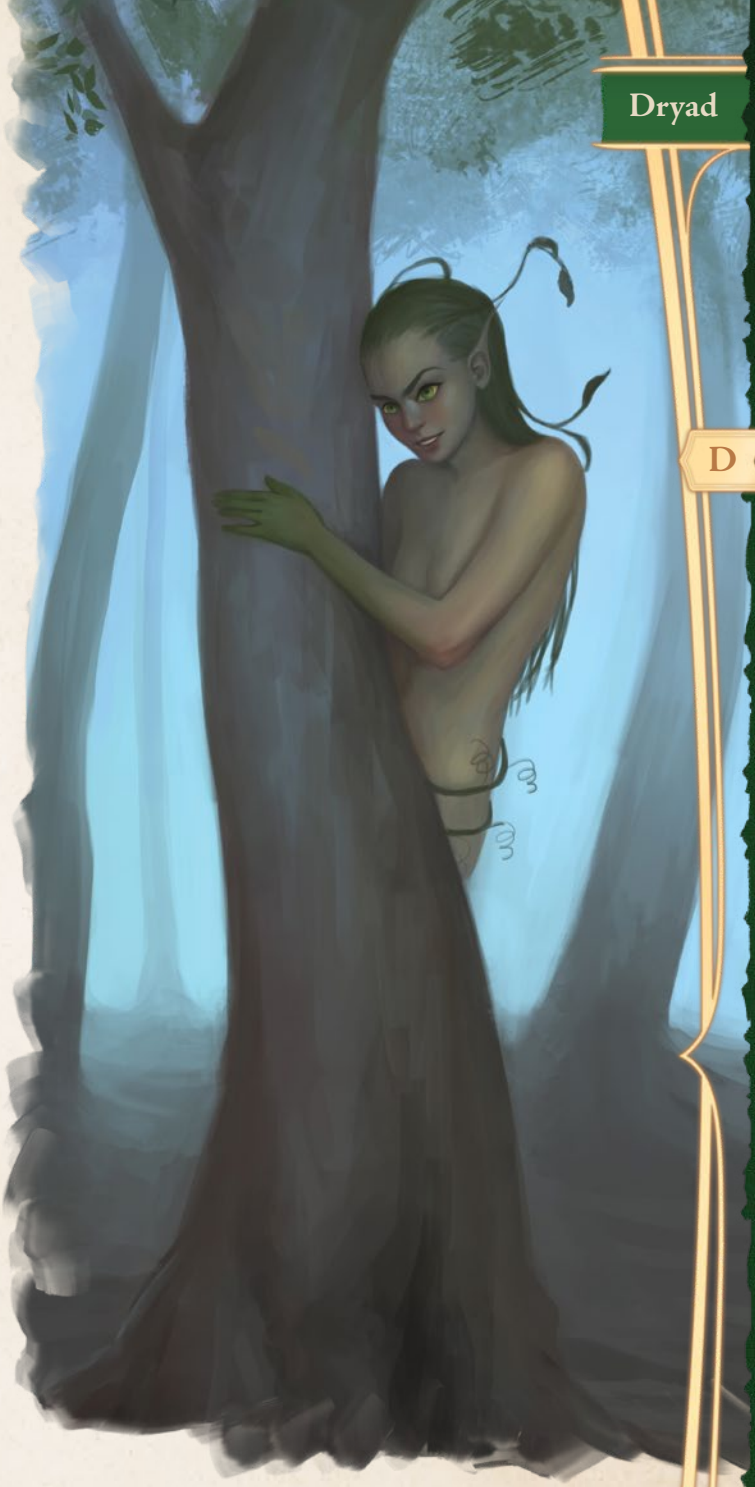
Fey Charm (3/Day). The dryad targets a humanoid or beast within 30 feet, forcing it to make a DC 13 Wisdom saving throw.. On a failure, it is magically charmed. While charmed in this way, the target regards the dryad as a trusted ally and is disposed to interpret the dryad's requests and actions favorably. The creature can repeat this saving throw if the dryad or the dryad's allies harm it, ending the effect on a success. Otherwise, the effect lasts 24 hours. If the creature succeeds on a saving throw against Fey Charm or the effect ends for it, it is immune to Fey Charm for 24 hours.

Combat

The dryad avoids combat, using Fey Charm to recruit allies and Entangling Plants to slow enemies. When it must fight, it uses its club.

Variant: Naiad

A naiad is a water-dwelling fey creature bound a particular stream or spring. Social creatures, naiads often assemble together to splash in wide rivers, or walk on land to join dryad and satyr companions. Naiads can be more mischievous and hostile to outsiders than dryads and may attack uprovoked, dragging a creature underwater to drown. Naiads that inhabit the ocean are called nereids.



The naiad has a swim speed of 30. Instead of Tree Stride, the naiad has the following trait:

Amphibious. The naiad can breathe air and water.

Instead of Club, the naiad has the following action:

Watery Grasp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). While grappling a creature this way, the naiad can't use Watery Grasp on a different target and can swim at full speed.

Elementals

Spellcasters and other powerful beings draw upon the animating life force of the pure elements—air, earth, fire, and water—to manifest elementals. Just as our world is home to birds, beasts, trees, and flowers, the elemental planes contain shapeless spirits of energy and instinct. These inchoate entities can be exploited with magic to create compliant servants and timeless guardians.



Shaped for Service. A conjurer of sufficient skill can shape an elemental as they please, not just as creatures, but also as weapons or objects of artifice. Elemental power can create stone soldiers, forges of living flame, ships carried on their own currents, and windmills turned by an endless breeze. Elemental servants might resemble large humanoids, primal beasts, or divine avatars. The only limit is the summoner's imagination and their will to control the elemental.

Perilous Conjuration. A wild spirit of elemental force has little sense of self, content to be one with the element with which it shares an affinity. Should an elemental break free from control, it becomes an animate mass of its native element, wreaking havoc without regard for its surroundings.

Elemental Nature. An elemental doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Elementals are spirits of fire, earth, air, and water not native to this world. Spellcasters can summon elementals and bend them to their will. An uncontrolled elemental may turn on the creature that summoned it.

DC 15 Elementals are resistant to nonmagical weapons and immune to poison. Earth elementals are vulnerable to thunder. Fire elementals take damage from water. Water elementals are slowed by cold damage.

Elemental Encounters

Elementals accompany spellcasters and guard their lairs. They're native to the Elemental Planes.

CR 5–10 1 or 2 elementals; elemental with 1d4 mephits; giant elemental

Air Elemental

Air Elemental Signs

1	Gusting wind extinguishes unprotected flames
2	The distant sound of whistling wind
3	The air feels heavy and ominous
4	The air is fresh and clean, like the world after a rain

Air Elemental Behavior

1	Racing in a circle
2	Whistling musically through small openings
3	Patrolling
4	Raising dust and tossing small objects in the air

Air Elemental Appearance

1	Dragonfly-winged humanoid
2	Giant face made of white cloud
3	Golden eagle
4	Tornado

AIR ELEMENTAL

CHALLENGE 5
LARGE ELEMENTAL
1,800 XP

AC 14
HP 90 (12d10 + 24; bloodied 45)
Speed 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	6 (–2)	10 (+0)	6 (–2)

Proficiency +3; **Maneuver DC** 15
Damage Resistances lightning, thunder; damage from nonmagical weapons
Damage Immunities poison
Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran

Air Form. The elemental can enter and end its turn in other creatures' spaces and pass through an opening as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Whirlwind (Recharge 5–6). The elemental takes the form of a whirlwind, flies up to half of its fly speed without provoking opportunity attacks, and then resumes its normal form. When a creature shares its space with the whirlwind for the first time during this movement, that creature makes a DC 15 Strength saving throw. On a failure, the creature is carried inside the elemental's space until the whirlwind ends, taking 3 (1d6) bludgeoning damage for each 10 feet it is carried, and falls prone at the end of the movement. The whirlwind can carry one Large creature or up to four Medium or smaller creatures.

Combat

The elemental uses Whirlwind when it can scoop up at least three creatures. If possible, it ends this movement in the air so creatures inside it take additional falling damage. Otherwise, it makes a slam attack on creatures within its reach or sharing its space. Elementals retreat only if ordered to do so.

Earth Elemental

Earth Elemental Signs

1	Rumbling, grinding sound
2	Heavy clomping sound, like slow footsteps
3	Fitful breezes blow grit in your eyes
4	Sprouting stalagmites and stalactites

Earth Elemental Behavior

1	Repairing cracks
2	Repeatedly rising from and sinking into the floor
3	Standing completely still
4	Sculpting a statue

Earth Elemental Appearance

1	Clay or stone soldier
2	Thin, pale, dirty human
3	Humanoid collection of floating pebbles
4	Humanoid clay or stone statue

EARTH ELEMENTAL

CHALLENGE 5
1,800 XP

LARGE ELEMENTAL

AC 17 (natural armor)
HP 114 (12d10 + 48; bloodied 57)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (–2)	10 (+0)	6 (–2)

Proficiency +3; **Maneuver DC** 15
Damage Vulnerabilities thunder
Damage Resistances damage from nonmagical weapons
Damage Immunities poison
Condition Immunities fatigue, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Terran

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

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Earth's Embrace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d12 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the elemental can't burrow or use Earth's Embrace and its slam attacks are made with advantage against the grappled target.

Rock. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Combat

The elemental grapples a creature with its Earth's Embrace and then makes slam attacks against that creature. If it can't reach a melee opponent, it burrows to engage a ranged attacker instead. Failing that, it makes a rock attack. Elementals retreat only if ordered to do so.



Fire Elemental

Fire Elemental Signs

1	Flickering firelight
2	Hot winds
3	Charred footprints
4	The air smells like woodsmoke

Fire Elemental Behavior

1	Relaxing in a brazier
2	Setting fires
3	Standing still in a circle of ash
4	Flickering between different fiery forms; takes on the shape of whomever it is speaking to or fighting

Fire Elemental Appearance

1	Humanoid warrior with bronze armor and flaming sword
2	Humanoid made of lava
3	Fiery bird or lizard
4	Mobile bonfire

FIRE ELEMENTAL

CHALLENGE 5
1,800 XP

LARGE ELEMENTAL

AC 14

HP 90 (12d10 + 24; bloodied 45)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	6 (–2)	10 (+0)	6 (–2)

Proficiency +3; **Maneuver DC** 15

Damage Resistances damage from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Fiery Aura. A creature that ends its turn within 5 feet of the fire elemental takes 5 (1d10) fire damage. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Water Weakness. The elemental takes 6 (1d12) cold damage if it enters a body of water or starts its turn in a body of water, is splashed with at least 5 gallons of water, or is hit by a water elemental's slam attack.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) fire damage, and the target suffers 5 (1d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

Wildfire (Recharge 4–6). The elemental moves up to half its Speed without provoking opportunity attacks. It can enter the spaces of hostile creatures but not end this movement there. When a creature shares its space with the elemental for the first time during this movement, the creature is subject to the elemental's Fiery Aura and the elemental can make a slam attack against that creature.



Combat

The elemental uses Wildfire whenever it can move through the spaces of at least two enemies. It prioritizes enemies who are not yet on fire. Elementals retreat only if ordered to do so.

Water Elemental

Water Elemental Signs

1	The air is humid. Surfaces are slick and slimy
2	The sound of rushing water
3	Surfaces are covered with moss and coral
4	The smell of the sea

Water Elemental Behavior

1	Singing a lament about sailors lost at sea
2	Complaining about being thirsty
3	Dancing around and splashing in puddles
4	Lying in a pool or basin

Water Elemental Appearance

1	Endlessly flowing streams and waterfall
2	Humanoid dressed as a pirate
3	Floating octopus made of water
4	Cresting waves

WATER ELEMENTAL

CHALLENGE 5
LARGE ELEMENTAL
1,800 XP

AC 14 (natural armor)
HP 114 (12d10 + 48; bloodied 57)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (–2)	10 (+0)	6 (–2)

Proficiency +3; **Maneuver DC** 15
Damage Resistances acid; damage from nonmagical weapons
Damage Immunities poison
Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan

Conductive. If the elemental takes lightning damage, each creature sharing its space takes the same amount of lightning damage.

Fluid Form. The elemental can enter and end its turn in other creatures' spaces and move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, its speed is reduced by 15 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

Whelm. The elemental targets each Large or smaller creature in its space. Each target makes a DC 15 Strength saving throw. On a failure, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe air. The elemental can move at full speed while carrying grappled creatures inside its space. It can grapple one Large creature or up to four Medium or smaller creatures.



Combat

The water elemental uses Whelm to drown two or more creatures, beating them with slam attacks while they're restrained in the elemental's space. While on dry land, the elemental seeks cover from mobile ranged attackers. Elementals retreat only if ordered to do so.

Elemental Variants: Giant Elementals

Elementals on their native plane come in many sizes, from pinpricks of fire to living oceans. Talented spellcasters can summon larger and more powerful elementals to the Material Plane.

Giant Air or Fire Elemental. A giant air or fire elemental is CR 9 (5,000 XP) and is Huge. It has 127 (15d12 + 30; bloodied 63) hit points. Its slam attack deals an extra 10 (3d6) damage.

Giant Earth or Water Elemental. A giant earth or water elemental is CR 9 (5,000 XP) and is Huge. It has 157 (15d12 + 60; bloodied 78) hit points. Its slam attack deals an extra 9 (2d8) damage.



Ettercap

Chittering mandibles and grasping claws betray the ettercap's arachnid heritage, but this creature is far more intelligent and dangerous than your average giant spider. Making their homes in dense forests, deep caves, and abandoned ruins, ettercaps are often found in the company of spiders, which they tend as livestock or raise as pets.

Arboreal Enemies. An ettercap's preference for forest lairs often puts it at odds with dryads and other fey creatures. An ettercap's presence is a threat to forest life, as its thick webbing smothers plants, and the ettercap joyfully devours any creature—beast, fey, or otherwise—that gets tangled in its sticky silk. A dryad would never suffer an ettercap in her grove and might recruit passing adventurers to rid her home of such an infestation.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Ettercaps are monstrous, spider-headed creatures. Though cunning, they lack language.

DC 15 Like the giant spiders they tend, ettercaps spin webs to capture prey and have a poisonous bite.

DC 20 An ettercap threatens the health of any forest in which it dwells. Ridding the area of an ettercap may earn the gratitude of the forest's other inhabitants.

Ettercap Encounters

Ettercaps spin their webs in forests, jungles, and swamps.

CR 0–2 ettercap
Treasure 80 gp, 200 sp, corpse wearing an undamaged set of fine clothes (15 gp)

CR 3–4 2 ettercaps; ettercap with 1 or 2 giant spiders; ettercap with 1d4 wolf spiders; ettercap with 1 or 2 bugbears
Treasure 250 gp, 3 sets of Tiny chain mail (25 gp each), 3 acorn necklaces containing *potions of greater healing*

CR 5–10 3 to 5 ettercaps; 3 ettercaps with phase spider; 2 ettercaps with 1d6 giant spiders
Treasure 500 gp, 1,300 sp, silver-bound prayer book set with moonstones (75 gp), *periapt of proof against poison*

Signs

1	Cobwebs crawling with hundreds of tiny spiders
2	Thick cobwebs impeding travel
3	Cocoons containing past victims
4	A silken thread that seems to lead somewhere

Behavior

1	Creeping above, looking for a victim
2	Touching a web, "listening" for vibrations
3	Spinning silk cloth with minor magical properties
4	Tormenting trapped faeries

ETTERCAP

CHALLENGE 2
450 XP

MEDIUM MONSTROSITY

AC 13
HP 44 (8d8 + 8; bloodied 22)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	8 (–1)	12 (+1)	8 (–1)

Proficiency +2; **Maneuver DC** 13
Saving Throws Dex +5
Skills Perception +3, Stealth +5, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages —

Speak with Spiders. The ettercap can communicate with spiders that can hear it or that are touching the same web.

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

Web Sense. While touching a web, the ettercap knows the location of other creatures touching that web.

Web Walker. The ettercap ignores movement restrictions imposed by webs.

ACTIONS

Multiattack. The ettercap attacks with its bite and claws.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Strangle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature against which the ettercap has advantage on the attack roll. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the ettercap automatically hits the target with its strangle attack, and the target can't breathe.

BONUS ACTIONS

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webs. As an action, a creature can make a DC 11 Strength check, breaking the webs on a success. The effect also ends if the webs are destroyed. They have AC 10, 1 hit point, and immunity to all damage except slashing, fire, and force.

Combat

The ettercap attacks with surprise, using its web to restrain and then strangling an enemy. When its web isn't available, it uses its bite and claws. If outnumbered and bloodied, it flees.

Ettin

At 12 feet tall and weighing over 1,000 pounds, ettins are humanoid in shape but have limbs as thick as tree trunks. What stands out most about ettins, though, are their two heads.

One Body, Two Minds. An ettin's two heads each control one half of its body and are forced to work together throughout their lives. Each head has a distinct mind and personality. Like siblings, an ettin's other head is its first friend and first competitor. When not focused on a pressing task, ettins are fond of conversing with themselves. A perceptive adventurer can often learn an ettin's secrets by eavesdropping on such conversations.

Born from Madness. It is believed that cultists devoted to the Demon Lord of Madness used ogres to create the first ettins. These ogres' minds were magically shattered and split in two, transforming them into agents of discord and destruction. Since then, most ettins have broken free from their masters and established themselves elsewhere, often living alone. Ettins fear the madness of their past, and many harbor a deep distrust for humanoids of any kind.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Ettins are two-headed giants. Each of the ettin's heads has a distinct personality.

DC 15 An ettin's two heads ensure it is always on alert.

Ettin Encounters

Ettins favor lonely places such as wild hills and abandoned ruins.

CR 3–4 ettin
Treasure 200 gp, fine elvish travel garments (25 gp), 2 *potions of healing*, *+1 battleaxe* etched with silver trees and the name *Sentinel*. It pulses in the wielder's hand when within 120 feet of giants

CR 5–10 2 ettins; ettin with 1d6 + 1 orcs; ettin with 1 or 2 ogres; ettin with 1d4 death dogs
Treasure 800 gp, 2,500 sp, *headband of intellect* (worn by one of the heads?)

Signs

1	The stench of unwashed bodies
2	A muttered argument
3	A horse's thigh bone, snapped in two and the marrow sucked out
4	Enormous bare footprints

Behavior

1	Arguing loudly with itself
2	One head asleep and the other alert (possibly singing a lullaby)
3	One head eating and the other complaining
4	Tending a fire
5	Squabbling over treasure or a prisoner
6	Following the orders of a third smaller, more intelligent head



Ettin Names

Bish-Bash, Elim-Kadarth, Grog-Thog, Losh-Barath, Vak-Rith, Zim-Zara

ETTIN

CHALLENGE 4
LARGE GIANT
1,100 XP

AC 12 (natural armor)
HP 85 (10d10 + 30; bloodied 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	16 (+3)	8 (–1)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 15
Saving Throws Str +7, Con +5
Skills Perception +2 (+1d4)
Senses darkvision 60 ft., passive Perception 12 (17 with Two Heads)
Languages Common, Giant, Orc

Reactive Heads. The ettin can take two reactions each round, but not more than one per turn.

Two Heads. While both heads are awake, the ettin has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

Wakeful. When one of the ettin's heads is asleep, the other is awake.

ACTIONS

Multiattack. The ettin makes a battleaxe attack and a club attack.

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

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature and the ettin is bloodied, the target makes a DC 15 Strength check and is knocked prone on a failure.

Rock. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Axe Whirl (1/Day). The ettin makes a battleaxe attack against each creature within 10 feet.

Combat

The ettin makes no effort to coordinate its attacks against the same opponent. The ettin uses Axe Whirl if it can target three or more creatures. Ettins rarely retreat.

Faeries

Faeries are luminous, elfin creatures with delicate wings resembling those of butterflies or dragonflies. Though they can appear deceptively non-threatening, faeries wield great power on their home plane, variously called the Dreaming, the Feywild, or Fairyland.

Many people assume all faeries are the size of the tiny pixies often seen on the Material Plane. In the Dreaming, where time and space are mutable, powerful faeries change sizes as they do clothes, appearing as pixie-sized beings one day and towering giants the next.

Faerie Courts. Faeries are loosely organized into feudal courts, with each faerie subject to the rule of a powerful archfey. Within their own realms, archfey have nearly godlike power over the land and are able to raise forests, fell mountains, and even change seasons at will.

Most archfey align themselves with one of two rival factions: the seelie and unseelie courts. While all fairies are prone to mischief, the seelie courts often spare creatures who meet their arbitrary standards of beauty and worthiness. The unseelie courts, on the other hand, revel in the grotesque and are prone to unprovoked malice. Neither faction can be said to be "good" or "evil": concepts of morality are foreign to faeries.

Rules and Favors. Mysterious laws bind faeries to one another in complex webs of obligation. A creature that performs a seemingly innocuous act, such as speaking the faerie's name or giving it a certain food, may earn the right to claim a favor from a faerie. The nature and timing of the favor is up to the faerie: it might take the form of advice, service, aid in battle, safe passage—or something seemingly useless or inconvenient, such as a magic bean or glowing hair. Refusing to accept a faerie's favor is considered a grave insult.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Faeries are magical, flying creatures.

DC 15 Some faeries belong to a seelie court, which means they are often friendly to outsiders who meet their standards of behavior. Faeries that belong to an unseelie court are unpredictable and dangerous. There is no obvious way to tell a faerie's allegiance.

DC 20 Faeries abide by strange, arbitrary rules. If you learn a faerie's rules, you may gain power over it.

Faerie Encounters

Faeries are common in the Dreaming but can also be found in wild places on the Material Plane, most commonly forests and swamps.

CR 0–2 1d4 sprites; 1d4 pixies; 2 pixies with a satyr; 2 sprites with a dryad
Treasure 3 moonstones (50 gp each), a scroll detailing the rules governing several nearby faeries, *potion of healing*

CR 3–4 fey knight; 1d4 + 4 sprites; 1d4 + 4 pixies
Treasure mithral ring (250 gp), 2 *potions of growth*, *spell scrolls* of *charm* and *sleep*

CR 5–10 1 or 2 fey knights, possibly mounted on deer or dire wolves
Treasure 3 vials of faerie dust (as *potions of flying*), *boots of elvenkind*

CR 11–16 faerie noble; faerie noble with 1d8 pixies; faerie noble with unicorn; 3 fey knights
Treasure gem-studded golden goblet (2,500 gp), 3 bottles of emerald wine (as *potions of supreme healing*), *wand of wonder*

CR 17–23 faerie noble riding elk, with 2 fey knights, 2 dryads, satyr, and 1d4 pixies
Treasure 300 pp, ruby pendant (2,500 gp), 3 gold rings (250 gp each), mithral-inlaid lute (2,500 gp), 6 *+2 arrows*, *horseshoes of a zephyr*, *wand of polymorph*

CR 31+ archfey with 3 or 4 faerie nobles, 1d6 dryads, 1d10 pixies, 1d6 satyrs, and 1d10 sprites
Treasure 2,000 pp, electrum and diamond crown (25,000 gp), mithral and moonstone throne (25,000 gp), *scale armor of invulnerability*, *ring of invisibility*, *ring of three wishes*

Pixie and Sprite Signs

1–2	DC 16 Perception or Investigation check: tiny footprints
3	The region's plants are unusually big and colorful
4	Distant high-pitched song
5	DC 16 Perception check: tiny houses in trees or mushrooms, or a miniature tea set
6	Rustling in bushes, meant to lure trespassers away from a tiny village

Pixie and Sprite Behavior

1–2	Bored and ready to play tricks on travelers
3	Gathering flowers for potions
4	In no mood for company; try to drive away intruders
5	Hostile; attack with deadly force
6	Need help against a monster such as an ettercap

Fey Knight and Faerie Noble Signs

1–3	DC 16 Perception check: nearly imperceptible footprint
4	Silvery laughter
5	The jingling of bells or spurs
6	A distant hunting horn

Fey Knight and Faerie Noble Behavior

1	Wishes to escort you to a royal faerie court, where you will be feasted and entertained. If the knight is seelie, you will be allowed to leave the court as well
2	Wishes to joust or shoot against a champion; the loser must pay a bag of gold or reveal its true name
3	Eloping with a mortal noble; being pursued by the noble's family
4	In its lair or court; demands a gift from uninvited guests
5	Hunting a white stag
6	Hostile; attacks on sight

Faerie Rules

A faerie may grant a favor to a creature that takes a specific action, such as one of the following:

1–2	Beat it in a race, wrestling match, or eating contest
3	Give it a certain rare flower
4	Speak its true name
5	Catch it in a lie
6	Answer its riddle
7	Weave a circle round it thrice
8	Taunt it until it swells up to three times its size

Names

Aubrette, Bellwhisper, Briar, Giltan, Gloriana, Lorenthan, Malegrave, Rosehip, Rowan, Witchhazel



Faerie Noble

Members of faerie nobility are gossamer-winged humanoids of unearthly beauty. Each rules its own domain in the Dreaming, though they often gather at the seelie or unseelie court of a powerful archfey.

FAERIE NOBLE

CHALLENGE 12
8,400 XP

MEDIUM FEY

AC 16 (mithral scale)

HP 165 (22d8 + 66; bloodied 82)

Speed 35 ft., fly 60 ft.

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

Proficiency +4; **Maneuver DC** 15

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

Skills Arcana +7, History +7, Insight +9, Nature +7, Perception +9, Persuasion +9

Condition Immunities charmed, paralyzed, poisoned, unconscious

Senses truesight 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan, two more

Faerie Form. The noble can magically change its size between Large, Medium, and Tiny as an action. While Tiny, the bludgeoning, piercing, and slashing damage dealt by the noble's attacks is halved. Additionally, it has disadvantage on Strength checks and advantage on Dexterity checks. While Large, the noble has advantage on Strength checks. Its statistics are otherwise unchanged.

Faerie Light. As a bonus action, the noble can cast dim light for 30 feet, or extinguish its glow.

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

At will: *animal messenger*, *detect evil and good*, *detect magic*, *disguise self*

3/day each: *charm person*, *scrying*, *zone of truth*

1/day each: *dream*, *geas*, *heroes' feast*, *magic circle*, *polymorph* (self only)

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

ACTIONS

Multiattack. The noble makes two attacks.

Glittering Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 14 (4d6) cold, fire, lightning, or psychic damage (its choice).

Gleaming Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. This attack ignores half or three-quarters cover. *Hit:* 9 (1d8 + 5) piercing damage plus 14 (4d6) cold, fire, lightning, or psychic damage (its choice).

Evil Eye (Gaze). The noble targets one creature not under the effect of a faerie's Evil Eye within 60 feet. The target makes a DC 17 Wisdom saving throw. On a failed saving throw, the noble chooses one of the following effects to magically impose on the target. Each effect lasts for 1 minute.

- The target falls asleep. This effect ends if the target takes damage or another creature uses an action to rouse it.
- The target is frightened. This effect ends if the target is ever 60 feet or more from the noble.
- The target is poisoned. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Faerie Step (Recharge 5–6). The noble magically teleports up to 60 feet to a space it can see.

REACTIONS

Riposte. When the noble is hit by a melee attack made by a creature it can see, it makes a glittering scimitar attack against the attacker.

Vengeful Eye. When the noble is hit by a ranged attack or targeted with a spell by a creature within 60 feet, it uses Evil Eye on the attacker if they can see each other.

Combat

The noble closes to fight in melee if possible. While doing so, it uses Vengeful Eye as its reaction to put isolated ranged attackers to sleep. If it feels outmatched by a strong melee opponent, it uses its reaction to make a glittering scimitar attack and then uses Faerie Step to move away on its turn. It flees when reduced to 55 hit points or fewer. Once out of sight, it casts *disguise self*.

Variant: Archfey

Archfey rule seelie or unseelie courts. Most are constantly attended by faerie nobles, pixies, sprites, and other fey creatures. An archfey commands powerful magic within the borders of its domain. It may be a warlock's patron.

Queen Mab is an archfey who rules an unseelie court. She exerts power over the realms of sleep, darkness, and dreams. Some shadow elves owe her allegiance, and she is a patron of some warlocks. The archfey below has traits and actions appropriate to Queen Mab, such as Mass Darkvision, Summon Midnight, and Weird. A different archfey might have different abilities.

The archfey is an elite monster, equivalent to two CR 12 monsters (16,800 XP). It has 330 (44d8 + 132; bloodied 165) hit points. The archfey has the following additional traits:

Elite Recovery. At the end of each of its turns, the archfey can end one condition or effect on itself. It can do so as long as it has at least 1 hit point, even when unconscious or incapacitated.

Expanded Spell List. The archfey can cast *wish* with no material components three times per year. It can cast *weird* once per day.

Fey Madness. While bloodied, the archfey can take a reaction on each creature's turn and recharges Faerie Step on each of its own turns.

Mass Darkvision. The archfey and creatures it chooses within 120 feet have darkvision out to a range of 120 feet.

The archfey has the following additional actions:

Summon Midnight (1/Day). Night magically falls over a 5-mile-diameter area, lasting for 1 hour. As an action, the archfey can end this effect.

Weird (9th-Level; V, S, Concentration). The archfey terrifies creatures with their own worst nightmares. Each creature within 30 feet of a point within 120 feet makes a DC 17 Wisdom saving throw. On a failure, the creature is frightened for 1 minute. At the end of each of the creature's turns, the creature takes 22 (4d10) psychic damage and then repeats the saving throw, ending the effect on itself on a success.

Fey Knight

Fey knights are the dragonfly- or butterfly-winged warriors of faerie courts. They do the bidding of mighty faerie nobles and archfey. Apart from observing its behavior, there is no obvious way to distinguish whether a fey knight belongs to a seelie or unseelie court. Fey knights typically wear ornamented mithral scale armor worth 250 gp or more.

FEY KNIGHT

CHALLENGE 4
1,100 XP

MEDIUM FEY

AC 16 (mithral scale)

HP 58 (9d8 + 18; bloodied 29)

Speed 35 ft., fly 60 ft. (maximum elevation 10 feet)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +6, Wis +5, Cha +5

Skills Deception +5, Nature +3, Perception +5, Stealth +6, Survival +5

Condition Immunities charmed, unconscious

Senses passive Perception 15

Languages Common, Elvish, Sylvan

Faerie Form. The knight can magically change its size between Medium and Tiny as an action. While Tiny, the bludgeoning, piercing, and slashing damage dealt by the knight's attacks is halved. Additionally, it has disadvantage on Strength checks and advantage on Dexterity checks. Its statistics are otherwise unchanged.

Faerie Light. As a bonus action, the knight can cast dim light for 30 feet, or extinguish its glow.

ACTIONS

Multiattack. The knight makes two glittering scimitar attacks.

Glittering Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) cold, fire, or lightning damage (its choice).

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 14 (4d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even if it regains hit points, and it is asleep while poisoned in this way.

Fey Glamour. The knight targets one humanoid within 30 feet. The target makes a DC 13 Wisdom saving throw. On a failure, it is magically charmed by the knight for 1 day. If the knight or one of the knight's allies harms the target, the target repeats the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to this knight's Fey Glamour for a year and a day.

REACTIONS

Nature's Shield. When the knight would be hit by an attack while the knight is within 5 feet of a tree or other large plant, the knight's AC magically increases by 3 against that attack as the plant interposes branches or vines between the knight and the attacker.

Combat

If possible, the knight fights within the shielding reach of trees, and it ambushes opponents when it can. If its opponents can't fly, it flies at its maximum elevation of 10 feet, just out of reach of Medium creatures without ranged or reach weapons.

Pixies

Pixies resemble foot-tall, butterfly-winged elven children dressed in clothes made from leaves and flowers. Pixies have lively senses of humor and enjoy practical jokes. Unseelie pixies play pranks that can be malicious and dangerous, although they rarely resort to violence unless threatened.

Pixies are the fairies most familiar to mortals, inhabiting the Material Plane as well as the Dreaming. They sometimes secretly take up residence in the homes of mortals, granting favors or playing tricks on their unsuspecting hosts.

PIXIE

CHALLENGE 1/4
50 XP

TINY FEY

AC 15

HP 2 (1d4; bloodied 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	20 (+5)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 15

Skills Perception +3, Stealth +7

Senses passive Perception 13

Languages Sylvan

Faerie Light. As a bonus action, the pixie can cast dim light for 30 feet, or extinguish its glow.

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

ACTIONS

Thorn Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 10/30 ft., one target. *Hit:* 1 piercing damage.

Faerie Blessing (3/Day). The pixie targets a willing creature within 30 feet. The target gains one of the following abilities for 1 hour:

- The target gains truesight out to a range of 120 feet.
- The target gains the benefit of the pixie's Magic Resistance trait.
- The target speaks Sylvan.

Faerie Curse. The pixie targets a creature within 30 feet not already under a Faerie Curse. The target makes a DC 12 Wisdom saving throw. On a failure, the target is subjected to a special magical curse for 1 hour. The curse ends if the pixie dies or is incapacitated, the pixie or one of its allies deals damage to the target, or the pixie spends an action to end the curse. Spells such as *remove curse*, *dispel magic*, and *lesser restoration* also end the curse. If a creature makes its saving throw or the condition ends for it, it is immune to any Faerie Curse for the next 24 hours.

When the target fails its saving throw against this effect, the pixie chooses one of the following effects to impose on the target.

- The target is blinded.
- The target is charmed by the pixie.
- If the target is already charmed by the pixie, the target falls asleep. It wakes if it is shaken awake as an action or if it takes damage.
- The target's head takes on the appearance of a beast's head (donkey, wolf, etc). The target's statistics don't change, but the target can no longer speak; it can only make animal noises.

BONUS ACTIONS

Invisibility. The pixie and any equipment it wears or carries magically turns invisible until the pixie attacks, casts a spell, becomes incapacitated, or uses a bonus action to become visible.

Combat

The pixie uses Faerie Curse on its foe and then turns invisible and flies to a new location. The pixie prefers to charm its enemies, although the beast's head curse is useful to silence spellcasters. The pixie uses its thorn dagger on creatures immune to its curse. When encountered in a group, pixies usually flee as soon as one of their number is killed.



Sprite

Sprites are reclusive woodland beings who avoid contact with both the faerie courts and the mortal world. They resemble foot-tall elves with dragonfly wings and live in hidden villages with other sylvan beings such as treants and unicorns. They rarely reveal themselves to outsiders, although they may invisibly aid a creature their Heart Sight ability deems worthy. Unworthy creatures are riddled with sleep arrows and carried far away from the sprites' home.

SPRITE CHALLENGE 1/4
TINY FEY 50 XP

AC 14
HP 2 (1d4; bloodied 1)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	18 (+4)	10 (+0)	14 (+2)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 14
Skills Perception +3, Stealth +6 (+1d4)
Senses passive Perception 13
Languages Common, Elvish, Sylvan

Faerie Light. As a bonus action, the sprite can cast dim light for 30 feet, or extinguish its glow.

ACTIONS

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even if it regains hit points, and it is asleep while poisoned in this way.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even if it regains hit points, and it is asleep while poisoned in this way.

Gust. A 30-foot cone of strong wind issues from the sprite. Creatures in the area that fail a DC 10 Strength saving throw, and unsecured objects weighing 300 pounds or less, are pushed 10 feet away from the sprite. Unprotected flames in the area are extinguished and gas or vapor is dispersed. Using Gust does not cause the sprite to become visible.

Heart Sight. The sprite touches a creature. The creature makes a DC 10 Charisma saving throw. On a failure, the sprite magically reads its mental state and surface thoughts and learns its alignment (if any). Celestials, fiends, and undead automatically fail the saving throw.

BONUS ACTIONS

Invisibility. The sprite and any equipment it wears or carries magically turns invisible until the sprite attacks, becomes incapacitated, or uses a bonus action to become visible.

Combat

The sprite attacks with its shortbow, turns invisible, and moves to conceal its location. It attacks with its rapier only if cornered. A group of sprites flee if half their number are defeated.

Faerie Dragon

Faerie dragons are the size of small house cats and sport bright, butterfly-like wings and impish grins. Good-natured yet mischievous, faerie dragons delight in playing tricks, and love candies and other sweet snacks.

Puckish Pranksters. Faerie dragons, like many fey, enjoy practical jokes and other forms of trickery. Tripping an unwary adventurer, undoing the straps on a pack so its contents spill out, creating illusions to frighten travelers…all these are within the faerie dragon's repertoire of pranks. They generally stop short of doing actual harm, however, and once caught out at their antics will try to flee or sweet talk their way out of trouble rather than attack. Savvy adventurers—or those with tasty treats in their packs—can sometimes earn the aid or guidance of a faerie dragon.

Tiny Treasure Troves. Like most dragons, faerie dragons like to hoard loot. Their fey blood, however, draws them toward the sweet, shiny, or unusual, rather than the expensive. Faerie dragons like gemstones, gold, and other precious metals, but only because they glitter. A faerie dragon encountered in the wild might stash their hoard inside the hollow of a tree, high atop a cliffside ledge, or in the abandoned den of some small animal.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Faerie dragons are tiny dragons native to the land of Faerie. Like normal-size dragons, they love treasure and grow increasingly powerful as they age.

DC 15 When plied with treasure or sweets, faerie dragons can make loyal—if temperamental—familiars.

DC 20 Instead of frost or flame, faerie dragons exhale clouds of stupefying gas. Elder faerie dragons can also use magic to blind their foes or transform them into harmless animals.

Faerie Dragon Encounters

Faerie dragons favor wild places with lush plant life.

CR 0–2 1 or 2 faerie dragons; faerie dragon with one of dryad, pixie, pseudodragon, or satyr

Treasure 4 tiger eye gems (10 gp each), copper and garnet ring (25 gp), shards of shiny glass, *philter of love*



Signs

1	Big, bright flowers and blossoms
2	Humming sound like the buzz of a dragonfly
3	Clouds of gem-tone insects buzz around fragrant flowers
4	A cache of shiny objects such as crystals and coins

Behavior

1	Invisibly watching and giggling to itself
2	Invisibly using *mage hand* to play pranks such as tying shoelaces together or tapping people on the shoulder
3	Invisibly using *minor illusion* to create illusory monsters, magic swords, mustaches, frightening roars, comical theme music, etc.
4	Recruiting help for its endangered allies

FAERIE DRAGON

CHALLENGE 1
200 XP

TINY DRAGON (FEY)

AC 15

HP 14 (4d4 + 4; bloodied 7)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	20 (+5)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

Proficiency +2; **Maneuver DC** 15

Skills Arcana +4, Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan, telepathy 60 ft. (with other dragons only)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast spells, requiring no material components. The dragon gains additional spells as it ages.

- **5 years old, at will:** *dancing lights*, *mage hand*, *minor illusion*
- **10 years old, 1/day:** *suggestion*
- **30 years old, 1/day:** *major image*
- **50 years old, 1/day:** *hallucinatory terrain*

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Euphoria Breath (Recharge 5–6). The dragon breathes an intoxicating gas at a creature within 5 feet. The target makes a DC 11 Wisdom saving throw. On a failure, the target is confused for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Prismatic Light (3/Day). The dragon's scales pulse with light. Each creature within 15 feet that can see the dragon makes a DC 13 Wisdom saving throw. On a failure, the creature is magically blinded until the end of its next turn.

Beast Form (1/Day, 50+ Years Old Only). The dragon targets one creature within 15 feet. The target makes a DC 13 Wisdom saving throw. On a failure, it is magically transformed into a harmless Tiny beast, such as a mouse or a songbird, for 1 minute. While in this form, its statistics are unchanged, except it can't speak or take actions, reactions, or bonus actions. It gains movement modes appropriate to its form, such as a climb or fly speed, of up to 30 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the target takes damage.

BONUS ACTIONS

Invisibility. The dragon and any equipment it wears or carries magically turns invisible. This invisibility ends if the dragon falls unconscious, dismisses the effect, or uses Bite, Euphoria Breath, Prismatic Light, or Beast Form.

Combat

Faerie dragons don't like to fight alone. When forced to do so, they use hit and run tactics, turning visible only to use an ability such as Euphoria Breath or Prismatic Light. When fighting alongside allies, they team up against a foe, turning invisible after each attack. A faerie dragon usually retreats as soon as it is wounded.

Variant: Faerie Dragon Familiar

A young faerie dragon of up to 30 years old can be convinced to serve a spellcaster as a familiar. As a familiar, it champions its master's interests but may not be completely obedient. A faerie dragon familiar serves voluntarily and may end its service if its master mistreats it or others. A faerie dragon familiar gains the following trait:

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

Flumph

The glowing and color-changing flumph is a strange, jellyfish-like creature commonly found in underground caverns. Flumphs possess special glands that emit harmless gases and act as jets, propelling the creature through the air.

Psionic Empaths. Flumphs communicate through a combination of telepathy and the color of their glow. Flumphs are highly sensitive to the emotional states of nearby creatures. A flumph glowing in muted blue tones might be mourning the loss of another flumph, but it also might be reacting to sadness it senses from a passing traveler.

Benevolent Parasites. Flumphs feed on psionic energy and are often found lurking near communities of aberrations and psions. Flumphs take this energy stealthily and without doing harm. Their ability to eavesdrop on telepathic conversations makes them a good source of information and gossip.

Flumph Colonies. Flumph colonies can grow as large as three hundred individuals if their source of psionic energy is plentiful. Within each colony, flumphs have individualized roles. It is common for small colonies to adopt non-flumphs that support the colony by finding food sources, protecting the colony, or healing injured flumphs.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Flumphs are jellyfish-like aberrations that propel themselves through the air on puffs of harmless gas. Despite their strange appearance, flumphs are intelligent and generally kind-hearted creatures.

DC 15 Flumphs feed on psychic energy and can "hear" telepathic conversations near them, an ability that makes them excellent spies.

DC 20 When frightened, flumphs involuntarily emit a foul-smelling gas that nauseates their enemies.

Flumph Encounters

Flumphs most commonly travel in deep caverns but can also survive in underwater environments.

CR 0–2 1d6 flumphs

Signs

1	A strange, repeated "flumph" sound, like a soft burst of air
2	A glow like colored lanterns in the distance
3	DC 14 Wisdom check: a snippet of a telepathic conversation, unintelligible and probably not meant for you
4	A grimlock or other local monster, covered in flumph Stench Spray and sickened

Lone Behavior

1	Turned over on its back and can't get up: if helped, will share information about a nearby monster
2	Hiding from a predator: telepathically asks for an escort back to its colony
3	Interested in joining forces with good heroes: it wants to be a hero itself
4	Scouting for a distant colony of flumphs, staying hidden when possible

Group Behavior

1	Dancing in a silent circle, part of a ritual to keep their presence hidden from enemies
2	Sending frantic telepathic messages asking for help
3	Holding a trial to judge a captured creature
4	Emigrating, having lost their home to a fearsome monster

FLUMPH

CHALLENGE 1/8
SMALL ABERRATION
25 XP

AC 12
HP 7 (2d6; bloodied 3)
Speed 5 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Damage Vulnerabilities psychic
Senses darkvision 60 ft., passive Perception 12
Languages understands Common and Undercommon but can't speak, telepathy 60 ft.

Amphibious. The flumph can breathe air and water.

Flumph Light. As a bonus action, the flumph can cast dim light for 30 feet, or extinguish its glow. The flumph can change the color of the light it casts at will.

Telepathic Spy. The flumph can perceive any telepathic messages sent or received within 60 feet, and can't be surprised by creatures with telepathy. The flumph is also immune to divination and to any effect that would sense its emotions or read its thoughts, except for the Telepathic Spy feature of another flumph.

Tippable. If a flumph is knocked prone, it lands upside down and is incapacitated. At the end of each of its turns, it can make a DC 10 Dexterity saving throw, flipping itself over and ending the incapacitated condition on a success.

ACTIONS

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

Stench Spray (1/Day). Each creature in a 15-foot cone makes a DC 10 Dexterity saving throw. On a failure, the creature exudes a horrible stench for 1 hour. While a creature exudes this stench, it and any creature within 5 feet of it are poisoned. A creature can remove the stench on itself by bathing during a rest.

Combat

When threatened, flumphs use their Stench Spray and flee. They attack with their tendrils only when cornered.



Variant: Flumph Familiar

Some adventurous flumphs want to see the world and do good before they settle down. They may be convinced to serve a spellcaster as a familiar. A flumph familiar serves voluntarily and may end its service if its master acts immorally. A flumph familiar gains the following trait:

Familiar. The flumph can communicate telepathically with its master while they are within 1 mile of each other. While the flumph is within 10 feet of its master, its master gains telepathy out to a range of 60 feet.

Forgotten God

Deities rarely die, but their followers do. A god with few or no worshipers retains only a shred of its former glory. Its remaining powers are undependable, and its mind is weakened. Many forgotten gods, whatever their former nature, are now insane, evil, or hungry for worship.

Forgotten gods take any form a mortal mind can imagine. Whereas one god might look human, another might possess an animal's head and multiple limbs, or adopt the form of an enormous, anthropomorphic snake.

Shreds of Sovereignty. Even the dregs of divinity make a forgotten god dangerous. It still commands tremendous martial and magical power, and is imbued with such heavenly splendor that it remains stunning to behold.

Divine Weapon. Every forgotten god carries with it a weapon or implement—such as a trident, shovel, lightning bolt, or spinning wheel—that symbolizes its former divine role. Regardless of the type of item, the god can use it as a weapon. Most divine weapons deal bludgeoning, piercing, or slashing damage depending on their form, but a lightning bolt, for instance, deals lightning damage.

Resurrection. A forgotten god that garners enough worshipers regains its old power. Many all-but-abandoned gods still have small cults dedicated to spreading their deity's fame and restoring its place in the heavens.

Divine Nature. A forgotten god doesn't require air, sustenance, or sleep.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 15 Gods with few or no worshipers live on as a shadow of their former selves. Forgotten gods may be insane or starved for worship and are usually very dangerous.

DC 20 Though fallen, forgotten gods retain much of their divine power. They wield mighty magic, and even their gaze is enough to freeze weak-willed mortals in their tracks.

Forgotten God Encounters

Forgotten gods usually hide or lie dormant in deep dungeons and ancient temples.

CR 11–16 forgotten god with cult fanatic and 1d6 + 4 cultists; forgotten god with 1d4 + 2 grimlocks or troglodytes; forgotten god with 2 or 3 priests

Treasure gold idol (750 gp), 2 gold incense burners (750 gp each), statue or altar set with 2 star rubies (1,000 gp each), *necklace of prayer beads*, *ring of spell storing*

Signs

1	Chanting cultists inscribing a summoning circle or completing a ritual
2	A pool or wall of silver liquid; if you disturb it, the forgotten god emerges from it
3	An ancient altar or statue with unfamiliar symbols which glow when you touch them; if you touch all of them, the god appears
4	A black door covered with wax seals bearing runes of abjuration; if the seals are broken, the door opens and releases the forgotten god
5	A pedestal on which nothing remains but a pair of massive feet
6	An eroded bas-relief depicting a forgotten myth

Behavior

1	Insane; wishes to end all life
2	Demands you worship it or be destroyed
3	Believes it's at the height of its power thousands of years ago; if you flatter it, it grants you a boon
4	Demands you utter foul blasphemies, cursing your former gods and worshiping it from now on
5	Broken mind: each round, it alternates between good and evil alignment
6	Weeping as it mourns the fallen empires that once worshiped it

Forgotten God Appearance

1	Snake deity
2	Anthropomorphic horse deity
3	Wolf-headed goddess
4	Green-skinned, stag-headed god
5	Goddess with the body of a goat and a human head
6	Crab-headed deity
7	Armless goddess
8	Fat clay god who holds his severed head in one hand
9	Dragon deity
10	Pillar of purple flame

FORGOTTEN GOD

CHALLENGE 10
LEGENDARY LARGE CELESTIAL
5,900 XP

AC 17 (natural armor)
HP 161 (17d8 + 85; bloodied 80)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	10 (+0)	20 (+5)	20 (+5)

Proficiency +4; **Maneuver DC** 17
Saving Throws Con +9, Wis +9, Cha +9
Skills Arcana +4, History +4, Intimidation +9, Perception +9, Persuasion +9, Religion +9 (+1d6)
Damage Resistances poison, radiant; damage from nonmagical weapons
Condition Immunities fatigue, frightened, poisoned
Senses truesight 120 ft., passive Perception 19
Languages All

Aligned. The forgotten god radiates a weak alignment aura, most often Lawful and Good, Chaotic and Good, Lawful and Evil, or Chaotic and Evil. Its behavior may not match its alignment.

Flawed Spellcasting. The god's innate spellcasting ability is Wisdom (save DC 17).The god can try to cast *flame strike* or *spirit guardians* at will with no material component. When the god tries to cast the spell, roll 1d6. On a 1, 2, or 3 on the die, the spell visibly fails and has no effect. The god's action for the turn is not wasted, but it can't be used to cast a spell.

Legendary Resistance (3/Day). When the god fails a saving throw, it can choose to succeed instead. When it does so, it seems to flicker and shrink, as if it is using up its essence.

ACTIONS

Divine Weapon. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) damage (damage type based on the form of the weapon or implement) plus 7 (2d6) radiant damage.

Stunning Gaze (Gaze). The god targets a creature within 60 feet. The target makes a DC 17 Charisma saving throw. On a failure, the target takes 10 (3d6) radiant damage and is stunned until the end of its next turn. On a success, the target is immune to Stunning Gaze for 24 hours.

Divine Wrath (1/Day, While Bloodied). Each creature of the god's choice within 60 feet makes a DC 17 Constitution saving throw, taking 28 (8d6) radiant damage on a failure or half damage on a success.

Spirit Guardians (3rd-Level; V, S, Concentration). Spirits of former divine servants surround the god in a 10-foot radius for 10 minutes. The god can choose creatures they can see to be unaffected by the spell. Other creatures treat the area as difficult terrain, and when a creature enters the area for the first time on a turn or starts its turn there, it makes a DC DC 17 Wisdom saving throw, taking 10 (3d6) radiant damage on a failed save or half damage on a success.

Flame Strike (5th-Level; V, S). A 10-foot-radius, 40-foot-high column of divine flame appears centered on a point the god can see within 60 feet. Each creature in the area makes a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half damage on a success.

LEGENDARY ACTIONS

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

Float. The god flies up to half its fly speed without provoking opportunity attacks.

Smite. The god makes a divine weapon attack.

Stunning Glance. The god uses Stunning Gaze.

Combat

On its turn, the forgotten god prefers Flawed Spellcasting, surrounding itself with *spirit guardians* or blasting creatures with *flame strike*. It tries to be within 10 feet of an enemy so it can attack with its divine weapon if the spell fails. It uses Divine Wrath when available. The god reserves its legendary actions for Stunning Glance, unless most targets have already made their saving throw against it.



Variants: Gods Of Other Domains

The forgotten god above was once a fire, light, or war god. The variants below are gods who presided over other divine domains.

Forgotten Death God. Instead of *flame strike*, this god casts *contagion* with Flawed Spellcasting.

Contagion (5th-Level; V, S). *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. The target contracts a flesh-rotting disease. It has disadvantage on Charisma ability checks and becomes vulnerable to all damage. The target makes a DC 17 Constitution saving throw at the end of each of its turns. After 3 failures, the target stops making saving throws, and the disease lasts for 7 days. After 3 successes, the effect ends. Any spell or magical effect that removes disease also ends the effect.

Forgotten Nature God. Instead of *flame strike*, this god casts *insect plague* with Flawed Spellcasting.

Insect Plague (5th-Level; V, S, Concentration). A 20-foot-radius sphere of biting and stinging insects appears centered on a point the god can see within 300 feet and remains for 10 minutes. The cloud spreads around corners and the area is lightly obscured. Each creature in the area when the cloud appears, and each creature that enters it for the first time on its turn, makes a DC 17 Constitution saving throw, taking 22 (4d10) piercing damage on a failed save, or half damage on a success. The god is immune to this damage.

Fungi

In lightless caverns and fey forests, fungi appear in every color and shape. Some grow to prodigious size, choking pathways or forming looming fungal forests.

Self-Propagators. Fungi do not need sunlight to flourish. They grow in any available organic matter, including bodily waste and corpses. Fungi provide many necessities to underground dwellers: food, fuel, alcohol, and even phosphorescent lighting. Common fungi reproduce by ejecting spores, which are carried on breezes or cling to the bodies of passing creatures. Monstrous fungi treat other life forms as food and hosts for expansion: they have a remarkable variety of ways to infest, infect, and devour more mobile creatures.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Endless varieties of fungi exist. It is difficult to tell whether a fungus is dangerous just by looking at it.

DC 15 While some fungi are edible, just as many are poisonous. Some fungi can move on their own, albeit slowly.

DC 20 Even otherwise harmless mushrooms may produce strange side effects when consumed.

Fungus Encounters

Giant fungi flourish in swamps and forests and take the place of plants in caves and caverns.

CR 0–2 1d6 normal giant mushrooms with 1d6 shriekers; 1d4 violet fungi; violet fungus with 1d6 shriekers

CR 5–10 dead man's fingers

CR 11–16 2 dead man's fingers; dead man's fingers with 1 or 2 ghosts

Treasure 1,800 gp, *flame tongue* longsword (all on the Ethereal Plane)

Signs

1	A musty smell
2	A musty smell and floating spores in the air
3	Moist air
4	A feeling of lightheadedness
5-6	Giant mushrooms

Giant Mushroom Appearance

1	Red toadstool with white speckles
2	Blue shelf fungus
3	Tan toadstool spotted with drops of red liquid
4	White and green inverted parasol
5	Pink and white puffball
6	Floating purple spheroid
7	Looks like a cluster of long white fingers
8	Five-foot-tall black mushroom with small cap
9	Smooth blue-glowing sphere
10	Yellow-glowing toadstool

Dead Man's Fingers

Dead man's fingers are deadly fungi that exist simultaneously on the Ethereal Plane and the Material Plane. They resemble a cluster of swaying, six-foot-tall fingerbones. Dead man's fingers transport prey from the Material to Ethereal Plane in order to feed. Those who escape the fungus there may find themselves trapped, unable to return to their home plane. Creatures fearful of ethereal intrusions sometimes use dead man's fingers to defend their lairs.

DEAD MAN'S FINGERS

CHALLENGE 10
MEDIUM PLANT
5,900 XP

AC 15 (natural armor)
HP 190 (20d8 + 100; bloodied 95)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	1 (−5)	12 (+1)	1 (−5)

Proficiency +4; **Maneuver DC** 15
Saving Throws Int -1, Cha -1
Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 11
Languages —

Ethereal and Material. The dead man's fingers lives simultaneously on the Ethereal and Material Planes. Its senses extend into both planes, and it can touch and be touched by creatures on both planes.

Ethereal Shift. When a creature on the Material Plane touches the dead man's fingers or hits it with a melee attack, the creature is magically transported to the Ethereal Plane. The creature can see and hear into both the Ethereal and Material Plane but is unaffected by creatures and objects on the Material Plane. It can be seen as a ghostly form by creatures on the Material Plane. It can move in any direction, with each foot of movement up or down costing 2 feet of movement.

If the creature is still on the Ethereal Plane when the dead man's fingers dies, the creature returns to the Material Plane. If this would cause a creature to appear in a space occupied by a solid object or creature, it is shunted to the nearest unoccupied space and takes 10 (3d6) force damage.

Flammable. After taking fire damage, the dead man's fingers catches fire and takes ongoing 11 (2d10) fire damage if it isn't already suffering ongoing fire damage. It can use an action or bonus action to extinguish this fire.

ACTIONS

Multiattack. The dead man's fingers makes two tendril attacks.

Tendril (Ethereal or Material Plane). *Melee Weapon Attack:* +9 to hit, reach 20 ft., one creature. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 10 (3d6) poison damage. A target on the Material Plane is subject to the Ethereal Shift trait.

Ethereal Spores (While Bloodied, Ethereal Plane Only). Each creature within 30 feet makes a DC 15 Constitution saving throw, taking 31 (9d6) necrotic damage on a failed save or half damage on a success. A creature reduced to 0 hit points by this damage dies. If a creature killed by this attack remains on the Ethereal Plane for 24 hours, its corpse disintegrates, and a new dead man's fingers sprouts from its place.

BONUS ACTIONS

Telekinetic Pull (Ethereal or Material Plane). One creature within 90 feet makes a DC 15 Strength saving throw. On a failure, it is magically pulled up to 60 feet straight towards the dead man's fingers.

Combat

The dead man's fingers uses Telekinetic Pull to move a distant creature near it. It uses Ethereal Spores if there are creatures within range on the Ethereal Plane.

Shrieker

Shriekers are 4- to 6-foot-tall fungi that emit high-pitched wails when approached. Intelligent cavern dwellers sometimes employ shriekers as rudimentary alarms. There are many varieties of shriekers, making them difficult to identify. (When shriekers are encountered, roll on the Giant Mushroom Appearance table.)

SHRIEKER

CHALLENGE 0
10 XP

MEDIUM PLANT

AC 5
HP 13 (3d8; bloodied 6)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (−5)	1 (−5)	10 (+0)	1 (−5)	2 (−4)	1 (−5)

Proficiency +2; **Maneuver DC** 7
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
False Appearance. While motionless, the shrieker is indistinguishable from a normal fungus.

ACTIONS

Shriek. If the shrieker perceives a creature within 30 feet, or if an area of bright light is within 30 feet, it shrieks loudly and continuously. The shriek is audible within 300 feet. The shrieker continues to shriek for 1 minute after the creature or light has moved away.

Combat

The shrieker has no mind and no strategy; it shrieks in response to stimuli.



Violet Fungus

The violet fungus is a poisonous purple mushroom with long tendrils that wave in the air. It uses its tendrils to attack creatures that enter its reach. If undisturbed, a creature killed by a violet fungus sprouts a new violet fungus within days.

VIOLET FUNGUS

CHALLENGE 1/4
50 XP

MEDIUM PLANT

AC 5
HP 18 (4d8; bloodied 9)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (−5)	1 (−5)	10 (+0)	1 (−5)	2 (−4)	1 (−5)

Proficiency +2; **Maneuver DC** 7
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
False Appearance. While motionless, the violet fungus is indistinguishable from a normal fungus.

ACTIONS

Multiattack. The fungus makes a rotting touch attack against two different creatures.
Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 15 ft., one target. *Hit:* 5 (1d10) necrotic damage.

Combat

The violet fungus has no mind and no strategy; it attacks the closest one or two creatures within range.

Gargoyle

Gargoyles are winged beings made of elemental stone. They frequently resemble horned, demonic statues.

Stone Carvings. Many old buildings sport stone sculptures on their roofs, lintels, and walls. Most of these statues are inanimate and carved by mortal hands. A few are living gargoyles guarding their domains. Still others are skillful works of art carved by gargoyle claws.

Although gargoyles are content to spend most of their time motionless and on guard, they sometimes fill empty hours by carving stone. A building protected by gargoyles will often be covered with ornate, skillfully executed frescoes and statues. Very rarely, a gargoyle will breathe life into a favorite creation, bringing another gargoyle into being.

Tireless Watchers. Gargoyles never grow hungry or weary. On their native plane they may spend centuries as immobile as stone, waiting for invaders to repel. Mortal spellcasters often enlist the services of gargoyles, not only because the creatures make excellent guardians, but also for their inability to understand time. A gargoyle's protection is costly, but one may agree to serve a master for the same price whether its employment lasts a day or 100 years. Gargoyles always fulfill their obligations, even after their employer is long dead.

City Dwellers. Gargoyles native to the mortal realm tend to congregate in cities, peering down at the streets from their high perches. Woe to the burglar who steps uninvited onto a gargoyle's rooftop; if approached cautiously and given gifts, however, a gargoyle can be a valuable source of information.

Elemental Nature

Gargoyles don't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Culture check, characters can learn the following:

DC 10 Many buildings are carved with gargoyles to scare away intruders. Most of these gargoyles are inanimate, but some are living guardian statues.

DC 15 Blades do little to harm gargoyles, and they are immune to poison. Magic, or a blunt weapon, is required to destroy a gargoyle.

DC 20 Gargoyles value gems and can be bargained with. Though they have no concept of time, they always honor a contract.



Gargoyle Encounters

Summoned gargoyles guard the lairs of spellcasters. Wild gargoyles can be found on any high perch, from a mountain crag to the top of a lonely tower or urban palace.

CR 0–2 gargoyle; drainpipe gargoyle
Treasure gold and onyx earrings (75 gp), *spell scrolls* of *cure wounds* and *lesser restoration*

CR 3–4 2 gargoyles; gargoyle with 1d4 dretches or flying swords; gargoyle with 1 or 2 animated armors, cockatrices, or dust mephits
Treasure 120 gp, 4 packets of *dust of disappearance*, packet of *dust of sneezing and choking*

CR 5–10 3 to 5 gargoyles; 2 to 3 gargoyles with basilisk, drainpipe gargoyle, mimic, ochre jelly, or walking statue; 1 or 2 gargoyles with earth elemental, flesh guardian, or invisible stalker
Treasure cloth-of-gold robe (250 gp), jeweled staff (250), *elemental gem* (earth), spellbook containing *conjure minor elementals*, *find familiar*, *magic circle*, *magic weapon*, *planar binding*

Wilderness Signs

1	Distant tinny laughter
2	DC 12 Perception check: the faint sound of grinding stone
3	Inanimate statues, some toppled and broken
4	Carvings of leering faces

Underground and Settlement Signs

1	Inanimate imp-like statues
2	Empty stone pedestal
3	Stone walls carved with complex friezes
4	Smashed statue

Wilderness and Underground Behavior

1	Shadow the party from a distance; become motionless if noticed
2	Attack anyone who enters their territory
3	In lair, gloating over treasure
4	Clinging motionless to the highest point, ignoring anyone who ignores them
5	Squatting over an ancient stone altar or cairn; attack anyone who touches it
6	Flying noisily on patrol

Settlement Behavior

1	Clinging motionless to door frames, attacking if there are no witnesses
2	Attack trespassers on their rooftop
3	Whisper threats to anyone who passes the area they guard
4	Guarding a master's (or former master's) home

Gargoyle Appearance

1–4	Potbellied, bat-winged fiend
5	Lion-headed, bat-winged humanoid
6	Draconic humanoid
7	Winged angel with serene expression
8	Bat-winged, fanged, muscular humanoid

GARGOYLE

CHALLENGE 2
MEDIUM ELEMENTAL
450 XP

AC 15 (natural armor)
HP 45 (6d8 + 18; bloodied 22)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (–1)	14 (+2)	8 (–1)

Proficiency +2; **Maneuver DC** 12
Skills Perception +4
Saving Throws Str +4, Con +5
Damage Resistances piercing and slashing damage from nonmagical, non-adamantine weapons
Damage Immunities poison
Condition Immunities fatigue, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14
Languages Terran
False Appearance. While motionless, the gargoyle is indistinguishable from a normal statue.

ACTIONS

Multiattack. The gargoyle attacks with its bite and its claws.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 9 (2d6 + 2) slashing damage if the gargoyle started its turn at least 20 feet above the target.
Rock. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Combat

Gargoyles prefer to attack their opponents from above. If space allows, they dive towards a foe, dealing extra claw damage, and then fly back up on the same turn. They accept opportunity attacks in order to gain height on their opponent, especially when fighting a creature with a nonmagical bladed weapon.

Variant: Drainpipe Gargoyle

Gargoyles native to the border of the planes of Earth and Water have puffed cheeks and wide mouths and can spit forceful streams of water.

The drainpipe gargoyle has the following additional action:

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

Genies

Powerful spirits who command the elements as easily as a general might command a legion of soldiers, genies rule the Elemental Planes. Beings of air, earth, fire, and water, genies are as diverse in form and temperament as the elements they command. Their cities are bastions of relative safety amid the roiling torrents of the elements. On occasion, genies visit the Material Plane to explore or to meet with a powerful spellcaster.

Splendor of the Planes. There are four types of genies, each embodying one of the four basic elements. Their unique nature gives them mastery over elemental magic: a genie can create all manner of magical wonders out of the raw stuff of the Elemental Planes. Genies gather in places where currents of elemental energies come together. There, they build cities of unimaginable splendor, where creatures of all sorts can live together. Art, music, and magic flourish within their walls.

Noble Genies. The most powerful genies—sometimes called nobles by envious mortals—are the undisputed masters of the elements. Lesser genies are drawn to them, and some genie nobles also create elementals, imbuing them with a portion of their own essence and personality. The most powerful nobles can grant wishes to mortals who earn their favor.

Mortal Fascination. Sometimes genies will explore the Material Plane, living among mortals in secret or offering their services in exchange for treasure. Why they do so is a mystery, even to genies. Perhaps they feel an attraction to the ever-changing inhabitants of an otherwise stable plane; perhaps they are simply amused by the everyday struggles of people who invest so much into what seems (to a genie) like such a short life.

Elemental Demise. When a genie dies, its body becomes a mote of elemental energy. This mote might take the form of a glowing chunk of earth, a shard of crystallized air, or an ever-burning ember.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Among the most powerful elemental beings in existence, genies rule the Elemental Planes.

DC 15 The essence of every genie is linked to one of the four basic elements: air, earth, fire, and water.

DC 20 Though all genies wield powerful elemental magic, only genie nobles possess the ability to grant wishes.

Divi

Deep within the Elemental Plane of Earth the div dwell. These spirits of the earth have dark hair and skin, and may appear to be sculpted of clay or stone. They wear garments and wield weapons made out of rock and precious gems. Div, more than most genies, are masters of change. They can alter their appearance as easily as they sculpt rock and stone.

Entombed Conquerors. According to some scholars, the div sided with the enemies of the gods in the primordial dawn of the world. Their greatest champions sculpted themselves into monstrous shapes and led terrifying armies—but when the gods prevailed, the mightiest div were entombed deep within the earth. From time to time, a divi will serve a mortal spellcaster in the hopes of unearthing one of these ancient div.

Beauty of the Mountain's King. The div are not always monstrous in appearance, and their cities exhibit their love of beauty. Divi cities are great halls of earth and stone carved from the Elemental Plane of Earth. To see one of their gemstone towers or bask in the light of their crystal sun is to witness the true splendor of the earth. Dwarven artisans have wept and given up their tools upon visiting a divi city.

Divi Encounters

Div are native to the Elemental Plane of Earth but their reach extends to caverns and mountainous lands.

CR 11–16 divi; divi with basilisk, earth elemental, ettin, gargoyle, or walking statue

Treasure 50 pounds of gold dust (2,500 gp), gold statuette of a castle on a turtle's back (750 gp), glowing orange crystal which acts like *oil of sharpness* when touched to a weapon, *stone of commanding earth elementals*, *+1 wand of the war mage* (skeletal arm complete with hand)

CR 17–22 2 div; divi noble; divi with giant earth elemental, hill giant, or medusa; divi with 3 basilisks, gargoyles, ogres, or walking statues

Treasure 5 opal gemstones (1,000 gp each), 10 1-pound mithral bars (750 gp each), 6 *arrows of slaying* (elemental creatures except div), 2 *elemental gems* (earth), *ring of telekinesis*

CR 23–30 3 div; divi with 3 earth elementals, ettins, minotaurs, or walking statues

Treasure 50 1-pound mithral bars (750 gp each), 3 *potions of invisibility*, *ring of djinni summoning*, *ring of the ram*

CR 31+ divi noble with 2 div

Treasure 2,000 pp, 8 diamonds (5,000 gp each), gold-headed sledgehammer (2,500 gp), ruby necklace (25,000 gp), mithral crown (25,000 gp), 2 *potions of mind reading*, *potion of supreme healing*, *ring of earth elemental command*, *ring of three wishes*

Signs

1. Cavern walls glimmer with veins of precious metal
2. Lights dim; the walls creak and groan; a bit of dirt sifts onto the floor as if the ceiling were under great pressure
3. The air is gritty with ash or sand
4. The ground trembles

Behavior

1. Looking for a legendary magic item rumored to be nearby
2. Surveying; looking for a suitable place to mine
3. Smells treasure nearby; perhaps your treasure
4. On the trail of a wounded djinni
5. Living in luxury in its lair
6. Demands a tribute of treasure or information

Divi Names

Moriorg the Mountain, Scrillgravel, Silent, Terithen

DIVI

CHALLENGE 11
7,200 XP

LARGE ELEMENTAL

AC 18 (natural armor)
HP 172 (15d10 + 90; bloodied 86)
Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	12 (+1)	14 (+2)	14 (+2)

Proficiency +4; **Maneuver DC** 18
Saving Throws Str +10, Con +10, Int +5, Wis +6, Cha +6
Skills Athletics +10, Perception +6
Damage Resistances acid
Condition Immunities petrified
Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 16
Languages Terran

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

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

At will: *alter self* (can assume Medium or Large form), *detect magic*, *stone shape*
3/day each: *creation*, *move earth*, *passwall*, *tongues*
1/day each: *conjure elemental* (earth elemental only), *plane shift* (to Elemental Plane of Earth only)

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

ACTIONS

Multiattack. The divi makes two melee attacks.

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

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

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

BONUS ACTIONS

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

Combat

Div prefer to fight while standing on earth or stone. They attack with surprise and ambush ranged creatures using their burrow speed. A divi usually grabs spellcasters and ranged attackers in its crushing hand while engaging melee combatants with its club. It uses Stone Wall to separate opponents so that it can fight them individually. A divi fights until pushed to the brink of defeat. It burrows to safety if reduced to 34 hit points or fewer.



Divi Variant: Divi Noble

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

Elite Recovery. At the end of each of its turns while bloodied, the divi noble ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

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

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

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

Quake. The divi uses Quake.

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

Djinni

Genies from the Elemental Plane of Air are called djinn. These tall, lithe humanoids have skin and hair the color of the wind and sky. They dress in airy, flowing garments that complement their mobility.

Spirits of the Sky. Djinn are spirits of skies and storms. The weather around them tends to match their mood; sudden storms might spring up when a djinni is roused to anger, only to give way to a balmy breeze once the djinni calms down.

Windborne Wandering. The lofty castles of the djinn drift across the planes on islands made of cloudstuff. Adventurers in need of transportation might arrange passage with a procession of djinni nobility as they travel through the skies.

Freedom Above All. Djinn have a reputation for mischief, but this is because they value freedom more than anything. Many djinn see it as their duty to teach mortals to appreciate the freedoms they have. A djinn freed from imprisonment or servitude might reward its liberator with a powerful boon.

Djinni Encounters

Djinn travel throughout the Elemental Plane of Air and can sometimes be found visiting giants among the clouds.

CR 11–16 djinni; djinni with air elemental, faerie dragon, harpy, or manticore.

Treasure 1,000 gp, 4,000 sp, gold earrings (250 gp), gold necklace (750 gp), 4 *potions of gaseous form*, *censer of controlling air elementals*, *horseshoes of a zephyr*

CR 17–22 2 djinn; djinni noble; djinni with cloud giant, giant air elemental, invisible render, or invisible stalker

Treasure 2,000 gp, 4 blue sapphires (1,000 gp each), 3 *elemental gems* (air), 3 vials of *oil of sharpness*, *carpet of flying*

CR 23–30 3 djinn; djinni with 3 air elementals, couatls, or fey knights

Treasure foot-tall gold-and-silver scale model of a cloud castle (7,500 gp), 2 *potions of cloud giant strength*, *ring of air elemental command*, *staff of thunder and lightning*



CR 31+ djinni noble with 2 djinn

Treasure 10 pieces of diamond-encrusted jewelry (7,500 gp each), *potion of invisibility*, 3 *potions of supreme healing*, *belt of cloud giant strength*, *hammer of thunderbolts*

Signs

1. Gusts of wind extinguish normal flames
2. The air here smells fresh, like the wind after a thunderstorm
3. Winds whip through hair
4. Smashed wine bottles

Behavior

1. Doing the bidding of its summoner
2. Seeking revenge on a mage who imprisoned it; however, it can't distinguish one human from another
3. Chasing a divi, against which it has sworn vengeance
4. Friendly and polite, but after a little conversation informs you that regrettably its orders are to kill trespassers
5. Playing a love song on a lute and pining for a lost love
6. Friendly unless it learns your identity; its lord is an ally of one of your foes

Djinni Names

Rhoridith, Skysplit, Sunathras the Falcon, Zephyras Earthbane

DJINNI

CHALLENGE 11

LARGE ELEMENTAL

7,200 XP

AC 16

HP 172 (15d10 + 90; bloodied 86)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	22 (+6)	14 (+2)	16 (+3)	20 (+5)

Proficiency +4; **Maneuver DC** 18

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

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

Damage Resistances lightning, thunder

Senses darkvision 120 ft., passive Perception 17

Languages Auran

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

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

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

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

ACTIONS

Multiattack. The djinni makes three scimitar attacks.

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

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

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

BONUS ACTIONS

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

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

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

Combat

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

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

Djinni Variant: Djinni Noble

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

Elite Recovery. At the end of each of its turns while bloodied, the djinni noble ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

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

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

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

Answering Scimitar. When a creature within 5 feet that the djinni can see misses the djinni noble with a melee attack, the djinni may make a scimitar attack against its attacker. The djinni then flies up to its Speed without provoking opportunity attacks. At the end of this movement, the djinni can make a second scimitar attack.

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

Efreeti

The Elemental Plane of Fire can be a barren, hostile place. But where the efreet have built their great City of Brass, there is beauty, life, and shelter. These spirits of fire are majestic and imperious, with skin like magma and coal, and hair like ash and ember. They rule the Plane of Fire and take a keen interest in mortal affairs.

Mirage Arcana. Efreet are masters of illusion and flame. They can conjure mirages of flickering heat so convincing that mortals have fallen in love with them. Those who see through an efreeti's tricks, however, are often handsomely rewarded.

Burning Grudges. Fire demands respect, lest it burn out of control. So too do the efreet. Long ago, a marid noble led a daring raid on the City of Brass and stole a golden sword belonging to an efreeti ruler. Since then, the efreet have needed little provocation to attack a marid or their allies.

Doors of Brass. Doors of brass have been discovered throughout the planes. One might be uncovered in the caldera of a dormant volcano or deep within a desert dungeon; another might appear amid a fiery storm in the Astral Sea. Wherever these doors are found, all lead to the City of Brass.

Efreeti Encounters

Efreet rule the Elemental Plane of Fire and establish fortresses in hot deserts and active volcanoes.

CR 11–16 efreeti; efreeti with fire elemental, half-red dragon veteran, or hellhound

Treasure 3 topaz gemstones (500 gp each), birdcage made of brass stronger than steel (2,500 gp), 2 *elemental gems* (fire), *brazier of commanding fire elementals*, *marvelous pigments*

CR 17–22 2 efreet; efreeti noble; efreeti with chimera, fire giant, giant fire elemental, pyrohydra (see hydra), or salamander

Treasure ruby and platinum ring (7,500 gp), 100 adamantine coins (20 gp each), rare treatise on the art of smithing (2,000 gp), 3 *potions of fire giant strength*, *necklace of fireballs*, *scimitar of speed*

CR 23–30 3 efreet; efreeti with 3 fire elementals, red dragon wyrmlings, or salamanders

Treasure 7 rubies (5,000 gp each), 4 *beads of force*, *ring of fire elemental command*, *staff of fire*

CR 31+ efreeti noble with 2 efreet

Treasure 1,000 pp, 2 pounds of diamond dust (40,000 gp), gemmed gold breastplate (25,000 gp), 6 *arrows of humanoid slaying*, *potion of speed*, *crystal ball* (true seeing), *Ioun stone of greater absorption*

Signs

1	DC 13 Perception check: the smell of burning charcoal hangs in the air
2	White ash covers the ground; the air is hot and dry
3	A charred corpse, possibly a wizard
4	Smoldering spots on the ground, roughly in the shape of footprints

Behavior

1	Doing the bidding of its summoner
2	Hunting the mage who had the nerve to summon one of its fire elementals
3	Seeking vengeance against all mortals for their past crimes
4	In a blindingly smoky lair, guarding treasure and a gateway to the Plane of Fire
5	Burying treasure with the intent of hiding it from its summoner or master
6	Robbing travelers

Efreeti Names

Heartfire, Jastra the Hungry, Redcoal, Zarzan the Scornful

EFREETI

CHALLENGE 11

LARGE ELEMENTAL

7,200 XP

AC 17 (natural armor)

HP 172 (15d10 + 90; bloodied 86)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	14 (+2)	16 (+3)	16 (+3)

Proficiency +4; **Maneuver DC** 18

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

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

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 17

Languages Ignan

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

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

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

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

ACTIONS

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

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

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

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

BONUS ACTIONS

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

Combat

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

Efreeti Variant: Efreeti Noble

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

Elite Recovery. At the end of each of its turns while bloodied, the efreeti noble ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

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

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

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

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

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



Marid

As boisterous and rollicking as the seas they embody, marids are larger-than-life spirits of water. They might appear as aquatic humanoids or adopt a more ichthyic appearance. Whatever form they take, they wear vibrant, colorful clothing that matches the emerald and sapphire waters of their home plane.

Pirates of the Emerald Sea. Marids are bold and daring sailors of the great planar seas. Where the Elemental Plane of Water flows into the rest of the multiverse, so too do marid ships. Marid pirates pride themselves on taking prizes from lesser sailors. A crew of friendly mortals might get off with losing some small treasure as a tribute—but an efreeti treasure ship will be looted to its masts.

Treasures of the Deeps. Marids collect treasures from throughout the multiverse. Relics lost at the bottom of the sea, wrecked vessels from forgotten ages, and flotsam from a thousand different shores all make their way to the floating palaces of the marids. If you need something that cannot be found, try a marid.

Fabled Cities. The fabled City of Ys was once said to have been swallowed by the oceans, but this floating city with walls of emerald glass has been repurposed by the marids. Its glimmering domes are said to contain water from every ocean in existence.

Marid Encounters

Marids inhabit the Elemental Plane of Water and can sometimes be found in ocean depths.

CR 11–16 marid; marid with chuul, giant shark, merfolk knight, merrow, sea hag, or water elemental; marid with 1d10 merfolk

Treasure 6 gold rings (75 gp each), gold necklace (750 gp), pearl earring (250 gp), 3 gold bracelets (750 gp each), magical sea chart that marks the locations of winds and storms, 2 *potions of diminution*, *bowl of commanding water elementals*, *folding boat*

CR 17–22 2 marids; marid noble; marid with giant water elemental, merclops, or sea chimera; marid with 3 drainpipe gargoyles (see gargoyle), hunter sharks, merrow, or plesiosaurs

Treasure ruby ring (7,500 gp), ruby earrings (7,500 gp), suit of clothes that magically changes size to match the wearer and color to match the wearer's mood (2,500 gp), *elemental gem* (water), *decanter of endless water*, *glamoured studded leather*, *pearl of power*

CR 23–30 3 marids; marid with 3 chuuls, giant sharks, killer whales, merfolk knights, or water elementals

Treasure 1,000 pp, 8,000 gp, 90 pearls (100 gp each), eyepatch set with diamonds (7,500 gp), *potion of supreme healing*, *ring of water elemental command*, *staff of frost*

CR 31+ marid noble with 2 marids

Treasure 1,000 pearls (100 gp each), 3 water flasks (each acts as an *elemental gem* of water), *2 potions of storm giant strength*, *iron flask*, *scarab of protection*, *sovereign glue*, *universal solvent*

Underwater Signs

1	The water is crystal-clear and sweet
2	In the distance, a coral castle
3	Barnacle-covered, wrecked warships
4	A current flowing towards a multicolored reef

Underground Signs

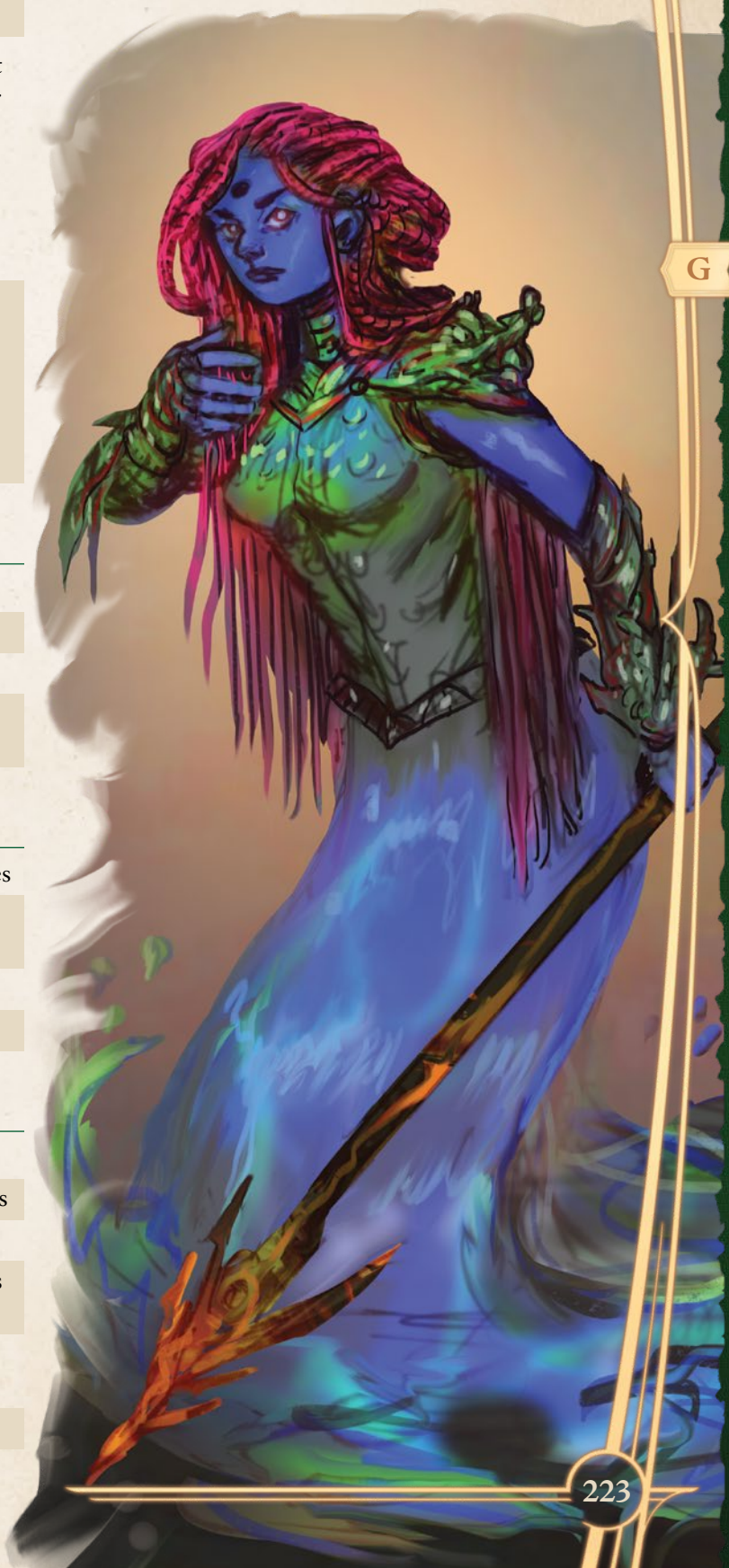
1	Slimy, damp caves give way to pools and lakes
2	A saltwater lake containing a permanent whirlpool
3	A cavern filled with dead coral formations
4	A fishy smell

Behavior

1	Yelling at an insufficiently attentive servant
2	Boasts about its importance and grand deeds
3	Planning a raid on an efreeti fortress or ship
4	Attacks trespassers while explaining that it's nothing personal, just following orders
5	Asks travelers' lineage; addresses only the highborn
6	Reciting tender love poetry to a fish

Marid Names

Bardoz the Brave, Gizirith the Magnificent, Meeshu, Mermalath the Coy



MARID

LARGE ELEMENTAL — CHALLENGE 11 (7,200 XP)

AC 17 (natural armor)
HP 172 (15d10 + 90; bloodied 86)
Speed 30 ft., fly 60 ft., swim 90 ft.

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

Proficiency +4; **Maneuver DC** 18
Saving Throws Con +10, Int +7, Wis +6, Cha +7
Skills Perception +6, Persuasion +7
Damage Resistances acid, cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Aquan

Amphibious. The marid can breathe air and water.

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

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

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

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

ACTIONS

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

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

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

BONUS ACTIONS

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

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

Combat

Marids begin combat by creating a fog cloud. Within this cloud, they have a tactical advantage against blinded foes, and will attack with their trident and water jet. When forced to fight outside their fog cloud, marids use their flight and swim speed to stay away from slower melee opponents, and use Water Jet to push away creatures who are too close. They may use their net to restrain a foe and concentrate their attacks on that foe. Marids flee once bloodied, unless they have an overpowering reason to stand their ground.

Marid Variant: Marid Noble

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

Elite Recovery. At the end of each of its turns while bloodied, the marid noble ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

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

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

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

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

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

Ghost

A ghost is the soul of a deceased humanoid tied to a specific location, item, or creature, doomed to haunt them until their spirit is laid to rest. The focus of a ghost's haunting is almost always something or someone that was significant to them in life.

Emotionally Bound. A ghost might be tied to the place where they lived or died, a ring from their betrothed, or the person who betrayed them. Whatever form it takes, the bond represents the ghost's grief or anger regarding their death, and the ghost can't find peace until those emotions are resolved. The ghost may need to see that their house is cared for, their beloved's ring returned, or their killer brought to justice before they can move on. The ghost may not even be aware they are dead and might lash out at anyone who forces them to face the reality of their situation.

Haunting Presence. A ghost often unintentionally affects the area around the focus of their haunting. A ghost's presence might manifest as disembodied weeping, walls that bleed, or objects moving about on their own.



Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Ghosts are the spirits of humanoids who died under tragic circumstances. They can't find rest until their unfinished business is resolved.

DC 15 Because ghosts have no physical bodies, mundane weapons can't hurt them. Magic is the only way to reliably harm a ghost.

DC 20 Ghosts can enter and take control of a living person's body. Divine magic can force a ghost to release its hold, and harming the possessed creature's body can drive it out, as well.

Ghost Encounters

Ghosts can be found anywhere mortals have died.

CR 3–4 ghost

Treasure wedding ring or signet ring bearing a family crest (75 gp), personal letters

CR 5–10 vengeful ghost; 2 ghosts; ghost with banshee or wraith; ghost with 1d6 shadows or specters

Treasure gold locket containing a portrait (250 gp), hilt of a broken shortsword (when wielded, a ghostly blade appears: it acts as a *+1 shortsword* that deals force damage instead of piercing damage)

Signs

1. An unsettling feeling of sadness
2. The air here is ice cold
3. Mist obscures the ground
4. Minor apparitions: unexplained knocking sounds, things falling over, etc.
5. A scream or loud laughter
6. Nonmagical flames flicker and go out, and magical light dims

Wilderness or Underground Behavior

1	Tries to silently lead you to its forgotten bones; attacks if you don't follow
2	Silently re-enacts the battle in which it died
3	Speaks to you as if you are someone it knew in life: attacks if you answer improperly
4	Is indistinguishable from a living mortal until it attacks
5	Appears and disappears several times before attacking
6	Stares at you with pain-filled eyes; speaks only while possessing a living body

Settlement Behavior

1	Standing in a deserted lane as if waiting for someone
2	Trying to sell seafood
3	Beheaded, riddled with arrows, or beset with plague
4	Always runs out the same door, screaming for help, and then disappears
5	Dressed like a bride or bridegroom
6	Attacks lone travelers at night

Ghostly Unfinished Business

1	Bringing a living person to justice
2	Finding and properly burying the ghost's remains
3	Exposing the crime of a historical person or clearing the ghost's name
4	Passing on a message or item to a family member
5	Performing a duty the ghost failed to complete
6–8	The ghost is beyond reason and can't be put to rest by completing its unfinished business

GHOST

CHALLENGE 4
MEDIUM UNDEAD
1,100 XP

AC 11
HP 58 (13d8; bloodied 29)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	10 (+0)	10 (+0)	12 (+1)	16 (+3)

Proficiency +2; **Maneuver DC** 11
Damage Resistances acid, fire, lightning, thunder; damage from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages the languages it spoke in life

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

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

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

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

ACTIONS

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

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

Horrifying Visage. Each non-undead creature within 60 feet and on the same plane of existence that can see the ghost makes a DC 13 Wisdom saving throw. On a failure, a creature is frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to this ghost's Horrifying Visage for 24 hours.

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

REACTIONS

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

Combat

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

Variant: Vengeful Ghost

Some ghosts lurk in the darkness, nourished by a hatred of all mortals. A vengeful ghost possesses victims in order to attack the victim's companions, and it never retreats from battle.

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

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

Variants: Other Ghost Abilities

Different ghosts have different abilities. You can give a ghost one or more of the actions below, in addition to its other actions.

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

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

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

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

Ghouls

Undead cursed with an eternal hunger for humanoid flesh, ghouls prowl graveyards and the ruins of dead cities. Though content to feed on corpses, ghouls prefer fresh meat. The unfortunate victim of a ghoul's paralytic touch can't struggle—or even scream—as the ghoul devours them alive.

Dark Blessing. Legends say the first ghoul was an elf who practiced depraved, cannibalistic rituals to curry favor with the demon lord of undeath. When this elf repented, the gods decreed that he and his kind would be forever immune to the ghouls' paralytic touch. Still, the demon lord continues to reward feasters of flesh by transforming them into ghouls. Even those who turn to cannibalism out of desperation might unwillingly receive the lord's dark blessing. Aboleths, hags, and necromancers know rites to create ghouls, as well.

More than Monsters. Unlike mindless undead such as skeletons or zombies, ghouls are intelligent, though constant hunger turns most into ravening monsters. A ghoul whose appetites are routinely satisfied, however, might recover some of its faculties. Much like vampires, many "noble" ghouls conceal their nature from the settlements they feed upon, so as to keep a steady supply of food at hand. Others journey far beneath the earth to seek out the ghoulish empire said to exist in those dark, forbidding caverns.

Undead Nature. Ghouls and ghasts don't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Anyone who practices cannibalism may transform into an undead creature known as a ghoul. Though primarily carrion feeders, ghouls prefer the flesh of living humanoids.

DC 15 Ghouls use their claws to paralyze their victims before devouring them. Elves, however, are immune to a ghoul's paralytic touch.

DC 20 Ghasts are similar to ghouls, except they emit a noxious stench, and elves are susceptible to their paralytic touch.

Ghoul Encounters

Ghouls haunt graveyards and catacombs near inhabited areas.

CR 0–2 1 or 2 ghouls; ghoul with 1 or 2 zombies
1 or 2 lacedon ghouls
Treasure 40 gp, 3 sets of tattered and blood-stained nobles' clothes (25 gp each if mended), 2 *potions of healing*

CR 3–4 3 or 4 ghouls or lacedon ghouls; ghoul with 3 cannibal degenerates (see gnoll); ghast with 2 ghouls
Treasure 10 pp, 30 gp, 2 silver chalices set with blue quartz (75 gp each), *cloak of displacement*

CR 5–10 2 ghasts with 1d4 + 2 ghouls; 1d6 + 4 ghouls; ghost or wight with 2 or 3 ghasts; 2 lacedon ghasts with 1d4 + 2 lacedon ghouls
Treasure 500 gp, 1,000 sp, gold bracelet (250 gp), *+1 warhammer* (named *Whisper*, made of silver-runed black stone; once per day, its wielder can cast the *silence* spell as an action, centered on the hammer), *ring of water walking*

Signs

1	DC 13 Perception check: muttering, like low conversation
2	Gnawed humanoid bones
3-4	The smell of rotting flesh
5	A half-devoured human corpse. DC 13 Perception check: bare human footprints lead away
6	A torn and bloody hat or other article of clothing. DC 13 Perception check: marks on the floor suggest a body was dragged away

Ghoul Behavior

1	Feasting on a corpse; attacks intruders
2	Feasting on a corpse; hisses and flees from intruders
3	Squabbling among a pile of bones and discarded items
4	Shambling aimlessly
5	Waiting in silent ambush
6	Mimics the last words spoken to them; right now they are saying "Let me go!"

Ghast Behavior

1	Donning the clothes taken from recently-devoured human adventurers
2	Sitting at a dining table
3	Preparing a blasphemous ritual
4	Feasting on corpses; attacks intruders

GHOUL

CHALLENGE 1
MEDIUM UNDEAD
200 XP

AC 12
HP 22 (5d8; bloodied 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	6 (–2)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, fatigue, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common

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

ACTIONS

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

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

Combat

Ghouls rarely attack when they are outnumbered. They prefer to swarm their enemies, with at least two ghouls attacking one target, preferably an unarmored non-elf. They retreat if they take radiant damage but try to drag paralyzed victims with them.

Variant: Lacedon

Lacedon ghouls and ghasts are aquatic undead. Many were once sailors who turned to cannibalism to avoid starvation at sea or after being shipwrecked. Others are the handiwork of evil underwater creatures such as sahuagins and aboleths, who use magic rituals to create them.

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



Ghast

More powerful than ghouls, ghasts scoff at the power of the gods. Elves are vulnerable to their paralytic touch. A ghast's unholy stench, which sickens even the hardiest adventurer, prevents it from masquerading as a living creature; ghasts often dwell in tombs and ruins, sending ghouls to bring prey to them.

GHAST CHALLENGE 2
MEDIUM UNDEAD 450 XP

AC 13
HP 36 (8d8; bloodied 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 13
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, fatigue, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common

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

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

ACTIONS

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

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

Combat

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

Giants

Giants tower over other mortals, standing between 15 and 30 feet tall. While they may look like large humanoids, they are in actuality beings with close ties to other planes.

Elemental Power. Giants left their mark on the world long before the rise of the empires of humans, elves, dwarves, and orcs. Some say giants are the descendants of elemental gods, and thus are the inheritors of divine power. Others believe giants were created at the dawn of the world, hewn from the same primal elemental matter that gave birth to the Material Plane. Whatever their origin, giants are powerful forces of nature.

Ancestral Homes. Giants claim their empires once spanned the world. Indeed, many giant clans still inhabit ancient palaces of imperial grandeur. These palaces invariably have close ties to elemental and other planes and contain ancient treasures that can draw the attention of adventurer and dragon alike.

Towering Achievements. Giantkind has produced some of the world's greatest warriors, finest craftspeople, and most powerful spellcasters. Giants value competition, from the frost giants' contests of strength to the hill giants' eating contests. Most giants do not concern themselves with the affairs of humanoids, while the worst among them exploit small folk for their own ends. History is filled with stories of giants raiding farms or kidnapping people, but also of wise giants passing knowledge down to the small folk or giant heroes slaying rampaging beasts.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 As their name suggests, giants are enormous creatures, the largest of their kind standing over 30 feet tall. Though they look like large humanoids, they are an ancient people with close ties to the elements.

DC 15 Giants sort themselves into different clans, including hill giants, fire giants, cloud giants, and others.

Cloud Giant

Standing 20 to 25 feet tall, cloud giants are second only to storm giants in strength and stature. Few creatures, however, rival a cloud giant's sense of self-importance.

Ancient Empire. The cloud giants took the lead in building the giants' ancient empire. Though it might have been lesser giants that did much of the toiling, it was they who shaped the world. The ancient bridges that span great rivers, and the massive stairs that spiral up and down the mountainsides, were sized for cloud giant feet.

Cloud giants still consider themselves giantkind's nobility. Although they pay fealty to no king, many haughtily style themselves as barons, counts, and dukes. Just as human nobles keep hawks for hunting, cloud giants keep hippogriffs and wyverns. Idle and rich, they dabble in art, magic, and poetry, and strive to outdo each other in finery and ostentatious gift-giving.

Cloud Countries. Creatures of elemental air, cloud giants tread on clouds as if they were solid ground. Many of the seemingly featureless clouds scudding overhead support their airy palaces. Cloud giants accumulate vast wealth by mining cloudsilver, a mithral-like metal extracted from the hearts of storm clouds. No maps exist of these fabulous landscapes; winds constantly move and reshape cloud giant realms.

Cloud Giant Encounters

Cloud giants live atop the highest mountains and ride clouds on the Material Plane and the Plane of Air.

CR 5–10 cloud giant

Treasure 3 giant silver bracelets (250 gp each), 2 *potions of greater healing*, *medallion of thoughts*

CR 11–16 cloud giant noble; cloud giant with griffon or wyvern; cloud giant with air elemental

Treasure giant silver ewer (2,500 gp), 2 giant silver chalices (750 gp each), 2 *potions of gaseous form*, *bag of beans*

CR 17–22 2 cloud giants; cloud giant noble with frost giant, ogre mage, or wyvern

Treasure 5,000 gp, giant gold harp that sings when played (7,500 gp), *oil of etherealness*, *rod of rulership*

CR 23–30 2 cloud giant nobles; 3 cloud giants; cloud giant with 2 or 3 cyclopes; cloud giant riding roc

Treasure 3 ruby and gold necklaces (7,500 gp each), sack containing 3 golden eggs (100 gp each) and a chicken that lays one golden egg a day, bottle of cloud giant wine (acts as 3 doses of *potion of cloud giant strength*), *manual of gainful exercise*, *wand of lightning bolts*

CR 31+ 3 or more cloud giants; cloud giant noble with 2 or more cloud giants

Treasure giant jeweled gold crown (25,000 gp), giant gold scepter (25,000 gp), 8 diamonds (5,000 gp each), *potion of supreme healing*, *belt of cloud giant strength*, *ring of djinni summoning*

Cloud Giant Signs

1	Giant footprints
2	The crashing of distant giant footsteps
3	A trained griffon or wyvern circling overhead
4	Gardens with huge crops: carriage-sized pumpkins, wheat stalks higher than a human, etc.
5	Huge weathered stone steps carved into the side of a slope
6	A stairway, ladder, or beanstalk that leads to a cloud

Lone Cloud Giant Behavior

1	Hunting or patrolling near its lair; it can detect trespassers and identify their species with its keen smell
2	Hunting with a trained griffon
3	In its lair, watching a human juggler in a giant bird cage
4	Moaning in despair because another cloud giant doesn't love it; will reward anyone who can write a poetic and passionate letter

Group Cloud Giant Behavior

1. Each with a griffon or peryton on its wrist, hunting for sport; one giant carries a wriggling sack containing captured humans or halflings
2. Gambling for a rich pot of gold or a valuable prisoner
3. Muttering in low voices, plotting the assassination of a storm giant
4. A war party on its way to attack a dragon or rival group of giants
5. A cloud giant wedding, attended by frost, fire, and stone giant vassals
6. Gathered around a scrying pool, betting on the outcome of human politics and wars



Cloud Giant Names

Amabelle, Constantine, Lexonde, Perien, Ravan, Renfric

CLOUD GIANT

CHALLENGE 10
5,900 XP

HUGE GIANT

AC 14 (natural armor)
HP 187 (15d12 + 90; bloodied 93)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Proficiency +4; **Maneuver DC** 20
Saving Throws Str +12, Con +10, Wis +7, Cha +7
Skills Insight +7, Perception +7, Persuasion +7
Damage Resistances lightning, thunder
Senses passive Perception 17
Languages Common, Giant

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

Innate Spellcasting. The giant's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:
At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *control weather, gaseous form*

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

ACTIONS

Multiattack. The giant attacks twice with its glaive.

Glaive. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage. If the target is a Large or smaller creature, it makes a DC 20 Strength saving throw. On a failure, it is pushed up to 10 feet away from the giant and knocked prone.

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

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

BONUS ACTIONS

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

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

Combat

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

Variant: Cloud Giant Noble

Cloud giant nobles live leisurely lives in mountaintop ruins and cloud castles, cultivating their skills in the arts and the arcane.

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

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

Blinking Blades (1/Day). The giant magically teleports multiple times within a few seconds. The giant may make one glaive attack against each creature of its choice within 30 feet, up to a maximum of 6 attacks.

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

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

Fire Giant

Fire giants are 20-foot-tall juggernauts made of flesh and elemental fire. They labor in sweltering forges, producing magically sharp weapons of bronze and steel.

Smiths and Warriors. Black iron fortresses rise from volcanic calderas and from the shores of magma seas. Smoke belches from smithies where massive hammers ring. Columns of fire giants march from their lairs, embarking on bloody raids against plains-dwelling humanoids or sailing bronze trade ships down lava rivers to the Elemental Plane of Fire. Most fire giant tribes don't cultivate crops or raise livestock; instead, they raid or barter for what they need.

Fire Worshipers. Fire giants revere flame. They tend hearthfires that are never extinguished, which their priests use as the focus for their divination magic. Fire giant chieftains sit atop thrones surrounded by glowing coals and the melted swords of their enemies. Many fire giants believe in a prophecy that the world will one day burn to ash; while some giants hope this day is far in the future, others seek to hasten the world's end.

Fire Giant Encounters

Fire giant hammers clatter in the hearts of mountains, far below the earth, and on the Plane of Fire.

CR 11–16 fire giant; fire giant war priest; fire giant with fire elemental or hell hound; fire giant with 2 azers or fire snakes

Treasure 3 fire opals (1,000 gp each), *elemental gem* (fire), *ring of cold resistance*

CR 17–22 2 fire giants; fire giant with 1 or 2 fire elementals, red dragon wyrmlings, or salamanders

Treasure 2 giant silver and ruby drinking cups (7,500 each) filled with fire giant mead (each acts as a *potion of fire giant strength*), *flame tongue* greatsword (resizes to fit its owner's hand)

CR 23–30 fire giant with fire giant war priest; fire giant war priest with efreeti or 3 fire elementals; fire giant with 1d8 + 10 azers

Treasure 10,000 gp, mithral blacksmith hammer (25,000 gp), 3 *potions of supreme healing*, *belt of fire giant strength*, *staff of fire*

CR 31+ 3 or more fire giants; fire giant war priest with 2 or more fire giants; 2 fire giants with 2 giant fire elementals

Treasure 4 *arrows of giant slaying*, *iron flask*, *ring of fire elemental command*

Fire Giant Signs

1	Big charred footprints
2	The distant smell of woodsmoke
3	Rhythmic thumping, like a huge creature's footsteps
4	Plumes of black smoke

Fire Giant Lone Behavior

1 Forging giant weapons
2 Exiled from its tribe and hungry
3 Standing before a village, demanding cattle and treasure
4 Eating a sheep and drinking from a beer barrel; wishes to kill trespassers but must finish its meal first

Fire Giant Group Behavior

1 Looting a settlement or monster hoard
2 Bearing tribute or sacrificing to a red dragon
3 Chanting war songs as they march
4 Resting in a suffocatingly hot lair with a huge central bonfire

Fire Giant Names

Ashen, Embrek, Oori, Pyrka, Reddenroar, Siarr

FIRE GIANT

CHALLENGE 11
HUGE GIANT
7,200 XP

AC 18 (plate)
HP 162 (13d12 + 78; bloodied 81)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	10 (+0)	14 (+2)	12 (+1)

Proficiency +4; **Maneuver DC** 19
Saving Throws Str +11, Dex +4, Con +10, Cha +5
Skills Athletics +11, Perception +6, Intimidation +5
Damage Immunities fire
Senses passive Perception 16
Languages Giant

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

ACTIONS

Multiattack. The giant makes two greatsword attacks.

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

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



Sword Sweep (1/Day, While Bloodied). The giant makes a greatsword attack against each creature within 10 feet.

REACTIONS

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

Combat

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

Variant: Fire Giant War Priest

Large fire giant groups often include a war priest that maintains their connection to their fiery god. Some clans are so devout that every warrior has the abilities of a war priest. A fire giant war priest wades into battle enthusiastically, augmenting its sword attacks with flaming destruction.

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

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

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

Frost Giant

Frost giants stand 20 to 25 feet tall. With their blue-gray skin and cold expressions, frost giants can be mistaken for enormous wights or zombies as they plod through the trackless snow. Though mortal, they thrive in cold environments where few others could survive.

Frost giants shape ice as others build with wood or stone. They hunt with bows and axes made of unmelting ice, and their rimed longships slice through icebound waters as easily as open sea.

Ice Water in Their Veins. Frost giants are cold-blooded, with frost-covered skin and icicles dangling from their hair and beards. They inhabit polar wastes and frozen mountain peaks, and some even live in eternal winter in lands beyond the Bleak Gate. Frost giants can survive on little food for long periods, growing more gaunt and grim the longer they fast. They throw raucous feasts after each successful hunt. Only when warmed by food and wine do they briefly grow merry.

Hunters and Raiders. Frost giant warriors define themselves by the creatures they have slain, introducing themselves with titles like Dragonslayer and Trollbane. This practice has the beneficial effect of culling dangerous monsters from the surrounding area. However, frost giants rarely limit themselves to fighting monsters; they also raid settlements and shipping lanes, making them a constant threat to smaller folk who share their territory.

Frost Giant Encounters

Frost giants trek snowy wastes and high mountain peaks.

CR 5–10 frost giant

Treasure 3 amber gemstones (100 gp each), polar bear furs (250 gp), *potion of fire resistance*, *boots of the winterlands*

CR 11–16 frost giant jarl; frost giant riding mammoth; frost giant with 2 griffons, ogres, polar bears, winter wolves, or yetis

Treasure white dragon-scale necklace (750 gp), bone and silver horn (2,500 gp), 2 *potions of growth*, *berserker axe*

CR 17–22 2 frost giants; frost giant jarl with tundra chimera or winter hag; frost giant with 2 mammoths or werebears

Treasure 3 20-pound gold bars (1,000 gp each), giant silver ewer (2,500 gp), giant-sized silver dagger (2,500 gp), horn of frost giant mead (acts as a *potion of frost giant strength*), *frost brand greatsword*

CR 23–30 3 frost giants; 2 frost giants with 2 mammoths, winter wolves, or yetis; frost giant jarl with adult white dragon

Treasure 1,000 pp, giant jeweled ivory drinking horn (25,000 gp), *figurine of wondrous power* (marble elephant), *belt of frost giant strength*

CR 31+ frost giant jarl with 3 or more frost giants; 2 frost giants with ice worm (see purple worm); 3 frost giants with 12 or more berserkers, dragonborn warriors, or orc warriors

Treasure giant ceremonial golden axe (25,000 gp), giant ivory and platinum warhorn (25,000 gp), 8 black sapphires (5,000 gp each), *spell scrolls* of *maze* and *simulacrum*, *animated shield*, *horn of Valhalla* (iron)

Frost Giant Signs

1	A mammoth skeleton half-buried in snow, a giant spear between its ribs
2	Enormous, frost-filled footprints
3	A huge ice sculpture
4	A giant, broken drinking horn

Frost Giant Lone Behavior

1	Roaring and stomping triumphantly next to the corpse of a foe, perhaps a yeti or another giant
2	Hunting for game: happy to hunt with you, or hunt you, depending on how polite you are
3	Howling with frustration as it tries to repair its broken axe (it has disadvantage on battleaxe attacks until it's repaired)
4	Drinking casks of wine: nearby is a wrecked cart and dead human wine merchants

Frost Giant Group Behavior

1	Two giants wrestle to determine who will rule
2	Creeping up on a human settlement, intending raid and slaughter
3	Performing a ritual to summon a storm
4	Repairing an ice ship filled with treasure



Frost Giant Names

Bitterblade, Eitri, Keluk the Grim, Skaggi the Wanderer, Snowbeard, Vala Chillborn

FROST GIANT

CHALLENGE 9
5,000 XP

HUGE GIANT

AC 15 (patchwork armor)
HP 138 (12d12 + 60; bloodied 69)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	10 (+0)	10 (+0)	12 (+1)

Proficiency +4; **Maneuver DC** 18
Saving Throws Str +10, Con +9, Wis +4, Cha +5
Skills Athletics +10, Perception +4, Survival +4
Damage Immunities cold
Senses passive Perception 14
Languages Common, Giant

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

ACTIONS

Multiattack. The giant makes two melee weapon attacks.

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

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

BONUS ACTIONS

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

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

Combat

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

Variant: Frost Giant Jarl

Strong frost giant warriors sometimes feel compelled to take lone treks into the desolate heart of winter. No one knows what they find there, but when they return, they can command ice and snow, and their words are held in high regard by the others of their tribe.

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

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

Hill Giant

At 15 feet or taller and disproportionately broad and strong, hill giants loom high over most mortal creatures. Though the smallest of the giantfolk, hill giants inspire a full measure of terror.

Fairy Tale Monsters. Hill giants feature prominently in many fairy tales, and with good reason. They're imbued with the riotous energy of the Dreaming, and they're as widespread in that lush fairyland as they are in the material world. Hill giants in faerie forests can hunt and gather happily, sating their enormous appetites on tremendous fruits that regrow the next day.

Hill giants on the Material Plane bring with them some fairy magic. The land for miles around a hill giant's lair tends to be unusually lush and fruitful. Nevertheless, a hill giant's appetite always outstrips its environment. Some hill giants turn to farming or herding, while others demand tributes of food and wine from local villages. Still other hill giants range widely, stripping a land bare before moving on to another.

Literalists. Many stories feature a clever protagonist who outwits a hill giant. Hill giants are not quick thinkers, but their gullibility goes beyond this. Like many faerie creatures, hill giants are incapable of speaking a falsehood. They're aware that other creatures lie, but they don't have a knack for recognizing deception. When a hill giant finally realizes it has been fooled, it often flies into a murderous rage.

Hill Giant Encounters

Hill giants thrive in any wild area not ruled by other giants.

CR 5–10 hill giant; hill giant with 1 or 2 dire wolves or ogres; hill giant with 1d8 goblins or kobolds

Treasure 600 gp, 1,000 sp, cask of wine (250 gp), 3 *potions of greater healing*, *bag of holding*, *gauntlets of ogre power*

CR 11–16 2 hill giants; hill giant chief with 1d4 brown bears or ogres; hill giant with diplodocus, earth elemental, ettin, gorgon, or troll

Treasure 3 filthy tapestries (750 gp each if cleaned), 5 jet gemstones (100 gp each), mug of hill giant beer (acts as a *potion of hill giant strength*), *belt of hill giant strength*

CR 17–22 3 hill giants; hill giant chief with 2 hill giants; 2 hill giants with 2 basilisks, manticores, or owlbears

Treasure 5,000 gp, 1,000 ep, amethyst necklace (2,500 gp), 2 vials of *oil of sharpness*, 2 mugs of hill giant beer (each acts as a *potion of hill giant strength*), *dragon slayer* (greatsword)

CR 23–30 hill giant chief with 3 hill giants; hill giant chief with 2 hill giants and 3 cave bears, dire wolves, gargoyles, or ogres

Treasure 6,000 gp, collection of 6 religious relics (2,500 gp each), *portable hole*, *bag of tricks* (tan), *horn of Valhalla* (bronze)

Hill Giant Signs

1	Filthy, musty smell
2	A distant, hoarse roar
3	Footprints of big, bare feet
4	An abandoned, giant-sized sack, filled with bizarre trinkets such as helmets, barrels, and uprooted berry bushes

Hill Giant Behavior

1	Tearing meat from a rotting hippogriff carcass
2	Angrily smashing things, yelling curses against a creature that recently fooled it
3	Dragging a sackful of captive humanoids
4	Gorging itself on barrels of ale, pies, and livestock served by terrified commoners
5	Raiding a settlement
6	Crying

Hill Giant Names

Drigdrackle, Garg, Hardscrabble, Kuglunk, Kurgan, Scrim

HILL GIANT

CHALLENGE 6
HUGE GIANT
2,300 XP

AC 13 (natural armor)

HP 105 (10d12 + 40; bloodied 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	18 (+4)	6 (–2)	10 (+0)	6 (–2)

Proficiency +3; **Maneuver DC** 16

Saving Throws Str +8, Con +7

Senses passive Perception 10

Languages Giant

Gullible. The giant makes Insight checks with disadvantage.

ACTIONS

Multiattack. The giant attacks twice with its greatclub.

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

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

Greatclub Sweep (1/Day, While Bloodied). Each creature within 10 feet makes a DC 16 Dexterity saving throw. On a failure, a creature takes 18 (3d8 + 5) bludgeoning damage, is pushed 10 feet away from the giant, and falls prone.

BONUS ACTIONS

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

Combat

The giant uses its greatclub and grabs opponents whenever it can. When it has a creature grabbed, it's not always clever enough to focus its attacks on that target. The giant might surrender if it's damaged by a particularly flashy magical effect while it's bloodied.

Variant: Hill Giant Chief

The biggest and strongest hill giants begin to resemble hills, growing grass and weeds on their shoulders. In battle, they can tap into the power of the earth itself.



The hill giant chief is CR 8 (3,900 XP) and has 126 (12d12 + 48; bloodied 63) hit points. It has the following additional bonus actions:

Body Slam (1/Day). The giant jumps up to 15 feet horizontally without provoking opportunity attacks and falls prone in a space containing one or more creatures. Each creature in its space when it lands makes a DC 15 Dexterity saving throw, taking 19 (3d8 + 6) bludgeoning damage and falling prone on a failure. On a success, the creature takes half damage and is pushed 5 feet to an unoccupied space of its choice. If that space is occupied, the creature falls prone.

Muddy Ground (1/Day). Areas of unworked earth within 60 feet magically become swampy mud for 1 minute or until the giant dies. These areas become difficult terrain. Prone creatures in the area when the mud appears or that fall prone in the area make a DC 15 Strength saving throw. On a failure, the creature's Speed drops to 0 as it becomes stuck in the mud. A creature can use its action to make a DC 15 Strength check, freeing itself on a success.

Stomp (1/Day). The giant stamps its foot, causing the ground to tremble. Each creature within 60 feet makes a DC 15 Dexterity saving throw. On a failure, it falls prone.

Stone Giant

Stone giants stand between 15 and 20 feet tall. They dwell in mountain caves and underground caverns. With their deliberate movements, silent footfalls, and gaunt, craggy bodies the color of the surrounding rock, they are generally seen only when they choose to be.

Voice of the Stone. Stone giants have a deep connection to earth and rock; some who have made pilgrimages to the Elemental Plane of Earth claim that they can hear its voice. Many stone giants are expert sculptors. A stone giant's home is often decorated with immense friezes and exquisite stone statues. While stone giants sometimes come in conflict with the mountain dwarves who compete for the same caves, the differences between them are often bridged by their shared artistic goals. Stone giants will sometimes collaborate with dwarves on massive engineering projects.

Athleticism and Competition. Because the mountains are home to many dangerous monsters, stone giant clans demand combat prowess and athletic achievement from each of their members. Wrestling competitions are common. Disputes are settled with duels in which contestants hurl rocks at each other, trying to knock each other out of bounds.

Exiles. Stone giant clans exile those who don't fit in. Many stone giant exiles are gentle artists who'd rather listen to the stone than their fellows, but some are too violent to have a place in a harmonious society. Most stone giant exiles live alone in isolated caves. A few travel the lowlands, sharing their artistic talents with (or inflicting their violence upon) the small folk.

Stone Giant Encounters

Stone giants live on mountain peaks and in vast underground caverns.

CR 5–10 stone giant; stone giant stonetalker; stone giant with 1d4 mountain dwarf soldiers
Treasure set of giant stone chess pieces (750 gp total), 2 *potions of diminution*, *figurine of wondrous power* (silver raven)

CR 11–16 2 stone giants; stone giant with basilisk, cave bear, earth elemental, troll, or walking statue
Treasure 4 peridot gemstones (500 gp each), *potion of supreme healing*, mug of stone giant beer (acts as a *potion of stone giant strength*), *ring of protection*

CR 17–22 2 stone giants with 2 awakened trees, basilisks, cave bears, gargoyles, or walking statues
Treasure 7 emeralds (1,000 gp each), 3 mugs of stone giant beer (each acts as a *potion of stone giant strength*), *belt of stone giant strength*

CR 23–30 3 stone giants; stone giant stonetalker with 2 stone giants; 2 stone giants with earth elemental, medusa, or tyrannosaurus rex
Treasure 5 jacinth gemstones (5,000 gp each), 6 *+3 slingstones*, *Ioun stone of strength*, *stone of controlling earth elementals*

Stone Giant Signs

1 Giant shoeless footprints
2 The distant sound of rocks shattering
3 Recent, beautiful carvings in rock
4 Rhythmic thumps like giant steps

Stone Giant Lone Behavior

1	Traveling, lost in thought
2	Exiled or on a pilgrimage
3	Carving stone
4	Tormenting humanoid captives

Stone Giant Group Behavior

1	Engaged in a rock-throwing duel or game
2	Working together on a 50-foot-tall statue
3	On a raid
4	Sitting in a circle, telling stories of ancient stone giant heroes

Stone Giant Names

Adanan, Beladan, Ea, Kalum, Kisthar, Oralu



STONE GIANT

CHALLENGE 8
3,900 XP

HUGE GIANT

AC 17 (natural armor)
HP 126 (11d12 + 55; bloodied 63)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Proficiency +3; **Maneuver DC** 17
Saving Throws Str +9, Dex +5, Con +8, Wis +4
Skills Athletics +9 (+1d4), Perception +4, Stealth +5
Damage Resistances acid
Condition Immunities petrified
Senses passive Perception 14
Languages Giant

Camouflage. The giant has advantage on Stealth checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant attacks twice with its greatclub or twice with rocks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 19 Strength saving throw, falling prone on a failure.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 19 Strength saving throw. On a failure, it is pushed 10 feet away from the giant and knocked prone. In lieu of a rock, the giant can throw a grappled Medium or smaller creature up to 30 feet. On a hit, the target and the thrown creature both take 15 (3d6 + 5) bludgeoning damage. On a miss, only the thrown creature takes the damage. The thrown creature falls prone in an unoccupied space 5 feet from the target.

BONUS ACTIONS

Grab. One creature within 5 feet makes a DC 13 Dexterity saving throw. On a failure, it is grappled (escape DC 17). Until this grapple ends, the giant can't grab another target, and it makes greatclub attacks with advantage against the grappled target.

REACTIONS

Rock Catching. If a rock or other Small or larger projectile is hurled or fired at the giant, the giant makes a DC 10 Dexterity saving throw. On a success, the giant catches the projectile, takes no bludgeoning or piercing damage from it, and is not pushed or knocked prone by it.

Combat

Stone giants prefer ranged combat: they don't close to melee range unless they're out of rocks. On the other hand, they don't retreat from melee. A stone giant will die in battle to protect its home. Otherwise, it parleys or surrenders once bloodied.

Variant: Stone Giant Stonetalker

A stonetalker is revered by other members of its tribe for its deep connection with the stones of the earth. A stonetalker can reshape rock with a touch and claims to hear the land's voice. The stonetalker prefers to use its gifts to create sculptures both realistic and abstract, but it can also use these powers in battle.

The stone giant stonetalker is CR 8 (3,900 XP). It has the following trait:

Innate Spellcasting. The giant's spellcasting ability is Constitution (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *stone shape*, *telekinesis*

3/day each: *meld into stone*, *move earth*, *passwall*

1/day each: *augury*, *scrying* (underground only)

The giant has the following additional actions:

Stone Spikes. Magical spikes of stone explode from a point on a flat surface of unworked stone within 60 feet. Each creature within 10 feet of this point makes a Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save or half the damage on a success.

Avalanche (1/Day). The stone giant magically creates an avalanche on a hill or mountainside centered on a point within 120 feet. Stones cascade down sloped or sheer stone surfaces within 60 feet of that point. Each non-stone giant creature within the affected area makes a Strength saving throw. On a failure, a creature takes 17 (5d6) bludgeoning damage, is knocked prone, and moves with the avalanche until they reach a flat surface or the edge of the area. On a success, the creature takes half damage.

Storm Giant

Storm giants stand literally head and shoulders above other giants, towering 25 to 30 feet tall. They're as rare as they are powerful, living atop inaccessible mountain peaks or in drowned towers below the sea.

Priest Kings. Storm giants are closely related to cloud giants, and in ancient days they shared rulership of the giants' empire with them. Storm giants were usually wise, if distant, rulers. Many were seers and prophets more at home in distant temples than in their own throne rooms.

Thunder Bringers. Near the end of the giant empire, nearly all storm giants abandoned their old lives and retired from the world. They spoke of a betrayal and a doom that was coming—either to giantkind or to the world itself. Some storm giants have retreated to the ocean depths or the Elemental Plane of Water, where they puzzle over incomplete books of prophecy, searching for a way to reverse the impending cataclysm. Other giants have turned their backs on their prophetic gifts. They sit in black fortresses atop storm clouds and hurl lightning and thunder at any who dare approach them. Many human legends claim that thunderstorms are caused by storm giant rages.

Storm Giant Encounters

Storm giants claim the highest mountain peaks and the deepest ocean trenches as their domain.

CR 11–16 storm giant; storm giant with blue dragon wyrmling, elephant, ettin, or killer whale

Treasure gold and mithral brooch (2,500 gp), *elemental gem* (water), 2 *javelins of lightning*, *necklace of adaptation*

CR 17–22 storm giant with cyclops myrmidon, giant water elemental, mammoth, or young silver dragon

Treasure 12 books of prophecy (1,000 gp each), 2 *potions of clairvoyance*, ewer of storm giant wine (acts as a *potion of storm giant strength*), *dimensional shackles*, *gem of seeing*

CR 23–30 2 storm giants; storm giant monarch; storm giant with 2 cyclopes or water elementals

Treasure giant telescope outfitted with mysterious lenses and counterweights (7,500 gp), gold jewelry box (7,500 gp) containing 5 diamonds (5,000 gp each), set of dice used for fortune telling (they are not weighted but always roll a skull and crossbones) 3 *potions of flying*, 2 ewers of storm giant wine (each acts as a *potion of storm giant strength*), *crystal ball*, *giant slayer* (longsword)

CR 31+ storm giant monarch with 1 or 2 storm giants

Treasure 5,000 pp, jeweled gold crown (25,000 gp), mithral belt buckle (7,500 gp), 3 gold rings (2,500 gp each), broken greatsword (if repaired, possibly magical), *belt of storm giant strength*, *hammer of thunderbolts*, *sovereign glue*, *universal solvent*

Storm Giant Signs

1. Rapidly gathering storm clouds
2. An immense castle on a distant peak
3. Five-foot-long footprints
4. A distant, immensely loud laugh or shout

Storm Giant Lone Behavior

1. In a murderous rage after it or its family was wronged
2. Using strange devices to study the stars or ocean depths
3. Promises to help travelers but means to rob and kill them
4. Will allow passage in exchange for information

Storm Giant Group Behavior

1. Raiding creatures who have paid insufficient tribute
2. Ruler and entourage in a palace
3. Summoning a dangerous storm
4. Representatives from different realms meeting to declare war or ceasefire

Storm Giant Names

Agathon, Astrath, Atriveus, Irivis, Mardias, Thelas

STORM GIANT

CHALLENGE 14
HUGE GIANT
11,500 XP

AC 16 (scale)
HP 230 (20d12 + 100; bloodied 115)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Proficiency +5; **Maneuver DC** 22
Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arcana +8, Athletics +14, History +8, Insight +9, Perception +9
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 19
Languages Common, Giant

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:
At will: *detect magic, feather fall, levitate, light*
3/day each: *control water, control weather, water breathing*
1/day: *commune*

Magic Resistance. The giant has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The giant attacks twice with its greatsword.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 44 (10d6 + 9) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 22 Strength saving throw, falling prone on a failure.

Lightning Strike (Recharge 5–6). The giant throws a lightning bolt at a point it can see within 500 feet. Each creature within 10 feet of that point makes a DC 18 Dexterity saving throw, taking 56 (16d6) lightning damage on a success or half the damage on a failure.

Sword Sweep (While Bloodied). The giant makes a greatsword attack against each creature within 10 feet. Each creature hit with this attack makes a DC 22 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Stomp. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one Medium or smaller prone target. *Hit:* 19 (3d6 + 9) bludgeoning damage.



Combat

The storm giant attacks with Lightning Strike at every opportunity. It is willing to fight at either close or long range. Storm giants are often too proud to surrender or flee but may offer a ceasefire if close to death.

Variant: Storm Giant Monarch

Storm giant royalty receive advanced martial training that makes them the most powerful of all giantkind.

The storm giant monarch is an elite monster, equivalent to two CR 14 creatures (23,000 XP). It has 460 (40d12 + 200; bloodied 230) hit points. The giant has the following bonus actions, which it can only use while bloodied:

Elite Recovery. The giant ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Lightning Sword. The giant moves or swims up to its Speed without provoking opportunity attacks and makes a greatsword attack. On a hit, the target takes 28 (8d6) extra lightning damage.

Lightning Strikes (1/Day). The giant recharges and uses Lightning Strike.

Twister (1/Day). A Large or smaller creature the giant can see within 120 feet makes a DC 18 Strength saving throw. On a failure, it takes 42 (12d6) bludgeoning damage and is caught within a whirlwind or water funnel and restrained for 1 minute. On a success, it takes half damage. A creature can use an action to make a DC 18 Strength saving throw, freeing itself or a creature within its reach from the twister on a success.

Gibbering Mouther

An invader from some mad alternate reality, the gibbering mouther is a horrid, amorphous mass of mouths and eyes. The ear strives vainly to understand its maddening gibber even as all other senses react in horror.

Aberrant Body. Gibbering mouthers warp the terrain around them into a soft, glue-like consistency. In areas frequented by gibbering mouthers, reality itself grows tenuous; planar rifts may open to other realms, and laws of nature such as gravity may behave unpredictably.

Gibbering mouthers slither or swim after prey with equal ease. Each time a gibbering mouther consumes a victim, it adds the creature's mouth and eyes to its appalling mass.

A Meaning In The Madness? Each of the mouther's voices speaks its own unique utterances, from sibilant whispers to ear-splitting wails. This babble is utterly incoherent but can have dire effects on a listener's sanity. Nonetheless, some scholars have become convinced that if these ravings could be deciphered, they would reveal knowledge previously unknown to mortal minds. This might be true, or it may be a delusion caused by contact with gibbering mouthers. Those who have attempted to solve this riddle have either never returned...or returned mad and gibbering themselves.



Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Although none know for certain, many scholars believe gibbering mouthers are horrible abominations from another reality.

DC 15 A gibbering mouther's babble can drive even the strong-willed mad.

DC 20 The presence of a gibbering mouther warps reality itself, transforming the ground around it into a sucking mire.

Gibbering Mouther Encounters

Gibbering mouthers appear in laboratories, eldritch dungeons, and places where the walls of reality are thin.

CR 0–2 gibbering mouther

CR 3–4 2 gibbering mouthers; gibbering mouther with grick or mimic

CR 11–16 murmuring worm

Signs

1. Distant babbling voices
2. Rocks and other solid objects are warped or crumbling
3. A random character gets a sudden headache, or telepathically overhears babbling voices
4. A mouth appears on a solid object, yells a few words, and vanishes

Behavior

1. Attacks on sight
2. Attacks on sight while shouting, "No," "Don't hurt me," "Glad to meet you," and other non sequiturs
3. Focused on warping its environment (perhaps making a new tunnel or sculpting a copy of itself); only attacks if you approach or interfere
4. Acting nonsensically: talking to objects, trying to climb up walls, etc.

GIBBERING MOUTHER
CHALLENGE 2
MEDIUM ABERRATION
450 XP

AC 9
HP 67 (9d8 + 27; bloodied 33)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (–1)	16 (+3)	2 (–4)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 10
Damage Resistances psychic
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 10
Languages —

Amphibious. The mouther can breathe air and water.

Gibbering Mouths. A living non-aberration creature that starts its turn within 30 feet and can hear its gibbering makes a DC 10 Intelligence saving throw. On a failure, the creature is confused until the start of its next turn.

Reality Eater. The ground within 15 feet of the mouther is the consistency of sucking mud and is difficult terrain to all creatures except the mouther. Each non-aberrant creature that starts its turn in the area or enters it for the first time on its turn makes a DC 10 Strength saving throw. On a failure, its Speed is reduced to 0 until the start of its next turn.

ACTIONS

Multiattack. The mouther makes two bite attacks.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) piercing damage, and the target makes a DC 10 Strength saving throw, falling prone on a failure. If the target is killed by this attack, it is absorbed into the mouther.

BONUS ACTIONS

Blinding Bile (Recharge 5–6). *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one creature. *Hit:* 3 (1d6) acid damage, and the target is blinded until the end of the mouther's next turn.

Combat

The gibbering mouther spits bile and bites the closest creature. The mouther is not above biting unconscious opponents, and it does not retreat.

Murmuring Worm

A gibbering mouther that gorges on enough bodies grows to become a murmuring worm: a pink glistening worm dozens of feet long and covered with humanoid mouths. The murmuring worm pursues the most intelligent prey it can catch, consuming the head and leaving the body intact.

MURMURING WORM
CHALLENGE 12
HUGE ABERRATION
8,400 XP

AC 16 (natural armor)
HP 195 (17d12 + 85; bloodied 97)
Speed 40 ft., burrow 20 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	8 (–1)	14 (+2)	18 (+4)

Proficiency +4; **Maneuver DC** 17
Damage Immunities psychic
Condition Immunities prone
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —

Amphibious. The worm can breathe air and water.

Locate Mind. The worm is aware of the location and relative intelligence of all creatures with Intelligence scores greater than 3 within 500 feet.

Maddening Murmurs. A non-aberrant creature that starts its turn within 30 feet and can hear its murmurs makes a DC 14 Intelligence saving throw. On a failure, the creature takes 10 (3d6) psychic damage and is confused until the start of its next turn.

ACTIONS

Multiattack. The worm constricts once and attacks once with its bite.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10 + 5) bludgeoning damage. The target is grappled (escape DC 17) and restrained while grappled.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10 + 5) piercing damage. If the target is killed by this attack, the worm eats its head.

BONUS ACTIONS

Mental Summons. One creature with an Intelligence score greater than 3 within 120 feet makes a DC 16 Wisdom saving throw. On a failure, it uses its reaction to move up to its Speed towards the worm by the shortest route possible, avoiding hazards but not opportunity attacks. This is a magical charm effect.

Combat

The worm approaches the creature with the highest Intelligence score while using its Mental Summons on that creature. On the way to its intended victim, it attacks any creature next to it, targeting the smartest creature available on its turn. It fights to the death, retreating only if it can't reach any prey.

Gnolls

Gnolls are hyena-headed, demon-worshiping humanoids whose chilling laughter terrifies the quarry of their bloody hunts. They roam the borderlands and raid humanoid settlements, killing and eating their victims and pillaging weapons and treasure. Gnolls prefer to hunt at night, trusting the darkness and their echoing barks and laughter to disorient and terrify their prey.

Demonbound Raiders. Gnolls worship the demon lord that they believe created them from hyenas. Every adult member of a gnoll pack has undergone a horrific initiation rite binding them to this demon. In battle, they invite the demon to drive them into a destructive frenzy.

Gnolls make no alliances, and in the bloodlust of battle they sometimes turn on even other members of their tribe. The only creatures gnolls don't attack are the hyenas that follow their packs, feeding on the carrion that gnolls leave behind.

Gnolls who aren't initiated into their demonic cult can be peaceful, and some gnoll warriors manage to turn their back on their pack and live among other creatures, conquering but never truly escaping their fiendish bloodlust.



Legends and Lore

With a Nature or Religion check, characters can learn the following:

DC 10 Gnolls are hyena-like humanoids that raid border settlements and slaughter the inhabitants.

DC 15 Gnoll warriors worship demons and sometimes allow themselves to become possessed in battle.

Gnolls Encounters

Gnolls rampage in wild lands within raiding distance of other tribes and villages.

CR 0–2 1 or 2 gnolls
Treasure 10 gp, 80 sp, signet ring (25 gp)

CR 3–4 3 to 5 gnolls, or 3 to 4 gnolls with 1d6 hyenas
Treasure 50 gp, bulky crate of 20 longswords (15 gp each), moonstone carved with an Abyssal rune (75 gp), 2 *potions of healing*

CR 5–10 1d8 + 7 gnolls, or 1d4 + 2 gnolls riding giant hyenas, or gnoll pack leader with 1d6 + 6 gnolls, or gnoll demonfang with 1d4 gnolls
Treasure 12 pieces of miscellaneous jewelry (75 gp each), 2 *potions of hill giant strength*, *efficient quiver*

Signs

1. A burned-out village scattered with corpses
2. Armored warriors seeking revenge against a gnoll band
3. Gnoll tracks
4. Hyenas following you from afar
5. Distant high-pitched laughter
6. A corpse surrounded by bloody tracks

Lone Behavior

1. Scouting for a larger group
2. Feasting on a corpse
3. Wounded and insane; can't stop laughing and attacks on sight
4. Looking for a surrogate pack; will be submissive to an armed group

Group Behavior

1	Performing a gruesome sacrifice to the demon lord that first transformed them from hyenas
2	On a surprise raid against an undefended village, seeking plunder and slaughter
3	Fighting among themselves
4	Taking grisly trophies such as ears and teeth from the corpses of villagers
5	Giggling as they hunt a human or other humanoid
6	Feasting on corpses, drunk with bloodshed

GNOLL

CHALLENGE 1/2
MEDIUM HUMANOID (FIEND, GNOLL) 100 XP

AC 14 (hide armor)
HP 22 (5d8; bloodied 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (–1)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Senses darkvision 60 ft., passive Perception 9
Languages Gnoll

Pack Tactics. The gnoll has advantage on attack rolls against a creature if at least one of the gnoll's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Rampaging Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one bloodied creature. *Hit:* 4 (1d4 + 2) piercing damage.

Combat

Gnolls attack fearlessly, preferring to target bloodied creatures. If no such target is present, they attack whichever enemy is nearest.

Gnoll Variant: Gnoll Pack Leader

Large packs of gnolls are led by a warrior scarred with strange glyphs and blessed with demonic cruelty and quickness.

A gnoll pack leader is CR 2 (450 XP) and has 45 (10d8; bloodied 22) hit points and a Speed of 40 feet. The gnoll pack leader has the following additional action:

Multiattack. The gnoll attacks twice with its spear.

Gnoll Variant: Cannibal Reaver

Gnolls are not the only creatures who have struck deals with the gnoll's demon lord. Some humanoid berserker tribes and sewer-dwelling city cultists have taken the same unholy sacraments.

No matter what heritage they belong to, followers of this demon have the statistics of gnolls. A cannibal reaver's type is Medium humanoid (fiend, any).

Any gnoll warrior can become possessed by a demonic spirit. When possessed, it drops its weapons and attacks its enemies with blinding speed and ferocity. Other gnolls eagerly follow it into battle, interpreting such a possession as a sign of their demon lord's favor. After hours or days, the demon departs—a process the gnoll doesn't always survive.

GNOLL DEMONFANG

CHALLENGE 4
MEDIUM HUMANOID (FIEND, GNOLL) 1,100 XP

AC 15 (hide armor)
HP 65 (10d8 + 20; bloodied 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Proficiency +2; **Maneuver DC** 13
Saving Throws Con +4, Wis +2, Cha +3
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Gnoll

Aligned. The gnoll radiates a Chaotic and Evil aura.

Possessed. If the gnoll demonfang is turned or affected by *dispel evil and good* or a similar effect, it transforms into an ordinary gnoll. Any damage it has taken carries over to its new form. If this damage exceeds its maximum hit points, it dies.

ACTIONS

Multiattack. The gnoll attacks three times with its Charging Claw.

Charging Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, or 10 (2d6 + 3) slashing damage if this is the gnoll's first attack on this target this turn. The gnoll may then move up to 10 feet without provoking opportunity attacks.

Combat

The gnoll charges the largest group of enemies and attacks three different targets if it can, using the extra movement granted by its attack. It fights to the death, and gnolls in its presence are likely to do the same.

Goblins

From the wildest forests to the most sprawling metropolises, there's no place in the world you won't find goblins. For these small, individually weak creatures, survival is the greatest virtue.

It's A Living. Life is unfair to goblins. It's the one thing they can count on. Goblins are rarely granted mercy or kindness by larger folk, and in return they rarely extend it to others.

Goblins are often found in the service of more powerful creatures, particularly larger goblinoids such as hobgoblins. When faced with impossible tasks or unfair expectations, goblins grumble and complain, plot petty revenge, then roll up their sleeves and get to work. Where other creatures might turn up their noses at disgusting, cramped environments, goblins see opportunity. They will carve out space where none exists, flourishing in the cracks of civilization or in the unforgiving wilderness.

Expert Opportunists. Goblins often lurk in civilization's liminal spaces: in abandoned mines within raiding distance of a village, or in a sprawling sewer beneath a city. Goblins can find a use for almost anything, from broken or discarded gear to abandoned tunnels to the rotting husks of long-dead trees. Goblin equipment is frequently scavenged or crafted out of unlikely materials. Goblins rarely risk combat, except when they are certain they have the upper hand. They will gladly take your discarded food, however—and, if you're not careful, whatever else is on your table and in the bag you left unattended, as well.

Feral Glee. Goblins take their joy wherever they can find it. An unsupervised moment to play is a prize they cherish more than food or treasure. It may not last long, but goblins can make a game out of anything, and they respond well to anyone who plays along.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Goblins are small humanoids. While many find them disgusting, they are clever and resourceful creatures.

DC 15 Goblins rarely attack unless they outnumber their foes. For every goblin you see, there are usually two more lurking nearby.

DC 20 Goblins sometimes serve larger humanoids or train giant rats as watchdogs or mounts.

Goblin Encounters

Goblins can eke out an existence in nearly any environment.

CR 0–2 1d4 goblins; goblin with blood hawk or giant rat

Treasure 25 gp, 150 sp, 3 *potions of climbing*, 2 *potions of healing*

CR 3–4 4 to 6 goblins with goblin boss, goblin warlock, or 2 goblin specialists; 3 or 4 goblins riding worgs (or Large rats with the statistics of worgs); 3 or 4 goblins with bugbear, death dog, or ogre; 4 to 6 goblin specialists

Treasure 100 gp, 500 sp, dented silver helmet (75 gp), a hollow book containing 2 *potions of growth* and 2 *potions of healing*, 6 *+1 arrows*

CR 5–10 goblin boss and 1d6 + 6 goblins with one of the following: cave bear or goblin warlock, 2 half-ogres, 3 goblin specialists, or 4 hobgoblins or worgs

Treasure 400 gp, 1,000 sp, silver and garnet necklace (250 gp), a wagon full of trade goods (500 gp), *hat of disguise, immovable rod*

Signs

1. DC 15 Perception or Survival check: small footprints
2. DC 15 Perception or Survival check: a concealed trap, such as a hunting trap, pit trap, or tripwire
3. A filthy campsite
4. A looted corpse or an arrow-riddled game animal
5. A dead goblin
6. Discarded gear, such as a broken shortsword, an arrow stuck in the ground, or a smashed bottle

Lone Behavior

1–3	Scouting or patrolling for a larger group
4	Exiled; will betray its former comrades' location to well-armed travelers (unless it's a doublecross?)
5	Loaded down with stolen treasure
6	A goblin with no tribe; it knows the local area well

Group Behavior in Desert or Grassland

1	Drinking and filling waterskins at a well or stream
2	Hungry; arguing about the direction of the nearest food source
3	Traders who know their way through the trackless expanse
4	Living in an abandoned temple or palace

Group Behavior in Hills or Mountains

1	Hiding at a peak or clifftop, waiting to ambush travelers
2	Dragging a stumbling dwarf captive back to their camp
3	Fleeing from tyrannical hobgoblin masters
4	Scouting near their lair

Group Behavior in Tundra

1	Pulling and riding in a dogsled
2	Shivering next to a campfire
3	Having a snowball fight
4	Lying in ambush under snow

Group Behavior in Forest, Jungle, or Swamp

1	Hiding in the underbrush, waiting to ambush travelers
2	Stealthily surrounding an isolated homestead
3	Setting fires or preparing a fire trap
4	Lying in ambush in the trees, armed with nets

Group Behavior in Settled Land

1	On a raid, setting fire to a barn
2	Stealing panicky horses, several goblins to a horse
3	With goods to trade
4	Running a traveling circus or theater

Group Behavior Underground

1	Unwilling servants of a tough monster
2	Struggling to open a stuck door or crawl through a narrow crack
3	Spreading caltrops
4	Sleeping, guarded by a drowsy sentry
5	Looking down from holes in the ceiling, prepared to shoot arrows and drop rocks
6	Hiding in ambush behind giant mushrooms, stalagmites, furniture, or pillars

Goblin Names

Blacktooth, Briarbones, Dinda, Flea, Flundercork, Grimgargle, Gurp, One-Toe, Ood, Skirn, Thrunk, Vivvle



GOBLIN

CHALLENGE 1/4
50 XP

SMALL HUMANOID (GOBLINOID)

AC 13 (leather armor)
HP 10 (3d6; bloodied 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Skills Stealth +3 (+1d4)
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

Combat

Goblins attack only when they outnumber their opponents. They employ ambush, firing arrows from hiding and then using Nimble Escape to hide elsewhere. When they can, they turn an aspect of the battle to their advantage, attacking in darkness or from above or amongst traps and hazards. If a goblin is engaged in melee while not in an advantageous position, it attacks with its shortsword and then disengages. Unless a powerful leader forces them to stand their ground, goblins retreat once they no longer outnumber their enemy.

Variants: Goblin Specialists

Goblins employ many different tactics to make the most of their environment and the equipment they've crafted or looted. A group of goblins may include one or two of the following. All goblin specialists are CR 1/2 (100 XP).

Goblin Alchemist. The goblin has two vials of alchemist's fire. (You can substitute acid by altering the damage type.) It has the following additional action:

Throw Vial. *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., one target. *Hit:* 3 (1d6) ongoing fire damage. A creature can use an action to douse the fire on a target, ending all ongoing damage being dealt by alchemist's fire.

Goblin Dreadnought. The goblin has AC 17 (scale mail, buckler shield) and wields a sabre. It has the following additional action:

Sabre. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Goblin Musketeer. Two goblin musketeers together can operate a musket. If one uses its action to assist, the other gains the following additional action:

Musket. *Ranged Weapon Attack:* +3 to hit, range 60/180 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.

Goblin Shieldbearer. A goblin shieldbearer acts as a bodyguard to a chief or as a partner to other goblins. It uses a large shield and has the following additional action:

Shield Wall. The goblin and a goblin within 5 feet of it gain three-quarters cover.

Goblin Skulker. The goblin deals an extra 3 (1d6) damage when it attacks with advantage or when one of its allies is within 5 feet of its target and isn't incapacitated.

Goblin Boss

When goblins aren't being driven into battle by hobgoblins, bugbears, or evil sorcerers, sometimes one of their own number rises up to do the driving. Goblin bosses are slightly stronger, cleverer, and more ambitious than their subordinates—attributes they believe make them worthy of all the tribe's treasure.

GOBLIN BOSS

CHALLENGE 1
200 XP

SMALL HUMANOID (GOBLINOID)

AC 16 (chain shirt, buckler shield)
HP 24 (7d6; bloodied 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	12 (+1)	12 (+1)	12 (+1)

Proficiency +2; **Maneuver DC** 12
Skills Stealth +4 (+1d4), Intimidation +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin

ACTIONS

Multiattack. The goblin attacks twice with its scimitar.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Command Minions. Up to 3 goblins within 30 feet that can hear or see it use their reactions to make a single melee attack each.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

Combat

A goblin boss drives its minions into melee combat. It fights behind the front lines, commanding its goblin foot soldiers to attack. If a goblin boss is attacked in melee, it disengages, retreats, and orders a counter-attack. When its allies are depleted or it is seriously wounded, the boss expects its remaining minions to cover its retreat while it escapes with the treasure.

Goblin Warlock

Goblin warlocks pay homage to an archfey who values chaos and violence. A goblin warlock drives its tribe to acts of grotesquerie and terror.

In order to use its magical powers, a goblin warlock must expend 99 silver coins as a material component. For this reason, a warlock often targets silver for theft, and may even trade for it at higher than its normal value.

GOBLIN WARLOCK

CHALLENGE 1

SMALL HUMANOID (GOBLINOID)

200 XP

AC 15 (chain shirt)

HP 21 (6d6; bloodied 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 12

Skills Arcana +3, Stealth +4 (+1d4), Intimidation +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Silver Fire. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage and 7 (2d6) ongoing fire damage. A creature can use an action to douse the fire on a target, ending the ongoing damage.

Clinging Illusion. The warlock creates a magical illusion of an unmoving Medium or smaller object in a space it can see within 30 feet. The illusion can hide a smaller object in the same space. The illusion lasts 24 hours, until a creature touches it, or until the warlock uses Clinging Illusion again. A creature can take an action to make a DC 12 Investigation check to disbelieve the illusion. On a success, the illusion appears transparent to the creature.

REACTIONS

Quick Switch. When the warlock is hit by an attack, it magically teleports, switching places with a goblin ally within 30 feet. The goblin ally is hit by the triggering attack and suffers its effects.

Combat

A goblin warlock uses Clinging Illusion to hide traps and other nasty surprises. It stays near allies so that it can use Quick Switch while making silver fire attacks.

Variants: Other Goblin Warlock Spells

Different goblin warlocks have different abilities. You can replace one or more of the warlock's actions with one of the abilities below.

Last Resort (1/Week). The warlock touches a willing goblin ally and permanently turns it into a hobgoblin or bugbear.

Surprise Sacrifice. A living goblin ally the warlock can see within 60 feet explodes, dying instantly. Each creature within 10 feet of the exploding goblin makes a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failure or half damage on a success.

Turn Weapon. A nonmagical melee weapon the warlock can see within 60 feet attacks the creature wielding it. The weapon makes a melee weapon attack with a +5 bonus, and deals damage as if wielded by a creature with Strength and Dexterity scores of 16 (+3).

Gorgon

The iron-hided gorgon is both terrible and awesome to behold. In form, the gorgon is a large, muscular bull with overlapping plates of iron for skin and viscous oils for blood and sweat. It is theorized that ancient sorcerers created the first gorgons to serve as mechanical sentries, but they are clearly no longer mindless automatons, if they ever were.

Defensive Mechanisms. With its metal-plated skin and petrifying breath, a gorgon is an adversary best left alone—and unless provoked, a gorgon will likely return the favor. Unfortunately, fear of these creatures, combined with a profitable rare goods market for gorgon hide, often provide sufficient incentive for skilled mercenaries to slay a gorgon on sight.

Mistaken Identity. Victims of a gorgon's petrifying breath rarely live to tell the tale, leaving others to speculate what sort of monster turned them into stone. Medusas, cockatrices, and basilisks are the most common suspects. Experienced adventurers, however, can identify the true culprit by the heavy hoofprints a gorgon leaves in its wake.



Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Gorgons are bulls with hides made out of iron. Their breath turns living creatures into stone.

DC 15 Though they appear mechanical, gorgons aren't constructs, but living creatures.

DC 20 Only powerful divine magic can restore a creature turned to stone by a gorgon's breath.

Gorgon Encounters

Gorgons are most often found on wide open plains and rolling hills.

CR 5–10 gorgon

CR 11–16 2 gorgons; gorgon with 1 to 3 basilisks or earth elementals

Signs

1 The distant clatter of metal

2 Bovine hoofprints

3 The ground is torn up by hoofprints; trees are splintered and felled

4 Hoofprints; nearby are broken statues of humans or animals

Behavior

1 Grazing; attacks on sight

2 Penned and rusty from inactivity

3 Eating petrified caravan guards

4 Galloping, leaving behind a trail of poison gas

GORGON

LARGE MONSTROSITY — CHALLENGE 6 (1,800 XP)

AC 19 (natural armor)

HP 110 (13d10 + 39; bloodied 55)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (−4)	12 (+1)	5 (−3)

Proficiency +3; **Maneuver DC** 16

Skills Perception +4

Condition Immunities petrified

Senses passive Perception 14

Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, and the target makes a DC 16 Strength saving throw, falling prone on a failure. If the gorgon moves at least 20 feet straight towards the target before the attack, the attack deals an extra 6 (1d12) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5–6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in the area makes a DC 14 Constitution saving throw. On a failure, a creature is restrained as it begins to turn to stone. At the start of the gorgon's next turn, the creature repeats the saving throw. On a success, the effect ends. On a failure, the creature is petrified. This petrification can be removed with *greater restoration* or similar magic.

BONUS ACTIONS

Trample Underfoot. The gorgon attacks a prone creature with its hooves.

Combat

If the gorgon can charge more than 20 feet at an enemy without provoking an opportunity attack, it does so. Otherwise, it uses Petrifying Breath if it can. As a last resort, it attacks with its gore without charging. The gorgon flees only if it can't reach any enemies.

Gricks

An invasive species from a nightmarish plane, the grick is a nasty ambush predator that lurks in lightless environments near watering holes or clusters of edible fungi. It resembles a huge, glistening worm until it attacks. As it lunges forward, its front portion splits into four flailing tentacles surrounding a hissing beak.

Ravenous Eaters. Gricks breed quickly where food is plentiful, often overwhelming deep dwarf or shadow elf settlements. Some cavern systems are devoid of all animal life except gricks, which will hibernate as they wait for new inhabitants to move in.

Grimlock Guardians. In some areas, gricks are kept in check by grimlocks who use them as guard beasts. A grick can't be trained, but it generally stays where it is put and attacks intruders who pass near. Occasionally, a grick grows so large and hungry that it threatens the grimlock settlement it once protected.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10: Gricks are dangerous, subterranean ambush predators. Travelers in remote caverns must watch the walls and ceilings.

DC 15: Gricks are an invasive species from another plane, but with their natural camouflage and ability to see in the dark, they are perfectly adapted to life underground.

DC 20: There is a strange plant variant of the grick that looks like a giant flower.

Grick Encounters

Gricks hunt in caverns and other rocky areas.

CR 0–2 grick

CR 3–4 2 gricks; grick and gibbering mouther or mimic; grick and 1d4 grimlocks
Treasure 150 gp, 250 sp, writing supplies, incomplete bestiary (75 gp)

CR 5–10 giant grick; giant grick and 2 gricks
Treasure scattered supplies (100 gp), saddle bags containing 200 gp and 30 pp

Signs

1	Scattered bones
2	DC 12 Perception check: sucker marks on stone
3	DC 12 Perception or Investigation check: signs of a body being dragged
4	A gossamer-thin shed skin

Behavior

1–3	Clinging motionless to a wall, ledge, or ceiling
4	Hiding behind debris, rubble, or furniture
5	Devouring its last victim
6	Guarding the entrance to a grimlock cave

GRICK

CHALLENGE 2
MEDIUM MONSTROSITY
200 XP

AC 14 (natural armor)
HP 33 (6d8 + 12; bloodied 16)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	2 (–4)	14 (+2)	5 (–3)

Proficiency +2; **Maneuver DC** 12
Skills Stealth +4
Damage Resistances damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 12
Languages —

Camouflage. The grick has advantage on Stealth checks made to hide in rocky terrain.

Spider Climb. The grick can use its climb speed even on difficult surfaces and upside down on ceilings.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the grick can't attack a different target with its tentacles.

BONUS ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature grappled by the grick. *Hit:* 9 (2d6 + 2) piercing damage.

Combat

The grick tries to attack with surprise, seizing its prey with its tentacles and attacking with its beak. It climbs to safety if it's bloodied and not grappling a creature.



Variant: Wallflower

Some brightly-colored, mobile flowers use scent to attract prey. When a creature comes close, the flower splits into a tentacled, beaked horror. Grimlocks cultivate these wallflowers to guard their tunnel entrances, and they grow wild in faerie forests.

The wallflower's type is plant, and it has a Speed and climb speed of 20 feet. It has the following trait instead of Camouflage:

Luring Scent. When a beast, humanoid or fey creature begins its turn within 30 feet, the creature makes a DC 12 Constitution saving throw. On a failure, it moves as close as it can to the wallflower and ends its turn. Creatures immune to being charmed are immune to this effect. A creature that succeeds on the saving throw is immune to the Luring Scent of all wallflowers for 24 hours.

Giant Grick

Gricks keep growing as they age, their coiled tentacles becoming longer and tougher. The largest gricks are often surrounded by several of their smaller spawn.

GIANT GRICK CHALLENGE 6
LARGE MONSTROSITY 2,900 XP

AC 17 (natural armor)
HP 90 (12d10 + 24; bloodied 45)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	2 (–4)	14 (+2)	5 (–3)

Proficiency +3; **Maneuver DC** 16
Skills Stealth +5
Damage Resistances damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 12
Languages —

Camouflage. The grick has advantage on Stealth checks made to hide in rocky terrain.

Spider Climb. The grick can use its climb speed even on difficult surfaces and upside down on ceilings.

ACTIONS

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one or two targets. *Hit:* 23 (4d8 + 5) bludgeoning damage, and if the target is a creature it makes a DC 16 Strength saving throw. On a failure, the creature is pulled to within 5 feet of the grick and grappled (escape DC 16). Until the grapple ends, the creature is restrained. The grick can grapple up to two Medium or smaller creatures or one Large creature.

BONUS ACTIONS

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature grappled by the grick. *Hit:* 14 (2d8 + 5) piercing damage.

Combat

The giant grick usually lurks 20 feet up on walls and ceilings. If it can, it waits for two creatures to be within 20 feet of it before it springs its ambush. It reels its victims in, often pulling them up into the air, and gnaws them with its beak. If it's reduced to 20 hit points or fewer, it releases its victims and tries to escape.

Griffon

A griffon is an aerial predator with the head, talons, and wings of an eagle and the hindquarters of a lion. It roosts in high places, scanning the landscape for prey to eat and trespassers to slaughter.

Deadly Predators. Griffons are especially fond of the flesh of horses and hippogriffs and will attack even well-armed groups mounted on their favorite prey. They also hunt small humanoids. A griffon will sometimes carry a halfling or gnome alive to its nest to be devoured at its leisure. Griffon aeries often contain treasure these unwilling visitors leave behind.

Coveted Mounts. Adventurers and airborne cavalries alike will pay a high price for griffon eggs. Young griffons can be raised to serve as loyal, if somewhat unruly, mounts. Even the best-trained griffon is never more than one missed meal away from devouring a stray horse or halfling.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 A fearsome mix of eagle and lion, griffons are some of the most formidable predators in the sky.

DC 15 A griffon's favorite meal is horseflesh; untrained griffons will attack horses in preference of all other targets.

DC 20 Unhatched griffon eggs are priceless to anyone looking to raise a griffon as a mount.

Griffon Encounters

While griffons can be found in any wild environment, they are most commonly seen flying over mountains and hills.

CR 3–4 griffon or flying lion

CR 5–10 2 or 3 griffons or flying lions; griffon and 1d4 young (statistics of giant eagles)

Treasure gold bracelet set with chrysoberyl (750 gp), messenger satchel containing a state secret

Signs

1 Loud eagle cry

2 DC 12 Perception check: giant feather on the ground or atop a crag

3 A dead, half-eaten horse

4 An enormous nest

Behavior

1 Cruising high overhead; will only attack groups with horses, screeching to attract more griffons

2 Chasing a hippogriff through the air

3 Watching from a rocky cliff top aerie; will only venture out to attack horses

4 Hungry; will attack on sight

5 Sleeping off a recent meal

6 Looking for a meal to bring to its young

GRIFFON

CHALLENGE 3
700 XP

LARGE MONSTROSITY

AC 12

HP 57 (6d10 + 24; bloodied 28)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	2 (–4)	16 (+3)	8 (–1)

Proficiency +2; **Maneuver DC** 14

Skills Perception +5

Senses passive Perception 15

Languages —

Keen Sight. The griffon has advantage on Perception checks that rely on sight.

ACTIONS

Multiattack. The griffon attacks once with its beak and once with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, or 11 (2d6 + 4) slashing damage if the griffon started its turn at least 20 feet above the target, and the target is grappled (escape DC 14). Until this grapple ends, the griffon can't attack a different target with its talons.

Combat

Griffons dive on their prey from above. If horses are present, they target them first. If a griffon catches a Large or smaller creature in its talons, it flies at least 30 feet in the air and drops it, or it brings the victim back to its lair. If reduced to 15 hit points or fewer and not in the presence of horses, it retreats.

Variant: Flying Lion

These white or gold lions have feathered wings. They are treasured as royal mounts.

The flying lion's beak attack is instead a bite attack. Instead of Keen Sight, it has the following trait:

Keen Smell. The flying lion has advantage on Perception checks that rely on smell.



Grimlock

Grimlocks are the blind, subterranean descendants of ancient humans.

Adapted to the Dark. Long ago, a catastrophic earthquake trapped an engineering expedition deep underground. Isolated for millennia, the descendents of these unfortunate humans adapted and thrived. Over time, they lost their eyes (no longer useful since humans lack darkvision) and their other senses sharpened. By the time they found a route back to the surface, they were more comfortable in the dark than under the sun.

Grimlocks have developed technology to ease the burden of their lightless existence, including equipment used to measure seismic activity, writing and art based on raised shapes, telegraphy for long-distance communications, and firearms, which they have learned to muffle to protect their sensitive ears.

Skilled Machinists. The grimlocks never forgave the earth for swallowing them and have developed vast techno-magical machinery to hold back volcanic eruptions, stabilize fault lines, and prevent the ocean from flooding the underlands. Areas thought to be geologically stable may instead benefit from underground grimlock installations.

Grimlocks are fiercely protective of their machines and take a dim view of outsiders examining them. Wandering into grimlock-controlled territory unannounced is dangerous, especially if curious invaders start pulling levers and pushing buttons, activities nearly certain to draw a violent security response.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 10: Grimlocks are blind, but their senses of hearing and smell are extremely keen.

DC 15: Grimlocks build massive underground machines that prevent volcanoes and earthquakes. They are very protective of these machines, and tampering with them can have dire consequences.

DC 20: Grimlocks are actually a subtype of human that have adapted to life in lightless conditions.

Grimlock Encounters

Grimlocks inhabit the depths of the earth, coming up to the surface only for rare raids.

CR 0–2 1d4 grimlocks; 1 or 2 grimlocks with cockatrice, darkmantle, or grimlock technical; revilock

Treasure alchemist's supplies (50 gp), 2 *potions of climbing*, *potion of healing*

CR 3–4 1d4 + 4 grimlocks; 1d4 + 2 grimlock technicals; revilock with 1d4 grimlocks; 2 grimlocks with basilisk or 2 darkmantles

Treasure small idol of purple stone (125 gp), 20 blue quartz gemstones (10 gp each, hum slightly when a certain note is sung), 3 *potions of healing*

CR 5–10 1d10 + 10 grimlocks; 1d8 + 8 grimlocks with aboleth thrall, revilock, or 2 grimlock technicals; 1d6 + 4 grimlocks with roper

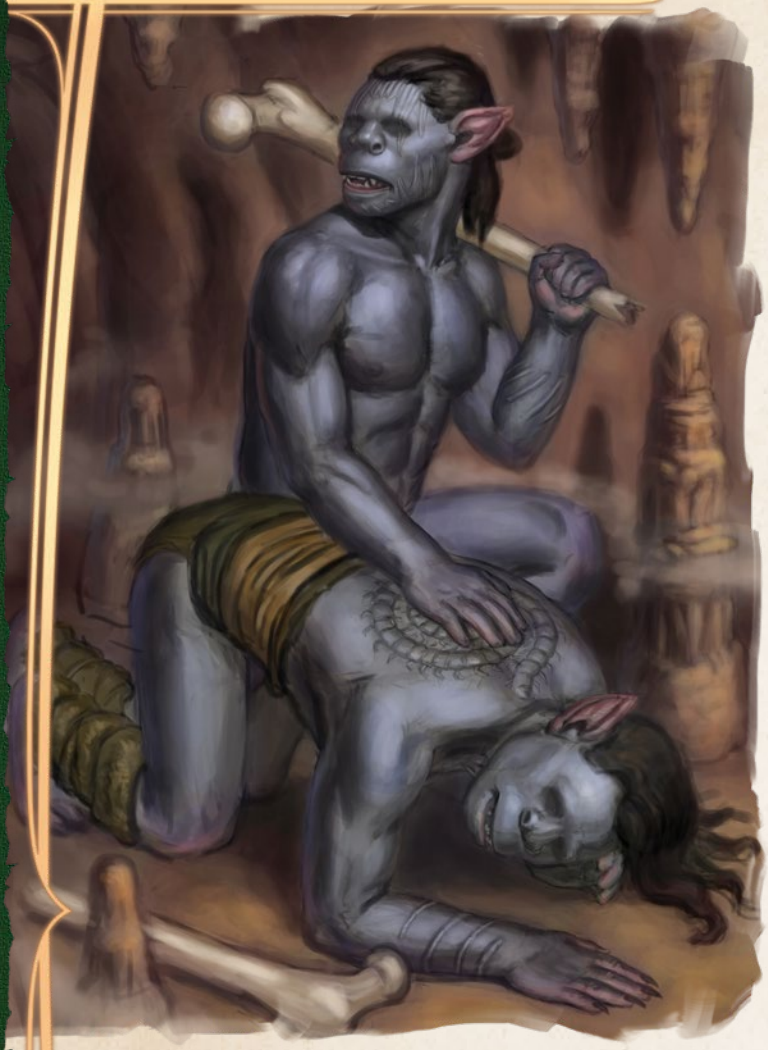
Treasure 2 marble busts (250 gp each), 3 rare books written in grimlock letters (100 gp each), collection of electrum wires and gears (125 gp), *eversmoking bottle*

Signs

1. DC 13 Perception check: bare footprints
2. DC 13 Investigation check: a secret trapdoor
3. A distant rumble, like a stone door being opened
4. A crossbreeze that extinguishes unprotected flames at a crucial time

Behavior

1. Hiding in ambush
2. With a blindfolded captive
3. Trailing you by sense of smell
4. Squatting around a human corpse
5. In a workshop, tinkering with some strange mechanical device
6. At the controls of a machine, adjusting dials and levers or listening to rhythmic clacks



Grimlock Gadgets and Traps

1	Rotating wheels that remotely open and close passages
2	Torch sconces enchanted with permanent *darkness* effects
3	Tubes that emit puffs of air strong enough to extinguish unprotected flame
4	Banks of humming devices that deal 9 (2d8) lightning damage to anyone that touches them
5	Acrid fumes: a creature that starts its turn in the gas makes a DC 13 Constitution saving throw, becoming blinded for 1 minute on a failure
6	Basilisks in cages

GRIMLOCK

CHALLENGE 1/4

MEDIUM HUMANOID (GRIMLOCK)

50 XP

AC 12

HP 13 (2d8 + 4; bloodied 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14(+2)	14 (+2)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 12

Skills Athletics +4, Engineering +4, Perception +2 (+1d4), Stealth +4

Condition Immunities blinded

Senses blindsight 30 ft., or 10 ft. while deafened (blind beyond this radius), passive Perception 14

Languages Undercommon

Camouflage. The grimlock has advantage on Stealth checks made to hide in rocky terrain.

Keen Hearing and Smell. The grimlock has advantage on Perception checks that rely on hearing or smell.

ACTIONS

Spiked Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) piercing damage.

Throttle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12) and can't breathe. Until this grapple ends, the grimlock can't use any attack other than throttle and only against the grappled target, and it makes this attack with advantage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Combat

Grimlocks stealthily approach a group of foes, throttling and dragging them off one at a time. In a pitched battle, grimlocks are adept at determining which creatures are moving hesitantly (blinded by darkness or other effects) and attacking those targets. After two rounds of face-to-face combat, grimlocks retreat, tracking their foes from a distance and attacking again when surprise is on their side.

Variant: Grimlock Technical

Some grimlocks are stewards of ancient engineering knowledge. They know how to create and operate complex traps and devices, including a blunderbuss, which is similar to a primitive musket, and a lightning stick, which is a two-handed martial weapon that deals lightning damage.

The grimlock technical is CR 1/2 (100 XP). It has the following additional actions:

Lightning Stick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage.

Silenced Blunderbuss. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. The blunderbuss fires with a cloud of smoke and a quiet pop that can be heard from 30 feet away. It requires an action to reload the blunderbuss.

Smoke Bomb (3/Day). The grimlock throws a vial at a point up to 20 feet away. The area within 30 feet of that point is heavily obscured for 1 minute or until cleared by a strong wind.

Variant: Revilock

Living in close proximity to powerful psychic beings for generations, grimlocks occasionally manifest powerful psychic talents of their own, becoming revilocks. Most unsettling is their ability to fade into the background of peoples' memory, allowing them to go unnoticed even when standing directly in front of someone.

The grimlock revilock is CR 2 (450 XP) and has 39 (6d8 + 12; bloodied 19) hit points. It has telepathy out to a range of 60 feet. It has the following additional trait:

Psionic Spellcasting. The revilock's spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *mage armor, mage hand, minor illusion* (sound only)

3/day each: *gust of wind, invisibility*

The revilock has the following additional reactions, which can only target creatures the revilock can sense with its blindsense:

Psychic Camouflage. When the revilock would be targeted by an attack or spell, the attacker makes a DC 12 Intelligence saving throw. On a failure, the attacker momentarily forgets the revilock's existence. The attacker must choose a new target or a different action that doesn't target the revilock. Creatures with telepathy or an Intelligence of 3 or less are immune to this effect.

Shared Pain. When the revilock takes damage from an attack or spell, the attacker or spellcaster makes a DC 12 Intelligence saving throw, taking 10 (3d6) psychic damage on a failure. Creatures with telepathy make the saving throw with disadvantage.

Guardians

Guardians, sometimes called golems, are animated constructs made from various materials: moldable clay, rigid stone, mighty iron, and even stitched flesh. They are singular in purpose, carrying out their creator's commands with the commitment of a force of nature.

Constructed Form. Crafting a guardian's body requires the skill of an expert sculptor—or surgeon, in the case of flesh guardians. Once the guardian's body has been constructed, a spellcaster must use secret formulae to breathe life into the creature. A guardian never ages and can endure centuries after its creator's death.

Command Dependence. A guardian can't think for itself and acts only on commands from its creator. When its creator is present to oversee it, a guardian will perform its tasks very well. If its creator is absent, a guardian will carry out its orders to the best of its ability but can't make corrections using its own reasoning. A guardian that is prevented from fulfilling its purpose, or one that is severely damaged, is unpredictable. It could simply become inert, or it may fly into a violent frenzy. Given these limitations, a guardian is suitable for only simple tasks, such as guarding a specific location or acting as its creator's bodyguard.

Mysterious Origins. Some scholars believe that a guardian is an animate, but lifeless, being. Others claim that a guardian's creator imbues it with an elemental spirit—or a bit of the creator's spirit—during the guardian's creation. Whatever the truth, constructing a guardian requires instructions found in a rare magical tome called a *manual of guardians*.

Constructed Nature. Guardians don't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Spellcasters can build guardians, constructs that follow orders mindlessly.

DC 15 All guardians are immune to damage from nonmagical weapons and are resistant to spells. Depending on the material it is made

from, a guardian may ignore or even be healed by certain effects. For example, clay guardians are healed by acid; flesh guardians are healed by lightning; and iron guardians are healed by fire.

DC 20 A damaged guardian may go berserk and no longer function properly.

Guardian Encounters

Guardians stand sentinel over treasure in laboratories, temples, or tombs, or do the bidding of their masters in cities and towns.

CR 5–10 clay, shield, or stone guardian; 1 or 2 flesh guardians; flesh guardian with bolt-thrower, gargoyle, or 3 zombies

Treasure 4 rare books (200 gp each), *spell scrolls* of *bestow curse*, *fear*, and *remove curse*

CR 11–16 iron guardian; stone colossus; clay or stone guardian with 1 or 2 basilisks, gelatinous cubes, ochre jellies, or walking statues

Treasure 5 alexandrite gemstones (500 gp each), *portable hole*, *manual of guardians*

CR 17–22 2 clay or stone guardians

Treasure 800 gp, 20 rare books (200 gp each), *bead of force*, *spell scrolls* of *flesh to stone* and *forbiddance*, *+2 maul* (black iron, inscribed with the name "Black Key"; the first time each day the maul touches a locked door, it casts *knock* with spell attack bonus +10)

Signs

1	Magic mouth that poses a riddle; the answer deactivates the guardian for 1 minute
2	Several silver necklaces or rings; the guardian ignores creatures that wear this jewelry
3	A bell or gong; ringing it summons the guardian
4	DC 15 Investigation check: a notebook in an ancient language, containing phrases the nearby guardian must obey, such as "attack on sight," "deactivate," etc.
5	Big round footprints that appear to have walked the same path countless times
6	Distant lumbering footsteps



Behavior

1–2	Guarding an area, attacking trespassers on sight
3	Attacks if trespassers touch or damage certain doors or items
4	Berserk; pacing among broken artwork and furniture, attacking anything that moves
5	Patrolling; stops to fix, clean, repair, or reset items
6	Attacks only to defend itself; clears a path in response to certain actions, such as unlocking a door if you say a certain word, stepping off a concealed trap door if you ask it to move, giving you a key if you beat it at chess, etc.

Clay Guardian

Clay guardians are usually taller than a human and disproportionately bulky, with thick limbs and stout torsos. A few, however, resemble their creator or an idealized humanoid form.

Less durable than stone or iron guardians, clay guardians can easily become damaged and deviate from their orders, becoming inert or going berserk.

CLAY GUARDIAN

CHALLENGE 9
LARGE CONSTRUCT
5,000 XP

AC 14 (natural armor)
HP 133 (14d10 + 56; bloodied 66)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	3 (−4)	10 (+0)	1 (−5)

Proficiency +4; **Maneuver DC** 17
Damage Immunities acid, poison, psychic; damage from nonmagical, non-adamantine weapons
Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak

Acid Absorption. When the guardian is subjected to acid damage, it instead regains hit points equal to the acid damage dealt.

Berserk. When the guardian starts its turn while bloodied, roll a d6. On a 6, the guardian goes berserk. While berserk, the guardian attacks the nearest creature it can see. If it can't reach a creature, it attacks an object. The guardian stays berserk until it is destroyed or restored to full hit points.

Bloodied Haste. While the guardian is bloodied, its speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it can use its slam as a bonus action.

Immutable Form. The guardian is immune to any effect that would alter its form.

Magic Resistance. The guardian has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The guardian attacks twice with its slam.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it makes a DC 15 Constitution saving throw. On a failure, its hit point maximum is reduced by an amount equal to the damage dealt. The target dies if its hit point maximum is reduced to 0. A *greater restoration* spell or similar magic removes the reduction.

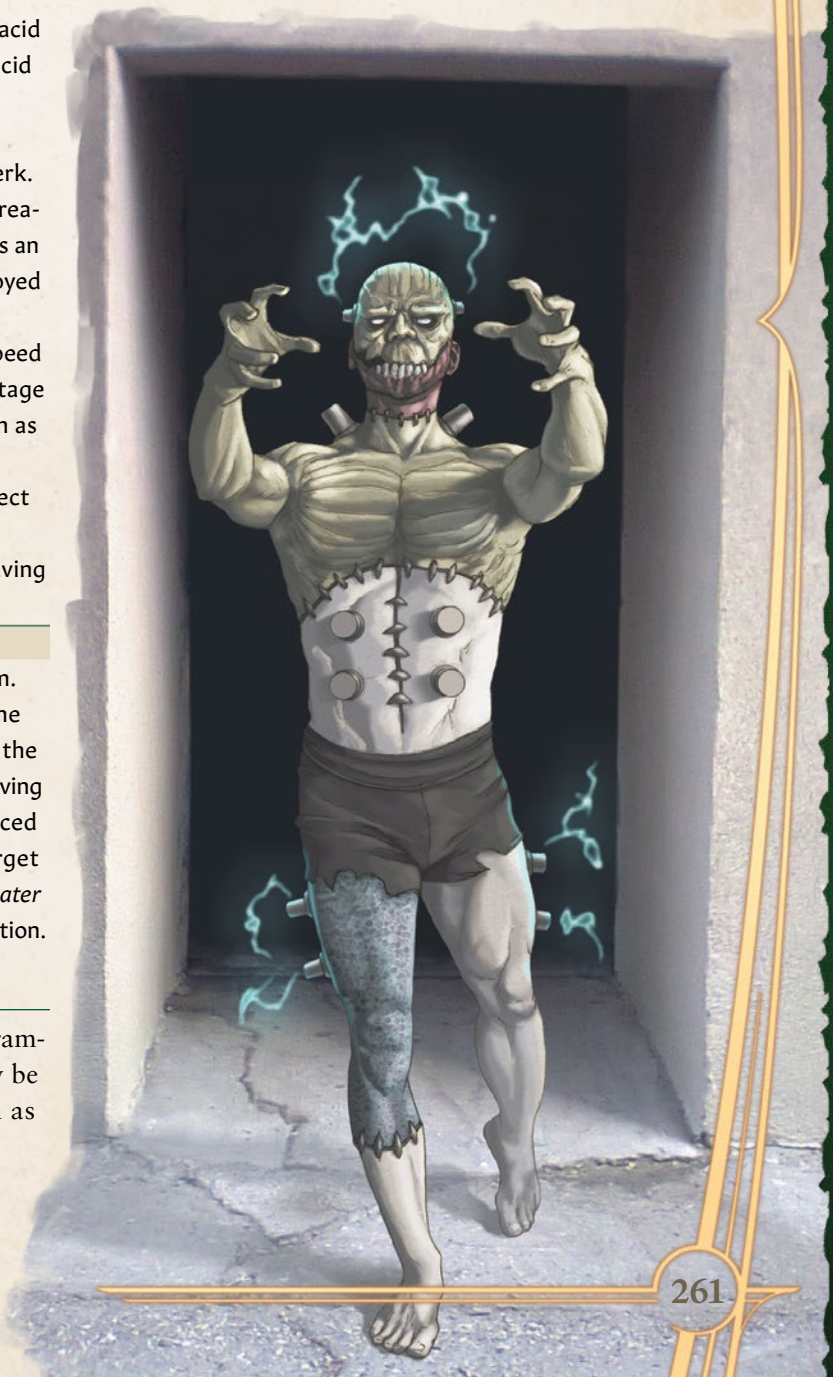
Combat

The guardian's strategy is determined by its programming. It may attack the closest enemy, or it may be instructed to attack only certain targets, such as the first one to touch an item it was protecting.

Flesh Guardian

Stitched and stapled together from humanoid body parts, a flesh guardian resembles an oversized zombie. The spark that gives it life, however, is electrical rather than necrotic. When damaged, the guardian can release this electric charge in a devastating lightning bolt.

Flesh guardians are composed of once-living matter, and even the tiny spark of life they possess can sometimes be fanned into a flame. Rarely, when such a guardian would go berserk, it instead gains consciousness and self will. A sentient flesh guardian usually has Intelligence, Wisdom, and Charisma scores of 10 or more.



FLESH GUARDIAN

CHALLENGE 5
MEDIUM CONSTRUCT
1,800 XP

AC 9
HP 93 (11d8 + 44; bloodied 46)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	18 (+4)	6 (–2)	10 (+0)	5 (–3)

Proficiency +3; **Maneuver DC** 15
Damage Immunities lightning, poison; damage from nonmagical, non-adamantine weapons
Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak

Berserk. When the guardian starts its turn while bloodied, roll a d6. On a 6, the guardian goes berserk. While berserk, the guardian attacks the nearest creature it can see. If it can't reach a creature, it attacks an object. The guardian stays berserk until it is destroyed or restored to full hit points.

If a berserk guardian can see and hear its creator, the creator can use an action to try to calm it by making a DC 15 Persuasion check. On a success, the guardian is no longer berserk.

Fire Fear. When the guardian takes fire damage, it is rattled until the end of its next turn.

Immutable Form. The guardian is immune to any effect that would alter its form.

Lightning Absorption. When the guardian is subjected to lightning damage, it instead regains hit points equal to the lightning damage dealt.

Magic Resistance. The guardian has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The guardian attacks twice with its slam.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Hurl Object. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Lightning Bolt (1/Day, While Bloodied). An 80-foot-long, 5-foot-wide lightning bolt springs from the guardian's chest. Each creature in the area makes a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save or half damage on a success.

Combat

A flesh guardian prefers to slam creatures in melee. When its Lightning Bolt is available, it uses it immediately, without much regard for catching multiple creatures in the blast. It tends to use its Lightning Bolt on distant and flying attackers. It throws objects only if it can't reach any foes. A flesh guardian possesses a greater sense of self-preservation than most guardians. It avoids fire when it can and may retreat from a battle to save itself.

Hound Guardian

A hound guardian is a sleek construct made of iron plates and coiled springs. It resembles a hound and is almost as intelligent as one. Its construction is durable, it never goes berserk, and it follows its orders with a faithfulness unusual even for a guardian.

HOUND GUARDIAN

CHALLENGE 1
MEDIUM CONSTRUCT
200 XP

AC 15 (natural armor)
HP 32 (5d8 + 10; bloodied 16)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3
Damage Immunities poison; damage from nonmagical, non-adamantine weapons
Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages of its creator but can't speak

Immutable Form. The guardian is immune to any effect that would alter its form.

Keen Hearing and Smell. The guardian has advantage on Perception checks that rely on hearing or smell.

Magic Resistance. The guardian has advantage on saving throws against spells and magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure.

REACTIONS

Protective Bite. When a creature within 5 feet hits the guardian's owner with a melee attack, the guardian bites the attacker.

Combat

The hound guardian follows its owner's orders. If not given orders, it moves to stay within 60 feet of its master and attacks anyone who threatens its master or itself (in that order).

Iron Guardian

The iron guardian is one of the strongest and most durable constructs that exists. Explorers have found still-functioning iron guardians dating from the dawn of recorded history. Similar guardians, older still and created by unknown hands, are made of bronze.

Iron guardians can resemble rough humanoid figures, suits of armor, or even monsters such as minotaurs or ettins.



IRON GUARDIAN

CHALLENGE 14

LARGE CONSTRUCT

11,500 XP

AC 20 (natural armor)

HP 210 (20d10 + 100; bloodied 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	3 (–4)	12 (+1)	1 (–5)

Proficiency +5; **Maneuver DC** 20

Damage Immunities fire, poison, psychic; damage from nonmagical, non-adamantine weapons

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Fire Absorption. When the guardian is subjected to fire damage, it instead regains hit points equal to the fire damage dealt.

Immutable Form. The guardian is immune to any effect that would alter its form.

Magic Resistance. The guardian has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The guardian makes two sword attacks.

Sword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) slashing damage.

Poison Breath (Recharge 5–6). The guardian exhales poisonous gas in a 15-foot cone. Each creature in the area makes a DC 18 Constitution saving throw, taking 45 (10d8) poison damage on a failure or half damage on a success.

REACTIONS

Deflection. When missed by a ranged attack by a creature the guardian can see, the guardian redirects the attack against a creature within 60 feet that it can see. The original attacker must reroll the attack against the new target.

Combat

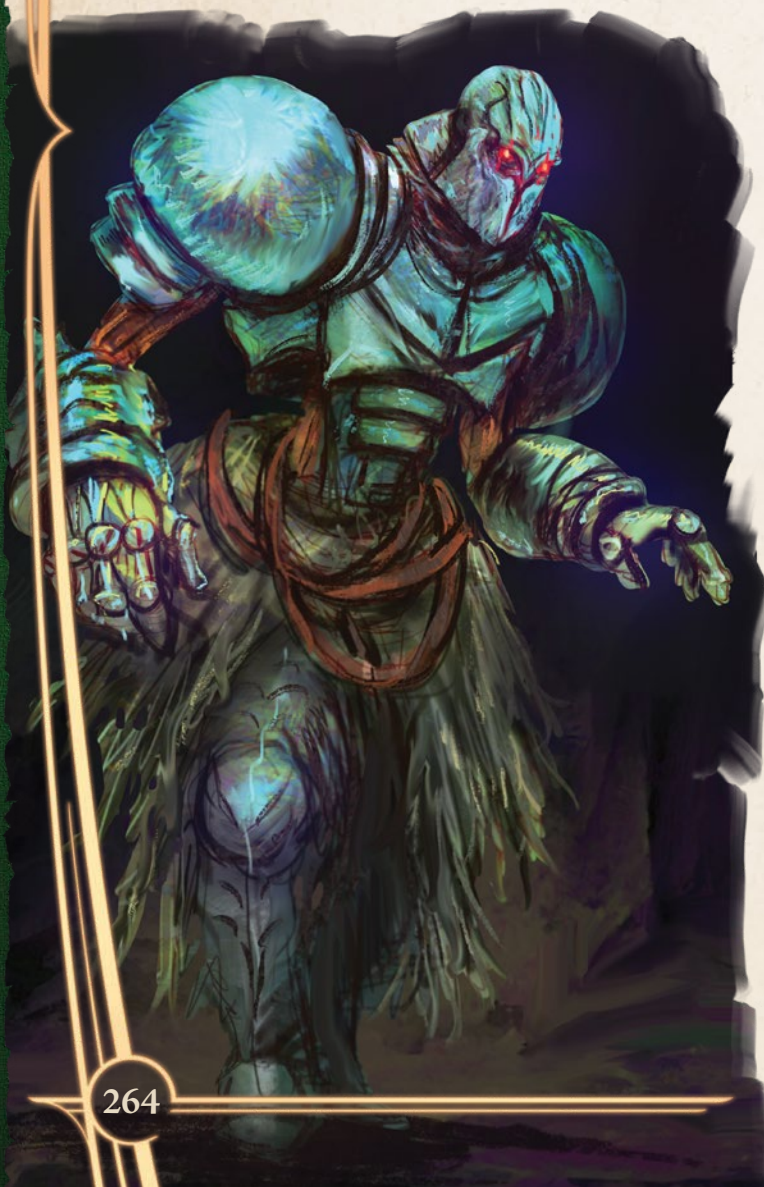
The iron guardian's strategy is determined by its programming. It may attack the closest enemy, or it may be instructed to attack only certain targets, such as the first one to touch an item it was protecting. It uses its poison breath whenever it can include two or more creatures in the blast. It uses its Deflection reaction to target either the least-armored creature within range or its preferred target.

Shield Guardian

Shield guardians are consummate bodyguards. Not only do they follow their masters' orders, they protect them from harm with magical wards, even taking damage in their stead.

A shield guardian is created with a magical amulet that controls it. The shield guardian protects and follows the orders of whoever possesses the amulet. If the amulet is destroyed, the shield guardian becomes inactive until a new one is created (a work that requires at least 1,000 gp in components). If the amulet is stolen or given away, the shield guardian unquestioningly obeys its new owner.

A shield guardian extends a spellcaster's power. It can be imbued with a spell. At its master's command, or under certain circumstances, the shield guardian can cast that spell. A shield guardian that can cast *revivify* on its master, or *fireball* on its master's enemies, is a powerful asset.



SHIELD GUARDIAN

CHALLENGE 7
2,900 XP

LARGE CONSTRUCT

AC 17 (natural armor)

HP 133 (14d10 + 56; bloodied 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (–2)	10 (+0)	3 (–4)

Proficiency +3; **Maneuver DC** 15

Damage Immunities poison

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages but can't speak

Amulet. The guardian is magically bound to an amulet. It knows the distance and direction to the amulet while it is on the same plane of existence. Whoever wears the amulet becomes the guardian's master and can magically command the guardian to travel to it.

Immutable Form. The guardian is immune to any effect that would alter its form.

Magic Resistance. The guardian has advantage on saving throws against spells and magical effects.

Spell Storing. A spellcaster wearing the guardian's amulet can use the guardian to store a spell. The spellcaster casts a spell using a 4th-level or lower spell slot on the guardian, choosing any spell parameters. The spell has no effect when thus cast. The guardian can cast this spell once, using no components, when ordered to do so by its master or under other predefined circumstances. When a spell is stored in the guardian, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian attacks twice with its fist.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Self-Repair. The guardian regains 15 hit points.

REACTIONS

Absorb Damage. If the guardian is within 60 feet of its master when the master takes damage, half the damage (rounded up) is transferred to the guardian.

Shield. If the guardian is within 5 feet of its master when the master is attacked, the guardian grants a +3 bonus to its master's AC.

Combat

The shield guardian follows its master's orders. If not given orders, it moves to stay within 60 feet of its master and attacks anyone who attacks its master or itself (in that order). If no one is wearing its amulet, it defends itself and performs self-repair but takes no other actions.

Stone Guardian

Stone guardians appear in many forms, from rough or highly-detailed humanoid shapes to beasts or fantastical creatures. Motionless while at rest, they appear to be ordinary statues until they take action.

Stone guardians warp time around them unpredictably. Near a stone guardian, a feast may sit upon plates for hundreds of years without decaying, or it may crumble to dust within minutes. A stone guardian's creator may find their lifespan unnaturally extended or look old beyond their years.

STONE GUARDIAN

CHALLENGE 10
LARGE CONSTRUCT
5,900 XP

AC 17 (natural armor)

HP 178 (17d10 + 85; bloodied 89)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	3 (–4)	12 (+1)	1 (–5)

Proficiency +4; **Maneuver DC** 18

Damage Immunities poison, psychic; damage from nonmagical, non-adamantine weapons

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Immutable Form. The guardian is immune to any effect that would alter its form.

Magic Resistance. The guardian has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The guardian attacks twice with its slam.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage. The target makes a DC 18 Strength saving throw, falling prone on a failure.



BONUS ACTIONS

Slow (Recharge 5–6). The guardian targets one or more creatures within 30 feet. Each target makes a DC 17 Wisdom saving throw. On a failure, the target is slowed for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Combat

The stone guardian's strategy is determined by its programming. Most commonly, it attacks the closest enemy first. It moves to include at least two creatures within range before using Slow. It throws a rock or other object if it can't reach an enemy on its turn.

Stone Guardian Variant: Stone Colossus

Stone colossi are mighty animated statues that stand between 20 and 50 feet tall. Most stone colossi were constructed by ancient empires to protect a city, palace, port, mountain pass, or other strategic location from dragons, krakens, invading armies or navies, or other major military threats.

The stone colossus is a legendary CR 16 (15,000 XP) monster. It is Gargantuan, has 263 (17d20 + 85; bloodied 131) hit points, and has the following additional traits:

Legendary Resistance (2/Day). If the colossus fails a saving throw, it can choose to succeed instead. When it does so, it crumbles and cracks, losing 20 hit points.

Siege Monster. The colossus deals double damage to objects and structures.

The colossus can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Seize. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (4d4 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the colossus can't seize a different creature.

Fling. The colossus throws one Large or smaller object or creature it is grappling up to 60 feet. The target lands prone and takes 21 (6d6) bludgeoning damage. If the colossus throws the target at another creature, that creature makes a DC 18 Dexterity saving throw, taking the same damage on a failure.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 18 Strength check, falling prone on a failure.

Bolt from the Blue (Costs 2 Actions). If the colossus is outside, it calls a bolt of energy down from the sky, hitting a point on the ground or water within 120 feet. Each creature in a 10-foot-radius, sky-high cylinder centered on that point makes a DC 17 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save or half damage on a success. The colossus can choose to make the bolt deal fire or radiant damage instead of lightning.

Hags

Three old crones cackle over a bubbling cauldron on a secluded isle. Inside their pot are the bones of misbehaving children. These fey creatures are called hags.

Wicked Witches. Although hags appear humanoid, they are in fact fey creatures that prey upon humanoid and faerie folk alike. Hags pay fealty to the archfey Baba Yaga. To better emulate their terrifying mistress, hags often take the form of withered women with exaggerated features, such as extremely long noses, stringy gray hair, and loose skin draped over skeletal frames, although they sometimes appear as decrepit old men.

Boons and Bargains. Like all fey creatures, hags follow strict rules. They never prey on a victim without gaining some form of power over it first. Being impolite to a hag incurs a minor obligation, while stealing from a hag or trespassing in its home may put a mortal entirely at the hag's mercy.

A hag's favorite form of power, however, is the bargain. Hags have many gifts to offer—writs of safe passage, healing balms and love potions, or curses placed on one's enemies—and desperate people sometimes pay terrible prices in exchange for such help. A hag always makes good on a bargain but often twists the petitioner's true desires. A mortal may become rich at the expense of a loved one, marry their beloved only to find the union plagued with conflict, or give birth to a longed-for child that turns out to be a mischievous hedgehog. In any case, once a bargain is sealed, the bargainer is in the hag's power.

Maternal Monsters. Many hags are driven by a perverse instinct to adopt mortal children. They develop over-protective, yet loving, relationships with their children, and sometimes even pass on their powers to their wards. As fey creatures, however, hags enforce rigid, arbitrary rules, and have been known to kill and eat poorly behaved children. For this reason, mortal mothers sometimes use the threat of a hag's visit to frighten their children into obedience.

Cruel Covens. Hags that practice together are called covens, and usually consist of three hags that are closely related. Though hags in the same coven are fiercely loyal to each other, feuds between covens are common. Covens may compete over the number

and cruelty of their bargains, the comfort of their lairs, or who makes the better human pancreas stew.

A hag in a coven is more powerful than one alone. It gains new abilities that persist even if the others in its coven are killed. Only banishment from a coven can rob a hag of its enhanced might.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Despite their resemblance to humanoids, hags are fey creatures that can adopt a variety of forms, both male and female.

DC 15 Different types of hags exist, including green hags, sea hags, night hags, and winter hags. To increase their magical abilities, some hags gather together in covens.

DC 20 A hag may gain power over a victim by making a bargain with them, or by tricking them into various obligations or transgressions.

Hag Encounters

Many hags live in the dangerous wilds near settled lands, preying on those who venture too far from home. Green hags prefer forests and swamps, while sea hags live underwater and winter hags dwell in mountains or tundra. Night hags can be found anywhere, from populous cities to the depths of Hell.

CR 0–2 sea hag

Treasure 60 gp, 3 hard candies (each acts as *potion of water breathing*)

CR 3–4 sea hag with coralfish (see cockatrice), giant crab, merrow, or reef shark; green hag; green hag with cat, giant frog, giant owl, grimalkin, or scarecrow; coven sea hag

Treasure gold and mother-of-pearl monocle (250 gp), talking iron cauldron (its advice grants advantage when cooking or crafting potions), 3 *potions of healing*

CR 5–10 sea hag with chuul, killer whale, merrow mage, water elemental, or will-o'-wisp; green hag with basilisk, corrupted unicorn, peryton, scarecrow harvester, or will-o'-wisp; night hag; night hag with doppelganger, imp, malcubus, phase monster, or shadow demon; coven night hag; winter hag; coven winter hag

Treasure pearl earrings (250 gp), 13 signet rings from different noble families (50 gp each), set of 16 tiny animated chess pieces (casting *dispel magic* on one returns it to its true form, a humanoid guard, knight, mountain dwarf defender, noble, or priest), *potion of water breathing*, 2 *philters of love* in heart-shaped bottles

CR 11–16 night hag with chain devil, gorgon, invisible stalker, ogre mage, or 2 malcubi; winter hag with frost giant, troll, tundra chimera, or wyvern; 3 coven sea hags; 3 coven green hags; coven sea hag, coven night hag, and coven green hag

Treasure 1,500 gp, fiendish gold idol (750 gp), expert miniature portrait of a young woman (250 gp), living yarn ball (acts as *rope of entanglement*), *potion of poison*, *broom of flying*

CR 17–22 winter hag with 5 elktaurs (see centaur), ogres, skeletal champions, snowmen (see scarecrow), or winter wolves; 3 coven night hags

Treasure 20 rare books (250 gp each), gold bird cage (2,500 gp) containing 3 cockatoos (polymorphed humans; can speak and ask for help), 6 *potions of animal friendship*, *spell scrolls* of *contact other plane* and *mass suggestion*, winged cloak (acts as combined *mantle of spell resistance* and *wings of flying* but requires only 1 attunement slot)

CR 23–30 3 coven winter hags

Treasure diamond ring (7,500 gp), diamond necklace (7,500 gp), diamond earrings (7,500 gp), 3 *brooms of flying*, *crystal ball*, *mirror of life trapping*, frozen wishing well (if the water is thawed, it acts as a *ring of three wishes*)

Wilderness Signs

1	A beautiful cozy cottage
2	A tumbledown shack on stilts
3	Frogs, ravens, and rodents seem to be watching you
4	A house made of something strange, like bones or swords

Settlement Signs

1 People worried that their businesses are under a curse
2 Paranoid people who live in fear of something they won't name
3 A black cat seeming to lead you somewhere
4 Certain people insist you visit a specific potion seller

Underground Signs

1 The whistle of a teakettle
2 The smell of boiling soup
3 Cackling or chanting
4 Cozy furniture

Behaviors

1 Baking gingerbread men. The gingerbread men are alive and have the statistics of skeletons
2 Churning butter in a talking churn
3 Crooning and fondling some ordinary trinket, such as a spoon
4 Looking for help against a stronger monster
5 Eating sweets from a squirming bag
6 Greets you as royalty and promises the crown you deserve if you follow its advice
7 Jarring preserves: brains, black pudding, hope, and so on
8 Making a pot of tea
9 Sharpening its teeth on a millstone
10 Speaking to its mirror
11 Sweeping with a *broom of flying*
12 With a human child (kidnapped? a young hag? the spitting image of a prince or princess?)

Hag Names

Auntie Dear, Baba Chickenbone, Cousin Appleworm, Grandfather Widdershins, Grandmother Blackteeth, Granny Cradlecap, Mother Foxglove, Nana Longfinger

Green Hag

Green hags live in wild forests and swamps, close enough to settlements that they can prey on the lost and the lonely. Some hags' lairs stand on crossings between the material world and their native faerie realm.

Homely Arts. Green hags only leave their lairs on ceremonial occasions, doing everything they can to make prey come to them. Many a forest path leads to a cottage with smoke puffing from the chimney and a pie cooling on the sill: a green hag's lair. In fact, many hags enjoy and excel in domestic arts such as baking, weaving, or keeping pigs or bees. Hags delight in the macabre, and each of their hobbies has its horrific aspect: pies may contain humanoid flesh, pigs may be polymorphed trespassers, and a single snip of the hag's shears may end the life of a creature under its power.

GREEN HAG

CHALLENGE 3
MEDIUM FEY
700 XP

AC 14 (natural armor)
HP 71 (11d8 + 22; bloodied 35)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Proficiency +2; **Maneuver DC** 13
Saving Throws Con +4, Wis +4
Skills Arcana +4, Deception +5, Insight +4, Perception +4, Stealth +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Sylvan
Amphibious. The hag can breathe air and water.
Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:
At will: *dancing lights, disguise self, invisibility, minor illusion*
1/day: *geas*
Mimicry. The hag can mimic voices and animal sounds. Recognizing the sounds as imitation requires a DC 13 Insight check.

ACTIONS

Multiattack. The hag attacks with its claws and uses Hex.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.



Hex (Gaze). A creature within 60 feet that is not already under a hag's hex makes a DC 13 Wisdom saving throw. A creature under an obligation to the hag automatically fails this saving throw. On a failed saving throw, the target is cursed with a magical hex that lasts 30 days. The curse ends early if the target suffers harm from the hag or if the hag ends it as an action. Roll 1d4:

1. *Charm Hex.* The target is charmed by the hag.
2. *Fear Hex.* The target is frightened of the hag.
3. *Ill Fortune Hex.* The hag magically divines the target's activities. Whenever the target attempts a long-duration task such as a craft or downtime activity, the hag can cause the activity to fail.
4. *Sleep Hex.* The target falls unconscious. The curse ends early if the target takes damage or if a creature uses an action to shake it awake.

Invisibility (2nd-Level; V, S, Concentration). The hag is invisible for 1 hour. The spell ends if the hag attacks, uses Hex, or casts a spell.

Combat

The green hag uses Hex. If it's successful, it uses its claws on a different target if one is available. If bloodied, the hag turns invisible and tries to escape.

Variant: Coven Green Hag

A green hag in a coven gains extra hardiness and abilities. The Coven Green Hag variant can also be used to represent a green hag that is not in a coven but which is unusually powerful.

The coven green hag is CR 5 (1,800 XP). Its type is fey (shapechanger). It has 97 (15d8 + 30; bloodied 48) hit points and the following additional actions:

Multiattack. The hag attacks twice with its claws and then uses Hex if not in beast form.

Beast Form. The hag magically transforms into a Large or smaller beast or back into its true form. While in beast form, it retains its game statistics, can't cast spells, can't use Hex, and can't speak. The hag's Speed increases by 10 feet, and when appropriate to its beast form it gains a climb, fly, or swim speed of 40 feet. Any equipment the hag is wearing or wielding merges into its new form.

Night Hag

Banished from the faerie realm and robbed of their true forms, night hags can transform into any body except their original one. They infiltrate humanoid communities, either by frequently swapping bodies or maintaining a single, hidden identity. A night hag might live alongside villagers as a farmer or alchemist, hunt city streets every evening in a new guise, or corrupt a stern witch hunter and adopt their identity as its own. Whatever form the night hag takes, it cannot transform its claws, and so most wear gloves or otherwise conceal their hideous hands.

Fiendish Corruptors. Disavowed by fey creatures for consorting with fiends, night hags live on the Material and Lower Planes and have a fiend-like appetite for mortal souls. A night hag uses its claws to lay curses on its enemies and on any creature that makes a bargain with it. Like a malcubus, a night hag visits its cursed victims from the Ethereal Plane, granting them troubling dreams, slowly draining them of vitality, and eventually stealing their souls.

NIGHT HAG

CHALLENGE 5

MEDIUM FEY (FIEND, SHAPECHANGER) 1,800 XP

AC 17 (natural armor)

HP 105 (14d8 + 42; bloodied 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Proficiency +3; **Maneuver DC** 15

Saving Throws Con +6, Wis +5

Skills Arcana +6, Deception +6, Insight +5, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal

Curse. A creature touched by the hag's claws is magically cursed for 30 days. While under this curse, the target has disadvantage on attack rolls made against the hag.

Evil. The hag radiates an Evil aura.

Magic Resistance. The hag has advantage on saving throws against spells and magical effects.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage, and the target is subject to the hag's Curse trait.

Sleep Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target falls asleep for 4 hours or until it takes damage or is shaken awake. Once the hag successfully hits a target, it can't make this attack again until it finishes a long rest.

Shapeshift. The hag magically polymorphs into a Small or Medium humanoid. Equipment it is carrying isn't transformed. It retains its claws in any form. It has no true form and remains in its current form when it dies.

Planar Travel (3/Day). The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. Alternatively, the hag is magically transported to the Material Plane, Hell, or the Abyss, arriving within 10 miles of its desired destination.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping creature that is under the night hag's Curse and is not protected by a magic circle or *protection from evil and good* spell or similar magic. As long as the touch persists, the target has terrible nightmares. If the nightmares last for 1 hour, the target gains a level of strife and gains no benefit from the rest, and its hit point maximum is reduced by 5 (1d10) until the curse ends. If this effect reduces the target's hit points maximum to 0, the target dies and the hag captures its soul. The reduction to the target's hit point maximum lasts until removed by *greater restoration* or similar magic.

Combat

The night hag hits as many creatures as possible with its claws and then escapes to the Ethereal Plane. Its goal in combat isn't to kill but to curse. It returns later to haunt victims of its curse.

When a night hag reduces a lone creature to 0 hit points with its claws, it often knocks the creature out rather than killing it. It prefers Nightmare Haunting to mere killing.

Variant: Coven Night Hag

A night hag in a coven gains extra hardiness and abilities. The Coven Night Hag variant can also be used to represent a night hag that is not in a coven but which is unusually powerful.

The coven night hag is CR 7 (2,900 XP). It has 120 (16d8 + 48; bloodied 60) hit points and the following additional bonus action:

Fragmentary Dream. The hag creates a terrifying illusion visible only to one creature that it can see within 120 feet. The creature makes a DC 14 Wisdom saving throw. It takes 22 (4d10) psychic damage and becomes frightened until the end of its turn on a failure, or takes half damage on a success.

The night hag can use the following reaction:

Steal Magic (3/Day). When a creature the hag can see within 60 feet casts a spell using a 3rd-level or lower spell slot, the hag attempts to steal its power. The caster makes a DC 14 saving throw using its spellcasting ability. On a failure, the spell fails, and the hag gains 5 (1d10) temporary hit points per level of the spell slot used.

Sea Hag

Dwelling in underwater caves or tide-swept lighthouses, sea hags are as destructive and fickle as the oceans they rule. Known to mortals as seers and weather witches, sea hags offer the hope of safe travel to mariners who placate them and sure destruction to those who don't. In some areas, every sea captain must bargain with a sea hag before setting sail.

Unpredictable Seas. Sea hags are vengeful to their enemies but can be prone to fits of generosity and calm. Flattery sometimes wins them over, and they may even offer blessings in return. A gift freely given by a sea hag carries no danger—though its refusal often does.

SEA HAG

CHALLENGE 2
1,800 XP

MEDIUM FEY

AC 14 (natural armor)
HP 52 (7d8 + 21; bloodied 26)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Proficiency +2; **Maneuver DC** 13
Saving Throws Con +5, Wis +3
Skills Arcana +3, Deception +5, Insight +3
Senses darkvision 60 ft., passive Perception 11
Languages Aquan, Common, Giant

Amphibious. The hag can breathe air and water.

Curse. A creature that makes a bargain with the hag is magically cursed for 30 days. While it is cursed, the target automatically fails saving throws against the hag's *scrying* and *geas* spells, and the hag can cast *control weather* centered on the creature.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:
At will: *dancing lights*, *disguise self*
1/day: *control weather*, *geas*, *scrying*

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

Death Glare (Gaze). One frightened creature within 30 feet makes a DC 11 Wisdom saving throw. On a failed saving throw, the creature drops to 0 hit points. On a success, the creature takes 7 (2d6) psychic damage.

BONUS ACTIONS

Horrific Transformation. The hag briefly takes on a terrifying form or reveals its true form. Each creature within 30 feet that can see the hag makes a DC 11 Wisdom saving throw. A creature under the hag's curse automatically fails this saving throw. On a failure, the creature is frightened until the end of its next turn. If a creature's saving throw is successful, it is immune to the hag's Horrific Transformation for 24 hours.

Combat

The hag uses Horrific Transformation to frighten as many creatures as possible and then uses Death Glare on one of them. If no creatures are frightened or if it is bloodied, the hag flees, using its swim speed if possible. It attacks with its claws only if cornered.

Variant: Coven Sea Hag

A sea hag in a coven gains extra hardiness and abilities. The Coven Sea Hag variant can also be used to represent a sea hag that is not in a coven but which is unusually powerful.

The coven sea hag is CR 4 (1,100 XP). It has 75 (10d8 + 30; bloodied 37) hit points and the following additional actions:

Multiattack. The hag attacks twice with its claws.

Lightning Blast (Recharge 5–6). An 80-foot-long, 5-foot-wide lightning bolt springs from the hag's extended claw. Each creature in the area makes a DC 13 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save or half damage on a success.

Winter Hag

Once fey rulers, winter hags are now exiled to the frozen fringes of the Dreaming and the material world. Although a winter hag often chooses a younger appearance than most hags, it bears in all its forms a streak of white hair.

Fabulous Fortresses. Living as they do in a pitiless wasteland, winter hags must exert significant effort to lure creatures to their lairs. A winter hag lives magnificently among icy spires, crystalline caves, or cheery winter carnivals, all warmed by torches and flickering bonfires. Travelers are often stuck between the dangers of freezing to death and the perils of accepting the winter hag's hospitality.

Icy Generals. Winter hags remember their glorious past and long to regain the realms they have lost. Some employ intrigue, using illusion and deception to extend their power. Others become martial conquerors, bringing blizzards and armies of snow into warmer lands. Fey gossip has it that winter hags are allied with Frostflame, a white great wyrm, and share its goal of enveloping the world in cold, dead winter.

WINTER HAG

CHALLENGE 7
2,900 XP

MEDIUM FEY (SHAPECHANGER)

AC 17 (natural armor)

HP 120 (16d8 + 48; bloodied 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	18 (+4)

Proficiency +3; **Maneuver DC** 15

Saving Throws Con +6, Wis +6

Skills Arcana +6, Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Sylvan

Curse. A creature that accepts a gift from the hag is magically cursed for 30 days. While it is cursed, the target automatically fails saving throws against the hag's *charm person*, *geas*, and *scrying* spells, and the hag can cast control weather centered on the creature.

Icy Travel. The hag is not hindered by cold weather, icy surfaces, snow, wind, or storms. Additionally, the hag and her allies leave no trace when walking on snow or ice.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *dancing lights*, *invisibility*, *minor illusion*, *passwall* (ice only)

1/day: *control weather* (extreme cold), *geas*, *scrying*

ACTIONS

Multiattack. The hag attacks once with its claws and once with its ice bolt.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Ice Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 15 (2d10 + 4) cold damage, and the target makes a DC 15 Constitution saving throw. A creature under the hag's curse automatically fails this saving throw. On a failure, the creature is restrained as it begins to turn to ice. At the end of the creature's next turn, the creature repeats the saving throw. On a success, the effect ends. On a failure, the creature is petrified into ice. This petrification can be removed with *greater restoration* or similar magic.

Shapeshift. The hag magically polymorphs into a Small or Medium humanoid or back into its true form. Its statistics are the same in each form. Equipment it is carrying isn't transformed. It retains a streak of white hair in any form. It returns to its true form if it dies.

Invisibility (2nd-Level; V, S, Concentration). The hag is invisible for 1 hour. The spell ends if the hag attacks or casts a spell.

REACTIONS

Ice Shield. The hag adds 3 to its AC against one melee attack that would hit it made by a creature it can see. If the attack misses, the attacker takes 14 (4d6) cold damage.

Combat

If the hag has allies to protect it, it attacks with ice bolt from a distance. If alone, it attacks melee combatants with its claws while firing ice bolts against a ranged attacker. When the hag is reduced to 40 hit points or fewer, it turns invisible and tries to escape.

Variant: Coven Winter Hag

A winter hag in a coven gains extra hardiness and abilities. The Coven Winter Hag variant can also be used to represent a winter hag that is not in a coven but which is unusually powerful.

The coven winter hag is CR 9 (5,000 XP). It has 135 (18d8 + 54; bloodied 67) hit points and the following additional trait:

Expanded Spell List. The hag can cast *cone of cold* and *wall of ice* once per day each.

The hag has the following additional actions:

Cone of Cold (5th-Level; V, S). Frost blasts from the hag in a 60-foot cone. Each creature in the area makes a DC 15 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

Wall of Ice (6th-level; V, S, Concentration). The hag magically creates a wall of ice on a solid surface it can see within 120 feet. The wall is flat, 1 foot thick, and can be up to 50 feet long and 20 feet high. The wall lasts for 10 minutes. Each 10-foot section has AC 12, 30 hit points, vulnerability to fire damage, and immunity to cold, poison, and psychic damage. Destroying a 10-foot section of wall leaves behind a sheet of frigid air in the space the section occupied. A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 17 (5d6) cold damage on a failed save or half damage on a success.

If the wall enters a creature's space when it appears, the creature is pushed to one side of the wall (hag's choice). The creature then makes a Dexterity saving throw, taking 35 (10d6) cold damage on a failed save or half damage on a success.

Half-Dragons

When draconic blood flows through the veins of a non-dragon, that creature comes to exhibit dragon-like characteristics. A half-dragon has a dragon's snout, fangs, and scaly hide, and possesses a breath weapon as devastating as that of a true dragon. Some half-dragons even grow wings. The lifespan of a half-dragon is far longer than that of most humanoids, with some half-dragons living 300 or 400 years.

Burning Blood. Mad wizards—or anyone in need of powerful minions—can infuse a creature with dragon blood. This painful process burns away much of a creature's former nature, producing a servant loyal to its creator but perpetually tortured by the blood burning in its veins. Chromatic and gem dragons frequently employ this technique to create dependable servants.

Shape Changers. Metallic dragons that take humanoid form sometimes fall in love, mate, and even marry in that form. The product of such unions is a half-dragon. A metallic half-dragon is often nurtured by both its parents, though a humanoid parent may die of old age long before their half-dragon child is fully grown.

Dragonborn Champions. A child of dragonborn parents sometimes exhibits half-dragon characteristics. Often, a half-dragon dragonborn is expected to take on the role of chieftain or champion. Those half-dragons unwilling to take on the mantle of leadership often leave dragonborn society altogether.

Dragonborn champions are particularly common among dragonborn tribes that serve essence dragons.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 While some half-dragons are the offspring of a true dragon, any creature with dragon blood in its veins might be considered "half-dragon."

DC 15 In many cases, half-dragons are the product of arcane magical rituals.

DC 20 Half-dragons exhibit many of the physical characteristics of true dragons. They possess powerful breath weapons and some even grow dragon-like wings.

Environments

Half-dragons can be found in any environment but gravitate towards those favored by their draconic half.

CR 3–4 half-red dragon veteran; half-red dragon veteran with thug or pseudodragon

Treasure 200 gp, 300 sp, broken dragon eggshell, 3 *potions of healing*

CR 5–10 half-red dragon veteran with 1d10 + 1 dragonbound warriors or soldiers; half-shadow dragon assassin

Treasure 5 garnets (100 gp each), magic shortsword named *Swiftclaw* (acts as *scimitar of speed*)

Signs

1	Clawed footprint
2	A single draconic scale
3	Scorched, frozen, or otherwise scarred rocks and trees
4	Distant roar

Behavior

1	Mercenary
2	Scouting for a dragon
3	On a mission far from its draconic master's lair
4	Hiding its identity, fearful that a dragon's minions pursue it

Other Half-Dragons

1	half-copper dragon minstrel (CR 2)
2	half-black dragon troll (CR 5)
3	half-gold dragon holy knight (CR 6)
4	half-sapphire dragon cyclops (CR 7)
5	half-white dragon frost giant (CR 9)
6	half-earth dragon purple worm (CR 15)

Half-Dragon Template

A beast, humanoid, giant, or monstrosity can become a half-dragon. It keeps its statistics, except as follows.

Languages. If the half-dragon knows languages, it speaks Draconic in addition to the ones it knows.

Senses. The half-dragon gains blindsight out to a distance of 10 feet and darkvision out to a distance of 60 feet.

Resistances. The half-dragon gains resistance to a damage type dealt by the breath weapon of its dragon half.

Breath Weapon. The half-dragon uses the Breath Weapon attack of the oldest dragon of its type that has a Challenge Rating equal to or lower than the half-dragon's Challenge Rating (minimum wyrmling).

Wings. If the half-dragon's Challenge Rating is 9 or higher, it gains wings and a fly speed of 60.

HALF-RED DRAGON VETERAN

CHALLENGE 3

MEDIUM HUMANOID

700 XP

AC 16 (hauberk)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5, Dex +3, Con +4

Damage Resistances fire

Skills Athletics +5, Intimidation +2 (+1d4), Perception +2, Survival +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic plus any two

ACTIONS

Multiattack. The veteran makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Fire Breath (Recharge 5–6). The veteran exhales a blast of fire that fills a 15-foot cone. Each creature in that area makes a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save or half damage on a success. A creature who fails the saving throw also suffers 5 (1d10) ongoing fire damage. At the end of each of its turns, it can repeat the saving throw, ending the ongoing damage on a success. This fire can also be put out in typical ways, such as immersion in water, and a creature who uses an action to drop prone can put out the fire with a DC 10 Dexterity saving throw.

BONUS ACTIONS

Tactical Movement. Until the end of the veteran's turn, its Speed is halved and its movement doesn't provoke opportunity attacks.

REACTIONS

Off-Hand Counter. When the veteran is missed by a melee attack by an attacker it can see within 5 feet, the veteran makes a shortsword attack against the attacker.



HALF-SHADOW DRAGON ASSASSIN

CHALLENGE 7

MEDIUM HUMANOID

3,900 XP

AC 16 (leather brigandine)

HP 97 (15d8 + 30; bloodied 48)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Proficiency +3; **Maneuver DC** 14

Saving Throws Dex +6, Int +4, Wis +4

Skills Acrobatics +6 (+1d6), Deception +4 (+1d6), Perception +4, Stealth +6 (+1d6)

Damage Resistances necrotic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic plus any two

Assassinate. During the first turn of combat, the assassin has advantage on attack rolls against any creature that hasn't acted. On a successful hit, each creature of the assassin's choice that can see the assassin's attack is rattled until the end of the assassin's next turn.

Dangerous Poison. As part of making an attack, the assassin can apply a dangerous poison to their weapon (included below). The assassin carries 3 doses of this poison. A single dose can coat one melee weapon or up to 5 pieces of ammunition.

Evasion. When the assassin makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The assassin deals an extra 21 (6d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the assassin's target is within 5 feet of an ally of the assassin while the assassin doesn't have disadvantage on the attack.

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage.

Anguished Breath (Recharge 5–6). The assassin exhales a shadowy maelstrom of anguish in a 15-foot cone. Each creature in that area makes a DC 12 Wisdom saving throw, taking 22 (4d8) necrotic damage on a failed save or half damage on a success.

BONUS ACTIONS

Cunning Action. The assassin takes the Dash, Disengage, Hide, or Use an Object action.

Rapid Attack. The assassin attacks with their shortsword.

Harpy

Harpies are humanoids with raptor features: wings in place of arms, talons for feet, and feathered torsos and legs. They spend their lives on the wing, untethered to anything but their family.

Luring and Tracking. Harpies are dangerous hunters, trailing prey from the sky or luring them close with their haunting voices. While some harpies avoid humanoids, others hunt them for sport or—in particularly lean times—for food.

Harpies are incredibly protective of one another. An entire flock may respond if even one of its members is wronged. What's worse, harpies rarely forgive a slight. An aggrieved harpy might harass the focus of its ire—ransacking their campsites and befouling their food—for months or even years before finally killing them.

Artistic and Scholarly Inclination. Most harpies organize themselves into nests led by a matriarch who oversees the education of the young. With no written language, harpies conduct much of their schooling through guided flights, songs, and storytelling. These traditions make harpies exceptional historians and cartographers. Their knowledge and bird's-eye-view maps are coveted the world over.

Nature's Intermediary. Most harpies reside in coastal areas or forests far from settlements. They are avid hunters, fishers, and foragers. Many can predict the weather simply by sensing subtle changes in the wind. Adventurers who befriend harpies find that they make excellent scouts, though persuading a harpy to leave its flock is often a difficult feat.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Harpies blend the features of humanoids and birds. Their magical songs ensorcell the minds of the weak-willed.

DC 15 A creature fascinated by a harpy's song can't resist its lure, even if it means walking off a cliff.

DC 20 Harpies congregate in close-knit flocks. Insulting one harpy usually angers all of them.

Harpy Encounters

Harpies can be found in any outdoor environment, especially forests with tall trees and mountains with high cliffs.

CR 0–2 1 or 2 harpies; harpy with 1d6 vultures; siren

Treasure 45 gp, snowflake-shaped silver brooch (25 gp), *cloak of elvenkind*

CR 3–4 3 or 4 harpies; harpy with 1 or 2 giant vultures; 3 sirens

Treasure 3 local maps (75 gp each), coral comb (25 gp), 3 *spell scrolls* of *magic mouth*

CR 11–16 harpy queen (statistics of erinyes) with 3 or 4 harpies

Treasure 700 gp, 900 sp, 3 rare books of music (100 gp each), silver and opal crown (750 gp), *ring of telekinesis*

Signs

1 Large feather
2 Distant beautiful singing
3 Vultures flying overhead
4 Gnawed bones

Behavior

1 Singing from a high peak or other perch
2 Flying overhead: attack on sight, but will spare anyone with an instrument
3 Looking for prisoners to fill the cages in their lair
4 Working on an opera
5 Following a wounded victim
6 Hunting harpy-hunters



HARPY

CHALLENGE 1
MEDIUM MONSTROSITY
200 XP

AC 11
HP 38 (7d8 + 7; bloodied 19)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 11
Saving Throws Wis +2
Senses passive Perception 10
Languages Common

ACTIONS

Multiattack. The harpy attacks twice with its claw.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

BONUS ACTIONS

Luring Song. The harpy sings a magical song. Each humanoid and giant within 300 feet that can hear it makes a DC 12 Wisdom saving throw. On a failure, a creature becomes charmed until the harpy fails to use its bonus action to continue the song. While charmed by the harpy, a creature is incapacitated and ignores other harpy songs. On each of its turns, the creature moves towards the harpy by the most direct route, not avoiding opportunity attacks or hazards. The creature repeats its saving throw whenever it is damaged and before it enters damaging terrain such as lava. If a saving throw is successful or the effect ends on it, it is immune to any harpy's song for the next 24 hours.

Combat

The harpy uses its Luring Song continuously whenever enemies are within 300 feet. It prefers to attack creatures charmed by it and evade creatures that attack it in melee. It flees if it is bloodied while no creatures are charmed by it.

Variant: Siren

Sirens are underwater creatures that resemble merfolk. They use their beautiful songs to prey on merfolk and sailors. A siren has a swim speed of 40, no fly speed, and can breathe and sing both in air and underwater.

Hell Hound

To the right hand of the gods sit the saviors and scourges of mortals, and to the gods' left sit their dogs—the hell hounds. Protectors of the boundary between life and death, hell hounds serve many of the gods, archfey, and demon lords who preside over the afterlife.

Many Masters. Hell hounds guard profane sites, such as gateways to Hell, but they are most infamous for hunting down mortals who anger their masters. Blowing eerie hunting horns, fey lords ride forth with packs of ravening hell hounds at their heels. Infernal armies breed hell hounds to supplement their ground troops, and evil wizards summon them to guard their inner sanctums.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Hell hounds are fiendish, supernatural dogs that guard places of religious significance. Mortal spellcasters summon them to serve as watch dogs or to hunt down their foes.

DC 15 Fire can't harm a hell hound. In fact, hell hounds exhale gouts of flame to incinerate their enemies.

DC 20 Hell hounds are inherently evil, but when a good-aligned deity commands them, they must obey.

Hell Hound Encounters

Hell hounds roam Hell and the Abyss, and are often summoned to the Material Plane.

CR 3–4 hell hound

CR 5–10 2 hell hounds; hell hound with 1d6 death dogs

CR 11–16 3 hell hounds with cambion, fey knight, or mage

Treasure black *elven chain* studded with bloodstones; *horn of blasting*



Signs

1 Large canine footprints
2 Smell of brimstone
3 Distant growling barks
4 Charred, half-eaten humanoid

Behavior

1 Lapping up lava from a glowing crack in the ground
2 Eating a charred humanoid
3 Setting a fire
4 Baying as they chase a terrified humanoid

HELL HOUND

CHALLENGE 3
MEDIUM FIEND
700 XP

AC 15 (natural armor)
HP 52 (7d8 + 21; bloodied 26)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (–2)	12 (+1)	8 (–1)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3 (+1d4)
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 15
Languages understands Infernal but can't speak

Keen Hearing and Smell. The hound has advantage on Perception checks that rely on hearing and smell.

Lawful Evil. The hound radiates a Lawful and Evil aura.

Pack Tactics. The hound has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area makes a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Combat

The hound attacks with its fire breath when it's available. It chases down enemies who try to flee.

Hippogriff

A hippogriff is a lean, lightly built horse with an eagle's wings and head. Instead of front hooves, it has talons, and instead of a mane, it has feathers.

Long Journeys. When the seasons change and grass becomes scarce, hippogriffs migrate across sweeping plains and mountain ranges. A hippogriff typically has multiple eyries in different parts of the world, and it flies unerringly from one to another. It deviates from its route only to avoid predators such as griffons. A hippogriff's first instinct is to run from a threat; typically, it fights only if backed into a corner or when defending its young.

Flighty Mounts. Hippogriff eggs sell for a hefty sum. Though hippogriffs lack the strength and speed of griffons, a hippogriff is easier to train and much less temperamental. A stable has no need to fear that a hippogriff will eat one of its horses. The most challenging part about keeping a hippogriff mount is providing it sufficient space to exercise, as they hate being cooped up.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Hippogriffs are horses with the heads, talons, and wings of eagles.

DC 15 Though their talons can be deadly, hippogriffs fight only when defending their young.

DC 20 Hippogriffs can be trained to serve as mounts.

Hippogriff Encounters

Hippogriffs favor mountain eyries and wild forests.

CR 0–2 1 or 2 hippogriffs

CR 3–4 3 or 4 hippogriffs
Treasure hippogriff egg (2,000 gp)

Signs

1 Eagle call
2 A mix of claw marks and hoof prints



3	Enormous nest atop a peak or in an ancient tree
4	DC 11 Perception check: large feathers

Behavior

1–2	Flying overhead
3	Wounded wing; can't fly
4	Watching from nest
5	Guarding eggs; attacks on sight
6	Fleeing from griffon, wyvern, or other predator

HIPPOGRIFF

CHALLENGE 1
LARGE MONSTROSITY
200 XP

AC 12 (natural armor)
HP 39 (6d10 + 6; bloodied 19)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	2 (–4)	12 (+1)	8 (–1)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3 (+1d4)
Senses passive Perception 15
Languages —

Keen Sight. The hippogriff has advantage on Perception checks that rely on sight.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Combat

The hippogriff swoops in to attack and then flies away, risking opportunity attacks. It flees when bloodied.

Hobgoblins

The history of hobgoblins is that of the rise and fall of empires. Time and again, hobgoblin armies have ridden forth to subjugate weaker civilizations beyond their borders. Only the collective opposition of rival nations (efforts usually led by elves) has prevented hobgoblins from conquering the world. The ruins of great hobgoblin empires now litter the landscape, with each new generation struggling to reclaim the glory of its predecessors.

Physically, hobgoblins resemble tall, brawny humanoids with pointed ears and fanged teeth. Hobgoblin noses are often more brightly colored than their other features. Hobgoblins with brilliant red or blue noses typically hold positions of authority in hobgoblin society.

Excellence in Everything. Hobgoblins consider excellence the highest virtue. They prize hard-earned experience as much as innate talent, selecting leaders from those who have proven themselves most fit to rule. Because their culture is militaristic, hobgoblins value martial prowess, although aptitude in the arcane arts, religious devotion, or mastery of a trade are also respected to some degree. Even hobgoblins who pursue poetry or music might be admired, but only if their works celebrate the accomplishments of the culture as a whole.

Legion Above All. Hobgoblins divide their society into ancestral clans known as legions. Although superficially similar to military regiments, hobgoblin legions inspire even greater loyalty from their members. A hobgoblin family might identify with the same legion for a dozen generations or more. Those who betray or fail their legion are either humiliated and exiled or publicly tortured and killed.

Monster Tamers. Hobgoblins believe that discipline sharpens passion into unwavering purpose. Nowhere is this conviction more evident than in the hobgoblin tradition of taming wild beasts. Hobgoblin beast-masters raise wolves, messenger birds, and even more exotic creatures, like mammoths or dinosaurs, to support their legions on the battlefield. Hobgoblins armies also incorporate bugbears and goblins into their ranks. These "lesser" goblinoids are often treated as only slightly cleverer than beasts. Nevertheless, a hobgoblin warlord can mold a mob of squabbling goblinoids into a cohesive fighting force.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Hobgoblins are formidable humanoids with fangs and pointed ears. Their culture is overtly expansionist: over the centuries, numerous hobgoblin empires have threatened to conquer the world.

DC 15 Every member of hobgoblin society belongs to a legion, a dynastic clan that doubles as a military unit. Hobgoblins are fanatically loyal to their legion, with few exceptions.

DC 20 Hobgoblin warlords are brilliant tacticians and often direct wolves, elephants, or even trained dinosaurs to fight alongside their troops in battle.

Hobgoblin Encounters

Hobgoblins have boots on the ground everywhere but favor warmer climes.

CR 0–2 1 or 2 hobgoblins; hobgoblin with 1 or 2 goblins

Treasure 65 gp, 150 sp, lute

CR 3–4 3 or 4 hobgoblins; 3 hobgoblins with bugbear, death dog, or raven; hobgoblin captain

Treasure 150 gp, detailed local map (75 gp), bundle of hobgoblin epic poetry (25 gp), *potion of healing*, *5 +1 arrows*

CR 5–10 hobgoblin captain with 1d6 + 1 hobgoblins; 1d4 + 2 hobgoblins riding worgs or giant bats; 1d4 + 2 hobgoblins with ballista, cave bear, or ogre

Treasure 600 gp, 900 sp, cart containing 300 gp of trade goods, *potion of hill giant strength*, *boots of striding and springing*

CR 11–16 hobgoblin warlord with 2 hobgoblin captains, all riding worgs; hobgoblin warlord with 1d6 + 4 hobgoblins and catapult, hill giant, mage, or troll

Treasure 500 gp, griffon egg (3,000 gp), *+2 greatsword (*named *Discipline*; its wielder and their allies within 30 feet are immune to fear)



CR 17–22 hobgoblin warlord with 2 hobgoblin captains, 1d8 + 4 hobgoblins, and one of the following: airship, 1d4 + 1 bugbears, diplodocus, 1d10 + 10 goblins, mammoth, 2 ogres, trebuchet, or tyrannosaurus rex

Treasure locked chest containing 10,000 gp, incomplete treatise on military tactics (200 gp), *+1 full plate* (spiked; at the beginning of the wearer's turn, anyone grappling or grappled by the wearer takes 1d4 piercing damage)

Signs

1	Boot tracks
2	Distant orders yelled in Goblin
3	A recent campsite or camp, very neat
4	A distant glint of metal or firelight
5	A warhorn
6	Ground trampled by many boots
7	Pillaged and burned village or caravan
8	Goblin sentries

Lone Behavior

1	Scouting
2	Looking for lost companions
3	Exiled from fellows
4	Carrying a message

Group Behavior

1	Patrolling: if it spies trespassers, will send messengers to a larger group
2	Returning from a successful raid
3	Setting out on a raid
4	The leader is eager for glory in battle or a one-on-one duel
5	Burning an outpost or farm
6	Hunting for wild beasts to subdue and train; may have already captured an owlbear or cave bear
7	Fleeing from a lost battle; eager to join forces against a common foe
8	Have been hired as mercenaries to guard the border of a human noble's land
9	Guarding an outpost or escorting a caravan
10	Setting out to join a larger army

Hobgoblin Names

Attalauth, Belisur, Drutalos, Glargoth, Kotlon, Quellus, Skariis, Urux, Zellord, Ziuth

HOBGOBLIN

CHALLENGE 1/2
MEDIUM HUMANOID (GOBLINOID) 100 XP

AC 16 (leather brigandine, medium shield)
HP 19 (3d8 + 6; bloodied 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Skills Perception +2, Survival +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin

Formation Movement. If the hobgoblin begins its turn within 5 feet of an ally that is not incapacitated, its movement doesn't provoke opportunity attacks.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 10 (2d8 + 1) slashing damage if within 5 feet of an ally that is not incapacitated.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Combat

Hobgoblins try to move and attack in formation, staying within 5 feet of an ally. The first hobgoblin to approach an enemy often readies an action to attack when it's joined by an ally. Hobgoblins look for advantages that can be found from cover, darkness, flanking, or terrain. Hobgoblins retreat only when ordered to or when all superiors are killed and they are reduced to half their original number. Even when retreating, one hobgoblin sometimes remains behind to hold off an enemy while the others withdraw.

HOBGOBLIN CAPTAIN

CHALLENGE 3
MEDIUM HUMANOID (GOBLINOID) 700 XP

AC 18 (full plate)
HP 52 (8d8 + 16; bloodied 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +5, Wis +3
Skills Athletics +5, Engineering +4, Intimidation +4, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin

Formation Movement. If the hobgoblin begins its turn within 5 feet of an ally that is not incapacitated, its movement doesn't provoke opportunity attacks.

ACTIONS

Multiattack. The hobgoblin attacks twice with its greatsword.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Javelin. Melee or *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Officer's Command (1/Day). The hobgoblin inspires creatures of its choice within 30 feet that can hear and understand it and that have a Challenge Rating of 2 or lower. For the next minute, inspired creatures gain an an expertise die (1d4) on attack rolls and saving throws. A creature can benefit from only one Officer's Command at a time.

Combat

The hobgoblin captain uses its Officer's Command as soon as melee combat begins. It enters melee combat as soon as it can, staying close to allies. It looks for advantages that can be found from cover, darkness, flanking, or terrain. It organizes a safe retreat if it thinks it can fight more effectively later.

Variant: Hobgoblin Warlord

Hobgoblin armies and nations are ruled by strong, well-educated warriors that are cunning in war and wise in politics.

The hobgoblin warlord is an elite monster, equivalent to two CR 3 creatures (1,400 XP). It has 104 (16d8 + 32; bloodied 52) hit points. The hobgoblin has the following additional traits:

Bloodied Rage. While bloodied, the warlord can attack four times with its greatsword or twice with its javelin when it uses Multiattack but no longer gains the benefit of its Military Training trait.

Elite Recovery. At the end of each of its turns, while bloodied, the hobgoblin can end one condition or effect on itself. It can do this even when unconscious or incapacitated.

Military Training. The hobgoblin has advantage on ability checks to make a tactical, strategic, or political decision.

Homunculus

Alchemists create homunculi by adding a drop of their own blood to a vat of viscous, primordial ooze. Smaller than a newborn, the first of these artificial beings looked like nightmarish copies of their creators. Today, homunculi often feature customizations chosen by their master—most frequently wings, claws, or a visage more suitable for a lovable pet than a vile monster.

Quest for Abiogenesis. To create life from inanimate matter is an achievement rivaled only by elixirs of eternal life and sources of infinite gold. However, the creation of a "true homunculus"—a complete person born only from elemental reagents—eludes even the most inventive wizards as they struggle to wrest the secret of life from the hands of the gods.



Blood Bond. In the truest sense, a homunculus is its creator's flesh and blood. This connection allows a homunculus to communicate psychically with its master over any distance, making homunculi singular minions. This same connection sometimes proves to be a liability, however, as a captured homunculus makes its creator especially vulnerable to spells such as *scrying*.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Though they appear to be alive, homunculi are the creations of alchemy, not nature or the gods.

DC 15 Homunculi are impervious to poison. Their bite is mildly venomous.

DC 20 Homunculi share a mental bond with their creators, allowing them to communicate with each other over incredible distances.

Homunculus Encounters

Homunculi accompany their creators or guard their laboratories.

CR 0–2 homunculus; homunculus with animated armor, grimalkin, or imp

Treasure 30 gp, *spell scroll* of *unseen servant*, *potion of healing*

Behavior

1. Hiding, watching for intruders
2. Patrolling
3. Stealing a thimbleful of wine or peeking into a forbidden book
4. Being chased by a cat

Homunculus Appearance

1. Gargoyle
2. Anthropomorphic bat
3. Winged duplicate of its creator
4. Rag doll, toy soldier, or nutcracker
5. Winged monkey
6. Grotesque, ill-proportioned humanoid shape

HOMUNCULUS

CHALLENGE 0
TINY CONSTRUCT
10 XP

AC 13

HP 5 (2d4; bloodied 2)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 13

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Telepathic Bond. While they are on the same plane, the homunculus and its creator can communicate telepathically at any distance.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target makes a DC 10 Constitution saving throw. On a failure, it is poisoned. At the end of its next turn, it repeats the saving throw. On a success, the effect ends. On a failure, it falls unconscious for 1 minute. If it takes damage or a creature uses an action to shake it awake, it wakes up, and the poisoned effect ends.

Combat

The homunculus hides or avoids combat unless ordered to fight.

Hydra

Hydras are aquatic, serpentine creatures with a nasty reputation for being fiercely territorial. Their multiple heads strike lightning fast, allowing them to tear prey limb from limb in seconds. Hydras can survive so long as at least one of their heads lives. For every one of a hydra's heads that die, two more grow in its place.

Chthonic Guardians. Legend has it that only one society has tamed hydras reliably, and that the only reason they have managed to do so is because they are already dead. No one knows why this hidden, underworld civilization has chosen the hydra as its guardian, but many believe that slaying one of these tamed hydras amounts to declaring war upon its undead keepers.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Hydras are aggressive, serpent-like creatures with multiple heads. They live in aquatic environments.

DC 15 You can kill a hydra by destroying its heads. But every time one of its heads dies, the hydra grows two more in its place. The only way to prevent a hydra from growing more heads is to cauterize the wound that destroying a head leaves behind.

DC 20 A hydra secretes a toxin that fouls the waters around its lair up to a mile away.

Hydra Encounters

Hydras infest swamps and other bodies of water.

CR 5–10 hydra
Treasure 30 pp, 500 gp, 3 pearls (100 gp each), 2 sets of rusted half plate armor, *potion of gaseous form*, *wind fan*, *ring of water walking*

CR 11–16 pyrohydra
Treasure 100 pp, 1,500 gp, 2 sapphires (1,000 gp each), 5 vials of alchemist's fire, 2 *potions of superior healing*, *necklace of fireballs*, *ring of protection*

Signs

1	A loud splash
2	A distant chorus of roars
3	DC 15 Perception check: muddy tracks
4	Bubbles in the water

Behavior

1	Lying in ambush in muddy water
2	Eating a large monster; the hydra's heads squabble over choice bites
3	Disappearing into water, leaving the half-devoured corpse of a wyvern or giant crocodile
4	Hiding behind rocks or ruined walls

HYDRA

CHALLENGE 9
HUGE MONSTROSITY
5,000 XP

AC 16 (natural armor)
HP 172 (15d12 + 75; bloodied 86)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	12 (+1)	6 (–2)

Proficiency +4; **Maneuver DC** 17
Skills Perception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages —

Hold Breath. The hydra can hold its breath for 1 hour.

Legendary Resistance (3/Day). When the hydra fails a saving throw, it can choose to succeed instead. When it does so, its heads lose coordination. It is rattled until the end of its next turn.

Multiple Heads. While the hydra has more than one head, it has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

Reactive Heads. For each head it has, the hydra can take one reaction per round, but not more than one per turn.

Regenerating Heads. The hydra has five heads. Whenever the hydra takes 25 or more damage in one turn, one of its heads dies. If all of its heads die, the hydra dies. At the end of its turn, it grows 2 heads for each head that was killed since its last turn, unless it has taken fire damage since its last turn.

Toxic Secretions. Water within 1 mile of the hydra's lair is poisoned. A creature other than the hydra that is immersed in the water or drinks the water makes a DC 17 Constitution saving throw. On a failure, the creature is poisoned for 24 hours. On a success, the creature is immune to this poison for 24 hours.

Wakeful. When some of the hydra's heads are asleep, others are awake.

ACTIONS

Multiattack. The hydra bites once with each of its heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

LEGENDARY ACTIONS

The hydra can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Rush. The hydra moves or swims up to half its Speed without provoking opportunity attacks. If this movement would pass through the space of creatures that are not incapacitated or prone, each creature makes a DC 17 Strength saving throw. On a failure, the creature is knocked prone and the hydra can enter its space without treating it as difficult terrain. On a success, the hydra can't enter the creature's space, and the hydra's movement ends. If this movement ends while the hydra is sharing a space with a creature, the creature is pushed to the nearest unoccupied space.

Wrap. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* The target is grappled (escape DC 17) and restrained until this grappled ends. The hydra can grapple one creature for each of its heads. When one of the hydra's heads is killed while it is grappling a creature, the creature that killed the head can choose one creature to free from the grapple.

Combat

The hydra prefers not to venture more than 30 feet from the water and attacks with surprise if it can. It doesn't coordinate all its attacks against a single melee opponent if there are several targets available. In melee, it usually uses one legendary action to wrap an opponent and another to rush, escaping with its grappled prey or chasing dangerous ranged attackers. It retreats into deep water if it's taking excessive damage from ranged attackers it can't reach.

Variant: Pyrohydra

Some hydras have the ability to breathe fire. Fire doesn't prevent their heads from multiplying—an unpleasant surprise for parties armed against common hydras.

The pyrohydra is CR 13 (10,000 XP), has 218 (19d12 + 95; bloodied 109) hit points, and is immune to fire damage. Its Regenerating Heads trait is replaced with the following trait:

Regenerating Heads. The hydra has seven heads. Whenever the hydra takes 30 or more damage in one turn, one of its heads dies. If all of its heads die, the hydra dies. At the end of its turn, it grows 2 heads for each head that was killed since its last turn, unless it has taken at least 20 cold damage since its last turn.

The pyrohydra has the following additional action:

Fire Breath (Recharge 5–6). If the pyrohydra has at least four heads, it breathes fire in all directions. Each creature within 30 feet makes a DC 18 Dexterity saving throw, taking 59 (17d6) fire damage on a failure or half damage on a success.



Intellect Devourer

The intellect devourer resembles nothing more than a scuttling, disembodied brain. Its comical appearance masks a horrific intent: to eat a victim's brain and climb into their empty skull, controlling their body like a marionette.

Aberrant Origins. Hailing from strange and distant planes of existence, intellect devourers are often found in subterranean areas where the veil between planes is thin, or trailing in the wake of other aberrations.

Delicate Accord. When it finds a group of intelligent creatures, an intellect devourer takes over the body of the leader. It then runs the group afoul of other psychic predators. Thus, even one intellect devourer can pose a threat to an entire community. Despite this, some particularly stout-minded underworld inhabitants employ devourers as telepathic guards—but the risk always remains that their "loyal" guardians might one day decide to consume their minds and turn their bodies to their own ends.

Cerebral Harvest. Wizards and alchemists will pay a hefty price for the fluid from an intellect devourer's brain. The cloudy, golden liquid is said to have mind-expanding properties and, when properly distilled, can confer telepathic abilities for a limited time. Some arcanists drink the liquid to view the memories of an intellect devourer's victims.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Intellect devourers are bizarre aberrations from another plane of existence. They stun their opponents with a powerful psionic attack.

DC 15 An intellect devourer that eats a creature's brain and crawls into its empty skull can take control of the creature's body.

DC 20 Once an intellect devourer takes over a body, it will often impersonate the creature in an effort to lead its allies into harm's way.



Intellect Devourer Encounters

CR 3–4 intellect devourer; intellect devourer, controlling a commoner or noble, leading 1d6 commoners

Treasure 150 gp, 60 ep, pitted bronze bottle containing *potion of greater healing*

CR 5–10 intellect devourer controlling a mage or gladiator, or controlling a priest or veteran and leading 1d6 soldiers

Treasure 20 pp, 400 gp, crumpled and unread love note addressed to the controlled humanoid, *bag of devouring*

Signs

1. A dead humanoid with a hole in its head and no brain
2. One or more of the characters develops a dull, throbbing headache
3. Tiny clawed footprints tracking gray goo
4. An incapacitated, stunned humanoid

Behavior

1. Creeping around looking for new prey
2. Hiding inside an ancient crypt or shadowy alcove
3. Possessing a creature and trying to adopt its identity; doesn't know history more recent than 1,000 years ago
4. Possessing a creature; leading the creature's mystified minions or allies into an ambush

INTELLECT DEVOURER

CHALLENGE 3
TINY ABERRATION
700 XP

AC 14 (natural armor)
HP 36 (8d4 + 16; bloodied 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	16 (+3)	14 (+2)	14 (+2)

Proficiency +2; **Maneuver DC** 13
Saving Throws Int +5, Wis +4, Cha +4
Skills Deception +4, Insight +4, Stealth +5
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands Deep Speech but can't speak, telepathy 120 ft.

ACTIONS

Multiattack. The intellect devourer attacks with its claws and uses Ego Whip.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target gains one level of Strife. If this attack causes the target to reach 3 levels of Strife, the target loses all memories of its past life (not including proficiencies, class features, known spells, and so on) and the intellect devourer gains these memories. A creature regains its memories if it is subject to *greater restoration* or the intellect devourer is killed.

Ego Whip. The intellect devourer targets a creature with a brain within 60 feet. The target makes a DC 13 Intelligence saving throw. On a failure, it takes 14 (4d6) psychic damage and is rattled for 1 minute. If it is already rattled by Ego Whip, it is also stunned. The target repeats the saving throw at the end of each of its turns, ending both effects on a success.

Body Thief. The intellect devourer enters the nose and mouth of an incapacitated humanoid within 5 feet. The target must be Small or larger, have a brain, and have an Intelligence of 4 or higher. The intellect devourer eats the target's brain and takes control of the target. The intellect devourer leaves the body if the target is reduced to 0 hit points, if the target is affected by *dispel evil and good* or another effect that ends possession, or voluntarily as a bonus action. A creature killed by the intellect devourer can be restored to life by resurrection or similar magic.

While the intellect devourer is in control of the target, the intellect devourer retains its own Intelligence, Wisdom, and Charisma, its telepathy, and its knowledge of Deep Speech. It otherwise uses the target's statistics, including proficiencies, languages, class features, and spells. It has vague knowledge about the target's life but must make a DC 15 Intelligence check to recall specific facts.

Combat

The intellect devourer prefers to ambush lone or outnumbered creatures. It uses Ego Whip on whichever opponent it believes has the best combination of low intelligence and high combat ability. Once a creature is stunned, it devours its brain. The intellect devourer flees if it and its allies are outnumbered or if it's bloodied.

Invisible Stalker

An invisible stalker is a creature from the Elemental Plane of Air. Powerful spellcasters frequently summon invisible stalkers to hunt or do battle on their behalf.

Wind Listeners. On their home plane, communities of invisible stalkers follow herds of gigantic cloud beasts. Unparalleled hunters, they pinpoint their quarry by listening to the whispers of the wind. Summoners covet this tracking ability, employing invisible stalkers as bounty hunters and assassins.

Unwilling Servants. When encountered on the Elemental Plane of Air, most invisible stalkers are hostile to humanoids—especially spellcasters, which they regard as wicked tormentors. Invisible stalkers dislike being wrenched from their lives to do others' dirty work. While they must obey their summoners' commands, they try to complete their mission as quickly as possible. If an assignment is long or hazardous, they look for ways to follow the letter of their orders while subverting the meaning.

Elemental Nature. An invisible stalker doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Invisible stalkers are elementals from the Plane of Air. Like most elementals, they don't need to drink, eat, or sleep.

DC 15 An invisible stalker encountered on the Material Plane often serves a powerful spellcaster.

DC 20 Invisible stalkers are incomparable trackers. They know the direction and distance to their quarry so long as they are on the same plane of existence and not separated by an airtight barrier.

Invisible Stalker Encounters

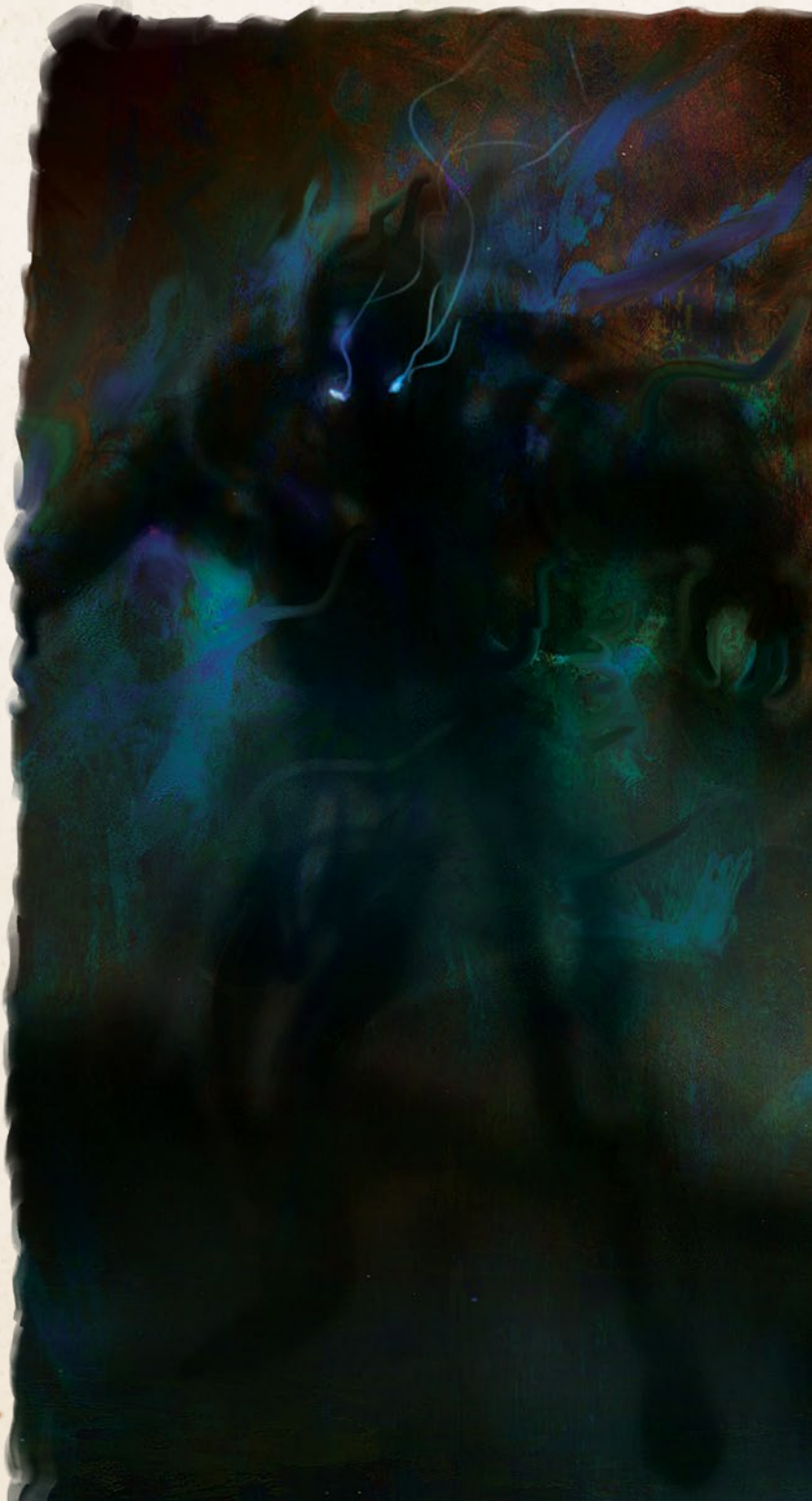
Native to the Elemental Plane of Air, invisible stalkers perform errands for spellcasters.

CR 5–10 invisible stalker; invisible stalker with 1d6 flying swords; invisible render

CR 11–16 2 invisible stalkers; invisible stalker with invisible render; invisible stalker with 1 or 2 air elementals

Wilderness and Underground Signs

1. CR 17 Perception check: naked humanoid footprints
2. CR 17 Perception check: The stalker's invisible form briefly displaces smoke or fog
3. CR 17 Perception check: rustling in the grass, underbrush, or dust
4. A sudden, localized gust of wind



Settlement Signs

1	Someone complaining that someone bumped into them; there's no one near them
2	A door opens and closes, but no one is nearby; DC 17 Perception or Investigation check: footprints can be followed
3	Trader complains that someone keeps stealing from their stall
4	A tile suddenly slides off a roof

Behavior

1–2	Summoned to kill or spy on you or an ally
3	While watching invisibly, develops an attachment to, or dislike of, a party member
4	Escaped a botched summoning and trying to live peacefully

Invisible Stalker Names

Aloelath, Istreth, Shasalenas, Ussura

INVISIBLE STALKER

CHALLENGE 6
MEDIUM ELEMENTAL
2,300 XP

AC 14
HP 104 (16d8 + 32; bloodied 52)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Proficiency +3; **Maneuver DC** 15
Skills Perception +5, Stealth +7 (+1d4)
Damage Resistances damage from nonmagical weapons
Damage Immunities poison
Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 15
Languages Auran, Common

Invisibility. The stalker is invisible. Creatures that see invisible creatures see the stalker as a vague humanoid outline.

Wind Tracker. If given a quarry by a summoner, the stalker knows the direction and distance to the quarry as long as they are on the same plane of existence and not sealed from each other by a barrier that doesn't allow air to pass.

ACTIONS

Multiattack. The stalker makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. On a critical hit, the target is pushed up to 15 feet and knocked prone.

BONUS ACTIONS

Gust (Recharge 6). The stalker briefly turns into a gust of wind and moves up to its Speed without provoking opportunity attacks. It is able to pass through an opening as narrow as 1 inch wide without squeezing.

Combat

The invisible stalker single-mindedly targets its quarry. If it's getting the worst of combat, it retreats but does not give up. It stalks its target, replacing its direct assaults with hit-and-run raids spread out over days: attacking when its quarry is alone, setting up traps, pushing its enemy off a cliff, and the like.

Variant: Invisible Render

The invisible render is a hound-like creature native to the Plane of Air. On its home plane, it is domesticated by invisible stalkers, and it is sometimes summoned alongside (or instead of) an invisible stalker. Its hunting howls and low growls strike terror in its quarry. It is as skilled a tracker as an invisible stalker and a fiercer combatant, though not as cunning.

The invisible render is CR 8 (3,900 XP) and has 123 (19d8 + 38; bloodied 61) hit points. Its Intelligence is 3 (–4) and it cannot speak or understand any languages. It has the following trait:

Pack Tactics. The render has advantage on attack rolls against a creature if at least one of the render's allies is within 5 feet of the creature and not incapacitated.

The render replaces Slam with the following action, which it can use as part of a multiattack:

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage. If the target is a creature, it makes a DC 14 Strength saving throw. On a failure, it is knocked prone.

Jackalwere

Jackalweres are evil shapechanging jackals that adopt humanoid forms in order to beguile and murder travelers.

Cunning Deceivers. Jackalweres roam wastelands in jackal form, hunting and scavenging just as ordinary jackals do. When they spot caravans or adventuring bands, they approach in humanoid form. They may claim to have been attacked or to have glimpsed treasure or wondrous sights off the beaten path, trying to lead their new companions into an ambush. Alternatively, they might simply attempt to join the group and attack the travelers when they're asleep or otherwise off guard. Jackalweres fight in a hybrid form as jackal-headed humanoids.

While jackalweres are convincing liars, they are nearly incapable of truth-telling. Clever travelers can identify a jackalwere by pressing it to make a verifiably true statement.

Children of Demons. Long ago, demons transformed jackals into jackalweres to serve a mighty empire. Jackalweres acted as bodyguards, hunters, and secret police for lamia monarchs. Now, with the empire long vanished, most jackalweres hunt for themselves. Some jackalweres remain loyal to their former rulers, leading travelers to crumbling palaces where lamias still lurk.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Jackalweres are evil, sentient jackals that assume humanoid form to mislead desert travelers.

DC 15 The gaze of a jackalwere can put a humanoid into an enchanted slumber.

DC 20 An ancient magical compulsion prevents jackalweres from speaking the truth.

Jackalwere Encounters

Jackalweres roam deserts and wastelands.

CR 0–2 1 or 2 jackalweres; jackalwere with 1d4 jackals; jackalwere pack leader

Treasure 70 gp, 250 sp, silver brooch in the shape of a lion (25 gp), *potion of lightning resistance*

CR 3–4 3 or 4 jackalweres; jackalwere pack leader with 2 jackalweres

Treasure 20 pp, 1 set of noble clothes each (15 gp each), signet ring (50 gp), *helm of comprehending languages*

CR 5–10 jackalwere pack leader with 1d4 + 2 jackalweres

Treasure 300 gp, 8 onyx gemstones (50 gp each), ransom note, *cape of the mountebank*

Signs

1	Doglike footprints
2	Jackals follow the characters from a distance
3	Distant wolf-like howls
4	The remains of a ransacked merchant caravan

Behavior

1	Hiding, watching for travelers, assessing their vulnerability
2	Disguised as beggar or poor traveler
3	Disguised as survivor of a caravan raid; asks for help then leads you into an ambush
4	Disguised as explorer; lures you into danger with tales of wondrous sights over the horizon
5	Disguised as merchant, driving a carriage pulled by panicked horses
6	Feeding on previous prey

JACKALWERE

CHALLENGE 1/2
100 XP

MEDIUM FIEND (HUMANOID, SHAPECHANGER)

AC 12

HP 18 (4d8; bloodied 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 12

Skills Deception +4 (+1d6), Perception +2, Stealth +4

Damage Resistances damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common (can't speak in jackal form)

Chaotic Evil. The jackalwere radiates a Chaotic and Evil aura.

Keen Hearing and Smell. The jackalwere has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The jackalwere has advantage on attack rolls against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and not incapacitated.

Truth Aversion. The jackalwere is incapable of making a completely true statement.

ACTIONS

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sleep Gaze (Gaze, Hybrid Form Only). One creature within 30 feet of the jackalwere makes a DC 10 Wisdom saving throw. On a failed save, the target is magically charmed. At the beginning of the jackalwere's next turn, the target repeats the saving throw. On a success, the effect ends. On a failure, the creature falls unconscious for 10 minutes. Both the charmed and unconscious conditions end if the target takes damage or a creature within reach of the target uses an action to shake the target back to its senses. If the target successfully saves against Sleep Gaze, it is immune to Sleep Gaze for 24 hours. Undead and creatures immune to charm aren't affected by it.

BONUS ACTIONS

Shapeshift. The jackalwere magically changes its form, along with its equipment, to that of a specific Medium humanoid or a jackal-human hybrid or its true form, which is a Small jackal. While shapeshifted, its statistics are otherwise unchanged. It reverts to its true form if it dies.

Combat

The jackalwere shifts to hybrid form and uses Sleep Gaze on an unsuspecting target. It then fights with its scimitar, staying next to at least one ally. A jackalwere is fearless when facing enemies armed with mundane weapons, but it retreats if it is outnumbered by enemies capable of bypassing its resistances.

Variant: Jackalwere Pack Leader

The most cunning and dangerous jackalweres lead packs of jackalwere bandits or act as favored henchmen to lamias.

The jackalwere pack leader is CR 2 (450 XP) and has 36 (8d8) hit points. It has the following action:

Multiattack. The jackalwere makes two scimitar attacks or makes one scimitar attack and uses Sleep Gaze.



Khalkoi

Khalkoi, more commonly known as mind wasps, are parasitic predators that feed on the cosmic principles of good and evil, law and chaos. They conquer reality after reality, leaving behind deserted heavens and dead gods as they rob worlds of divine magic.

A khalkos is humanoid in shape with an inexpressive wasp face. It is able to disguise itself psionically in order to infiltrate sacred or profane places, dooming them to destruction.



Parasitic Life Cycle. Khalkoi implant their larvae into the brains of intelligent creatures. A parasitized victim comes to see every khalkos as an ally to be trusted, and may even help a khalkos implant its eggs in other victims. When khalkos larvae are ready to be born, they burst from the skull of their host. As the headless victim collapses to the ground, the khalkos larvae—now independent khalkos spawn—fly away to search for new victims.

Although khalkos larvae can infect any intelligent creature, they prefer hosts that are cosmically aligned: archpriests and saints, angels and devils, and even gods. Khalkoi spawned from an aligned creature begin growing into adult khalkoi immediately, reaching maturity in a few days. Khalkoi that hatch from unaligned creatures must consume many humanoid victims, over a period of months or years, before they mature.

Existential Threat. A khalkos can sense cosmic power as a spider senses a tremor in its webs. The battles of warring pantheons, or mighty deeds performed by celestial or fiendish champions, can attract their attention to a heretofore-overlooked planar realm.

Usually, only a single khalkos travels to a newly discovered world. With mastermind intelligence and mind-clouding psionic powers, it infiltrates a temple or cult. Finally, it targets a divinely-empowered priest or minor fiend, hijacking its body to serve as the breeding ground for its eggs. Soon, one khalkos becomes a swarm of khalkoi that immediately set their sights on bigger game.

Fight or Flight. A few worlds have successfully fought off a khalkos invasion. To win such a war, powerful cosmic entities must be aided by unaligned heroes: warriors, spellcasters, and other adventurers who don't inherit their power from cosmic principles but who are willing to fight for them nonetheless.

Other worlds have survived the khalkos threat by avoiding detection. Some dimensions have constructed vast psychic barriers or concluded divine treaties to limit the power of deities and fiends. If these magical protections are violated, such worlds risk unwelcome attention.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 15 An ancient book, purportedly written by a refugee from another reality, describes a species of intelligent, wasp-like creatures that parasitically prey on angels and other planar beings.

DC 20 A khalkos is a wasp-like aberration. It exudes a cloud of pheromones that maddens everyone nearby, and it implants creatures with skull-exploding larvae.

Khalkos Encounters

Khalkoi haven't discovered our reality yet. If they do, they will probably target Hell, the Abyss, or the planar realm of a god, or perhaps infiltrate a religious organization on the Material Plane.

CR 5–10 khalkos; 3 to 5 khalkos spawn; 2 swarms of khalkos spawn

CR 11–16 khalkos with parasitized cambion, couatl, high priest, or unicorn; khalkos with 2 parasitized bearded devils or priests

Treasure 6 *beads of force*

CR 17–22 2 khalkoi; khalkos with 4 to 6 khalkos spawn

Treasure strangely proportioned black metal helm (acts as *crystal ball* when worn), *cubic gate*

Signs

1-2 A corpse in a pool of blood, its head exploded

3-4 People acting strangely, insisting that you visit a friend of theirs who will make everything clear

5 What appears to be a dead, foot-long wasp

6 A faint, intoxicating scent in the air

Behavior

1 Using *alter self* to infiltrate a group as a low-ranking member

2 Using *alter self* to infiltrate a group, taking the form of a high-ranking member that it has killed

In Level Up, few creatures have alignments. Only celestials, fiends, and some rare humanoids have aligned themselves with cosmic forces such as lawful good, chaotic evil, and so on. In game systems where alignment is more common, assume that a khalkos's alignment-based abilities function only on celestials and fiends.

3 Attacking, determined to infect a certain person with khalkos larvae

4 Using *alter self* and asking questions about local groups

5 Ritually casting *teleportation circle* as part of a year-long effort to make a permanent circle

6 Scouting for a larger group; has big plans and wants to eliminate anyone who could upset them

Disease: Brain Larvae

A khalkos can infect an intelligent creature with a horrifying disease, injecting khalkos larvae directly into the creature's skull. While infected with this disease, the host undergoes the following changes:

Telepathy. The host gains telepathy out to a radius of 120 feet. Additionally, the host can telepathically communicate with the khalkos that infected it over any distance, as long as they are on the same plane.

Trust. Whenever a khalkos makes a Charisma check to convince the host of its good intentions, it does so with advantage. If it succeeds, the host becomes friendly to it no matter its previous attitude.

After 10 (3d6) days, the host develops a splitting headache and is incapacitated for 24 hours. At the end of this time, the host dies, and 2 or 3 khalkos spawn burst out of the host's skull after 1 round.

This disease can only be detected or cured by a spell cast with a 5th-level or higher spell slot. It can't be cured by effects that don't require a spell slot. Creatures without a head are immune to this disease.

KHALKOS

CHALLENGE 9
MEDIUM ABERRATION
5,000 XP

AC 16 (natural armor)
HP 130 (20d8 + 40; bloodied 65)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	18 (+4)	16 (+3)	16 (+3)

Proficiency +4; **Maneuver DC** 15
Saving Throws Int +8, Wis +7, Cha +7
Skills Deception +7, Insight +7, Perception +7, Persuasion +7, Religion +8
Damage Resistances fire, psychic, radiant
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Celestial, Infernal, Khalkos (scent-based), telepathy 120 ft.

Detect Alignment. The khalkos can detect the presence of creatures within 30 feet that have an alignment trait, and knows the alignment of such creatures.

Magic Resistance. The khalkos has advantage on saving throws against spells and magical effects.

Psionic Spellcasting. The khalkos's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

1/day each: *alter self*, *plane shift* (self only), *telekinesis*, *teleportation circle*

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 10 (3d6) poison damage.

Chaos Pheromones. The khalkos emits a cloud of pheromones in a 20-foot radius. The cloud spreads around corners. Each non-khalkos creature in the area makes a DC 14 Intelligence saving throw. Creatures with an alignment trait make this save with disadvantage. On a failure, the creature is confused for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature makes its saving throw or the condition ends for it, it is immune to this khalkos's Chaos Pheromones for the next 24 hours.

Psionic Sting. The khalkos targets a creature within 30 feet, forcing it to make a DC 16 Intelligence saving throw. On a failure, the target takes 28 (8d6) psychic damage and is stunned until the end of its next turn.

BONUS ACTIONS

Brain Jab. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated creature with a brain and an Intelligence of 6 or higher. *Hit:* 5 (1d4 + 3) piercing damage, and the target becomes diseased with brain larvae. Once the khalkos has used this attack successfully, it can't use it again for 24 hours.

REACTIONS

Telekinetic Shield. When the khalkos is hit by an attack made by a creature that it can see or sense with its Detect Alignment trait, it gains a +4 bonus to AC against the triggering attack.

Combat

The khalkos starts combat by using Chaos Pheromones on clusters of enemies, and then uses Psionic Sting on either a creature with an alignment or a creature likely to fail an Intelligence saving throw. Once an enemy is stunned, the khalkos uses Brain Jab. The khalkos retreats once it has infected a target with brain larvae (possibly using *plane shift* if it hasn't already today).

Khalkos Spawn

When a khalkos spawn first "hatches" from a skull, it looks like a wasp the size of a dagger. It grows to adulthood over a period of days or years under the telepathic tutelage of an adult khalkos. But in order to survive its first few hours, it must go on the hunt immediately, killing and eating as much food as possible.

KHALKOS SPAWN

CHALLENGE 2
TINY ABERRATION
450 XP

AC 16 (natural armor)
HP 27 (6d4 + 12; bloodied 13)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Proficiency +2; **Maneuver DC** 13
Saving Throws Int +5, Wis +4, Cha +3
Damage Resistances fire, psychic, radiant
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 12
Languages Khalkos (scent-based), telepathy 120 ft.

Detect Alignment. The khalkos can detect the presence of creatures within 30 feet that have an alignment trait, and knows the alignment of such creatures.

ACTIONS

Chaos Pheromones. The khalkos emits a cloud of pheromones into the air in a 10-foot radius. The cloud spreads around corners. Each non-khalkos creature in the area

makes a DC 12 Intelligence saving throw. On a failure, the creature is confused for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature makes its saving throw or the condition ends for it, it is immune to this khalkos spawn's Chaos Pheromones for the next 24 hours.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Combat

The khalkos spawn starts combat by using Chaos Pheromones on clusters of enemies and then stings a creature, preferably one affected by its pheromones.

SWARM OF KHALKOS SPAWN

CHALLENGE 4

MEDIUM SWARM OF TINY ABERRATIONS 1,100 XP

AC 16 (natural armor)

HP 71 (11d8 + 22; bloodied 35)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Proficiency +2; **Maneuver DC** 13

Saving Throws Int +5, Wis +4, Cha +3

Damage Resistances fire, psychic, radiant; bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Languages Khalkos (scent-based), telepathy 120 ft.

Detect Alignment. The swarm knows the alignment of creatures within 30 feet.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain hit points or temporary hit points.

ACTIONS

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (4d4+3) piercing damage plus 14 (4d6) poison damage, or 8 (2d4+3) piercing damage plus 7 (2d6) poison damage if the swarm is bloodied.

Chaos Pheromones. The swarm emits a cloud of pheromones in the air in a 10-foot-radius. The cloud spreads around corners. Each non-khalkos creature in the area makes a DC 12 Intelligence saving throw. On a failure, the creature is confused for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Kobolds

Kobolds are small, reptilian humanoids that blend the features of large dogs and tiny, wingless dragons. While many live in the lairs of the dragons they revere, others dwell in trap-ridden warrens far underground.

Draconic Servitors. Kobolds feel both an awe of and kinship with dragons. Many dragons extend protection to their distant kobold cousins, accepting in return the flattery, adulation, and service they believe all creatures owe them. Kobold servitors resent a dragon's other minions, fearful of the day the dragon no longer values their devotion.

Kobolds share many characteristics with dragons. They hatch from eggs with an instinct to hoard treasures and trinkets. Like dragons, kobolds enjoy long lifespans. With all the dangers that assail them, though, few kobolds see the natural end of their 100- to 150-year lifespans.

Proud and Territorial. Smaller and weaker than most sentient species, individual kobolds make easy prey for predators. A kobold community without a dragon patron must rely on stealth, traps, and sheer numbers to survive.

Most kobolds live in underground warrens far from the sunlight. Often, these warrens are extensions of existing structures such as dungeons, sewers, and natural caverns. As skilled miners with a dragon-like fondness for shiny things, kobolds often move into abandoned mines (or chase the miners out of working ones). Kobolds modify their lairs to their advantage, using low ceilings, cunning traps, and narrow passages to hinder the movement of invaders. Kobolds prefer to fight from a distance and with overwhelming numbers.

Bigger and stronger creatures often find kobolds contemptible at best, and raid and slaughter them at worst. When the tables are turned, kobolds rarely forgive those who have bullied them, though sometimes flattering words or glittering offerings appease them. Any slight to their dignity enrages them. Kobolds believe that even the smallest relative of a dragon has royal blood coursing through its veins.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Kobolds are distant relatives of dragons and often serve them in their lairs.

DC 15 Kobolds go to great lengths to avoid sunlight.

DC 20 While individually weak, kobolds can be dangerous when encountered in large numbers. They fashion clever traps to protect their underground warrens.

Kobold Encounters

Kobolds skulk in underground tunnels and in dragon lairs.

CR 0–2 1d8 kobolds; 1d4 kobolds with giant spider, kobold sorcerer, or 2 giant rats

Treasure 30 gp, 200 sp, 300 cp, 2 quartz gemstones and 1 turquoise gemstone (10 gp each), copper necklace (25 gp), 2 *potions of climbing*



CR 3–4 kobold sorcerer or kobold broodguard with 1d4 + 4 kobolds

Treasure 80 gp, 300 sp, 2 jasper gemstones (50 gp), silver headdress (75 gp), 8 colored-glass bottles filled with water, 2 *potions of healing*, *potion of water breathing*

CR 5–10 kobold sorcerer and kobold broodguard with 1d10 + 5 kobolds and one of the following: any dragon wyrmling, ochre jelly, or swarm of poisonous snakes

Treasure 600 gp, 1,000 sp, 2 amethyst and 3 garnet gemstones (100 gp each), obsidian dragon statuette (75 gp), 2 flasks of *oil of slipperiness*, *bag of tricks* (gray)

Signs

1–3 DC 12 Perception check: small footprints

4 Abandoned campfire with dirt kicked over it

5 Several fresh kobold corpses, savaged by some beast

6 A dragon scale, pierced as if once part of a necklace

7 DC 12 Perception check: A concealed entrance to a narrow tunnel

8 Caltrops, tripwire that tips a torch into a puddle of oil, or other trap

9 Small footprints pass over a concealed pit trap that collapses beneath 80 or more pounds of weight

10 Hidden kobold sentry

Behavior

1 Attack on sight; armed with vials of acid or alchemist's fire

2 Attack on sight; armed with a jar of scorpions, snakes, or green slime

3 Suspicious of strangers; may have set ball bearings, caltrops, or hunting traps

4 Running with sacks of stolen food

5 Peeking from behind cover, such as high in a tree, behind a wall, or inside an abandoned building

6 Arguing over the proper way to roll a boulder onto intruders

7 Digging a pit trap

8 Hiding in ambush, disguised as bushes or rocks that occasionally move around

9 Bearing a message from their overlord

10 Guarding a high position such as a ledge or balcony

11 Terrified and hiding in a hole or inside burlap sacks, or just lying down covering their eyes

12 Fleeing from a battle in which their companions were killed

Kobold Names

Blimbik, Flaw, Lublub, Luckluck, Pip Nip, Queek, Skirn, Vis, Zabblescrubble, Zorna

KOBOLD

CHALLENGE 1/8
SMALL HUMANOID
25 XP

AC 12
HP 7 (3d6 - 3; bloodied 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	8 (–1)	10 (+0)	8 (–1)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic

Pack Tactics. The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and not incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Shiv. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

KOBOLD SORCERER

CHALLENGE 1
200 XP

SMALL HUMANOID

AC 12 (15 with *mage armor*)
HP 27 (5d6 + 10; bloodied 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Proficiency +2
Skills Arcana +2, Intimidation +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic

Innate Spellcasting. The kobold's innate spellcasting ability is Charisma (save DC 12). It can innately cast the following spells, requiring no material components:
At will: *mage hand*, *mending*
1/day each: *charm person*, *expeditious retreat*, *mage armor*

Pack Tactics. The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and not incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Multiattack (2/day). The kobold sorcerer makes three flame bolt attacks.

Flame Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Shiv. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BONUS ACTIONS

Expeditious Retreat (1st-Level; V, S, Concentration). When casting this spell and as a bonus action on subsequent turns for 10 minutes, the kobold sorcerer can take the Dash action.

KOBOLD BROODGUARD

CHALLENGE 2
450 XP

SMALL HUMANOID

AC 16 (hide armor, spiked buckler shield)
HP 44 (8d6 + 16; bloodied 22)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Proficiency +2; **Maneuver DC** 12
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic

Pack Tactics. The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and not incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Multiattack. The kobold makes a bill hook attack and a spiked shield attack.

Bill Hook. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, and if the target is a Medium or smaller creature, it makes a DC 12 Strength saving throw, falling prone on a failure.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

REACTIONS

Rally! (1/Day, While Bloodied). When the kobold takes damage, it shouts a rallying cry. All kobolds within 30 feet that can hear it gain immunity to the frightened condition for 1 minute, and their next attack roll made before this effect ends deals an extra an extra 2 (1d4) damage.

Variants: Dragon Servitors

Over time, kobolds who serve dragons gain an aspect of that dragon's power. Their scales go from being a mottled brown color to one matching that of their draconic master. They gain the following traits:

Dragon's Blood. The kobold gains resistance to the damage type of its master's breath weapon.

Ominous Shadow. The kobold loses its Sunlight Sensitivity trait while within 60 feet of its master.

Potent Energies (Sorcerer only). The damage type of the sorcerer's flame bolt attack changes to match the damage type of its master's breath weapon, and each flame bolt deals additional damage equal to the sorcerer's Charisma modifier (+2).

Draconic Smite (Broodguard only). If the broodguard has advantage on a melee weapon attack, the attack deals an extra 2 (1d4) damage. This bonus damage is the same type as its master's breath weapon.

The kobold and kobold broodguard don't change their CR due to gaining this trait. The kobold sorcerer dragon servitor increases its CR to 2 (450 XP).

Kraken

Krakens are the reason life first left the ocean, seeking solace and shelter on dry land. Horrors from the depths of civilization's memory, krakens are destruction incarnate, imbued with the essence of violent ocean storms and armed with grasping tentacles and all-devouring maws. They dwell deep beneath the ocean, where light struggles to reach.

Demigods of Destruction. Krakens are ancient leviathans whose power threatens the gods. Stories tell of a primeval divine war in which the krakens were first created—or perhaps freed from a prison older than the gods. While the details of these tales vary, all agree that whatever first unleashed the krakens was ultimately dragged beneath the waves by kraken tentacles.

Mortals are drawn to the power krakens wield, worshipping them with offerings of faith and fealty. Favored cultists may receive eldritch gifts from these ancient beings—but those who receive a kraken's favor are forever changed by this power.

The Ancient Deep. A kraken is a force of primal destruction. They have laid waste to ancient empires, dragging down ships and flooding coastal cities, leaving behind little more than the memory of their primeval terror. But in the depths where a kraken lairs, the remains of forgotten gods or dreaming titans might still lie, waiting to be reawakened by the brave or the foolish.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Krakens are gigantic leviathans whose power rivals that of the gods.

DC 15 Like the squids they resemble, krakens release clouds of ink when threatened. Their tentacles can rip a ship in half.

DC 20 Krakens can summon storms and call down lightning from the heavens.

Kraken Encounters

When a kraken awakens from slumber, it rampages along the coast, summoning storms and leaving death in its wake. It is a force of pure destruction. It takes no treasure or prisoners.



KRAKEN

CHALLENGE 25

GARGANTUAN MONSTROSITY (TITAN) 75,000 XP

AC 20 (natural armor)

HP 444 (24d20 + 192; bloodied 222)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	26 (+8)	22 (+6)	18 (+4)	18 (+4)

Proficiency +8; **Maneuver DC** 26

Saving Throws Str +18, Con +16, Dex +8, Int +14, Wis +12

Damage Immunities lightning; damage from nonmagical weapons

Damage Resistances cold, fire, thunder

Senses truesight 120 ft., passive Perception 14

Languages understands Primordial but can't speak, telepathy 120 ft.

Amphibious. The kraken can breathe air and water.

Legendary Resistance (3/Day). If the kraken fails a saving throw, it can choose to succeed instead. When it does so, it can use its reaction, if available, to attack with its tentacle.

Magic Resistance. The kraken has advantage on saving throws against spells and magical effects.

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a Huge or smaller creature grappled by the kraken, the target is swallowed. A swallowed creature is blinded and restrained, its Speed is 0, it has total cover from attacks from outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If a swallowed creature deals 50 or more damage to the kraken in a single turn, or if the kraken dies, the kraken vomits up the creature.

Ink Cloud. While underwater, the kraken exudes a cloud of ink in a 90-foot-radius sphere. The ink extends around corners, and the area is heavily obscured until the end of the kraken's next turn or until a strong current dissipates the cloud. Each non-kraken creature in the area when the cloud appears makes a DC 24 Constitution saving throw. On a failure, it takes 27 (5d10) poison damage and is poisoned for 1 minute. On a success, it takes half damage. A poisoned creature can repeat the saving throw at the end of each of its turns. ending the effect on a success.

Summon Storm (1/Day). Over the next 10 minutes, storm clouds magically gather. At the end of 10 minutes, a storm rages for 1 hour in a 5-mile radius.

Lightning (Recharge 5–6). If the kraken is outside and the weather is stormy, three lightning bolts crack down from the sky, each of which strikes a different target within 120 feet of the kraken. A target makes a DC 24 Dexterity saving throw, taking 28 (8d6) lightning damage or half damage on a save.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage, and the target is grappled (escape DC 26). Until this grapple ends, the target is restrained. A tentacle can be targeted individually by an attack. It shares the kraken's hit points, but if 30 damage is dealt to the tentacle, it releases a creature it is grappling. The kraken can grapple up to 10 creatures.

Fling. One Large or smaller object or creature grappled by the kraken is thrown up to 60 feet in a straight line. The target lands prone and takes 21 (6d6) bludgeoning damage. If the kraken throws the target at another creature, that creature makes a DC 26 saving throw, taking the same damage on a failure.

LEGENDARY ACTIONS

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Tentacle. The kraken makes one tentacle attack.

Fling. The kraken uses Fling.

Squeeze (Costs 2 Actions). The kraken ends any magical effect that is restraining it or reducing its movement and then swims up to half its swim speed without provoking opportunity attacks. During this movement, it can fit through gaps as narrow as 10 feet wide without squeezing.

Combat

The kraken summons a lightning storm and doesn't attack until the storm has arrived. On its turn, it takes actions in this order of preference: it uses Lightning if it can hit 3 threatening targets, bites if it has a creature grappled, or uses Ink Cloud if underwater. Otherwise, it bites. With its legendary actions, it attacks with its tentacle, or uses Fling if it already has two creatures grappled (saving one of the creatures to bite and swallow). It uses Squeeze to escape confinement and escapes in an Ink Cloud if reduced to 111 hit points or fewer.

Variant: Titanic Kraken

Some sailors have encountered krakens and lived to tell about it, but even old salts speak in hushed voices of the leviathan they call the Kraken. It's said to be the first of its kind, created by doomed titans to be a spear thrust into the heart of the victorious gods. It is possibly the parent of all other krakens.

The Kraken is an elite monster, equivalent to two CR 25 monsters (150,000 XP). It is Titanic in size and has 888 (48d20 + 384) hit points. The Kraken has the following additional trait:

Bloodied Ichor. While the Kraken is bloodied and in the water, black ichor leaks from it in a 60-foot radius, spreading around corners but not leaving the water. The area is lightly obscured to all creatures except the Kraken. A creature that starts its turn in the area takes 10 (3d6) acid damage.

The Kraken has the following additional actions, which it can use only while bloodied:

Elite Recovery. The Kraken ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Tentacle Flail. The Kraken makes a tentacle attack against each creature of its choice within its reach.

Maelstrom. The Kraken summons a whirlpool and hurricane winds. Each creature within 90 feet of the kraken that isn't secured to an immovable object makes a DC 26 Strength check. On a failure, the creature takes 35 (10d6) bludgeoning damage, is pulled 45 feet straight towards the Kraken, and falls prone. Unsecured objects are pulled 45 feet straight towards the Kraken.

Thundercrack (1/Day). If the Kraken is outside and not underwater, a 10-foot-radius, sky-high column of lightning strikes a point the Kraken can see. Each creature and object in the area makes a DC 26 Dexterity saving throw, taking 35 (10d6) lightning damage and 35 (10d6) thunder damage on a failure or half damage on a success. All creatures other than the Kraken within 120 feet of the area that can see the lightning, including creatures inside the area, make a DC 26 Constitution saving throw. On a failure, a creature is blinded until the beginning of the Kraken's next turn.

Lamia

A lamia has the upper body of a humanoid and the lower half of a lion. Relics of an earthly demonic empire, lamias live among the ruins of their former palaces, surrounded by illusory finery mimicking the pomp they once commanded.

Forgotten Rulers. In ancient days, lamias were granted immortality and dominion as a reward for their service to a demon lord. Now that their empire has collapsed into dust, lamias find themselves unable to venture far from the ruins of their domains. Many strive to recreate the former opulence of their palaces, surrounding themselves with stolen treasure, charmed servants, and illusory recreations of throne rooms and sleeping bowers.

Servants and Prisoners. Most lamias welcome guests, both willing and unwilling. They treat visitors who flatter them as favored subjects to be pampered and entertained with feasts. Those who insult them are more likely to be feasted upon. Favored or not, no visitor is allowed to leave a lamia's court alive.

Many lamias are served by jackalweres, the loyal remnants of their erstwhile armies. Lamias direct these jackalweres to raid passing caravans for treasure and new captives to flatter and torment.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 10 Ages ago, lamias ruled a mighty empire, wielding power granted them by a demon lord. Though their empire now lies in ruins, lamias have not forgotten their former glory.

DC 15 Lamias use magic to cloak their true intentions. They surround themselves with retinues of charmed servants and loyal jackalweres.

DC 20 Lamias were once mortal, but when their demonic master granted them immortality, they became something more akin to fiends.



Lamia Encounters

Lamias are bound to the deserts and wastelands they once ruled.

CR 5–10 lamia with 1 or 2 lions and 1d8 + 2 commoners, or lamia with 1 or 2 giant constrictor snakes and 1d6 + 2 guards, or lamia with 1d8 + 3 jackalweres and 1d6 nobles, or lamia with doppelganger and 6 jackalweres, or lamia with manticore

Treasure 1,200 gp, 500 ep, 2,500 sp, silver throne (750 gp), golden demon idol (750 gp), *potion of clairvoyance*, *staff of the python*

Signs

1	ancient roofless temple or deserted city
2	a once-great palace, ruined except for its throne
3	monolithic tomb, its massive stone doors broken open
4	a charmed commoner or disguised jackalwere, desperate to lead you to supposedly empty ruins
5	an abandoned caravan, with jackalwere footprints leading to a lamia lair
6	a magnificent (but illusory) palace

Behavior

1	in humanoid form, lounging on a throne or sofa, eager to speak with travelers
2	in humanoid form: chooses a member of the party to entice with gifts and praise
3	in true form, surrounded by *geased* commoner slaves
4	in humanoid form, pretending to be the prisoner of an evil tyrant (who is actually a charmed noble)
5	with a defiant holy knight in a cage: the lamia hasn't been able to corrupt the knight so far
6	about to pit two *geased* prisoners against one another, unless you provide some other amusement

LAMIA

CHALLENGE 4
LARGE MONSTROSITY (FIEND)
1,100 XP

AC 13
HP 85 (10d10 + 30; bloodied 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

Proficiency +2; **Maneuver DC** 13
Skills Deception +6, Perception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common

Chaotic Evil. The lamia radiates a Chaotic and Evil aura.

Innate Spellcasting. The lamia's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components.

At will: *charm person*, *disguise self* (humanoid form), *major image*, *misty step*

1/day each: *geas*, *hallucinatory terrain*, *hypnotic pattern*, *scrying*

ACTIONS

Dizzying Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target is magically charmed for 1 hour or until it takes damage. While charmed in this way, it has disadvantage on Wisdom saving throws and ability checks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target makes a DC 13 Constitution saving throw. On a failure, the target takes 10 (3d6) poison damage and is poisoned for 1 hour.

Hypnotic Pattern (3rd-Level; S, Concentration). A swirling pattern of light appears at a point within 120 feet. Each creature within 10 feet of the pattern that can see it makes a DC 14 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. While charmed, the creature is incapacitated and its Speed is 0. The effect ends on a creature if it takes damage or if another creature uses an action to shake it out of its daze.

BONUS ACTIONS

Misty Step (2nd-Level; V). The lamia teleports to an unoccupied space it can see within 30 feet. The lamia can't cast this spell and a 1st-level or higher spell on the same turn.

Combat

Lamias avoid melee combat, sending their servants to fight for them while they use *hypnotic pattern* and throw daggers at their enemies from a distance. When cornered, they claw their foe and escape with *misty step*.

Variant: Snake Lamia

Some lamias have the lower bodies of snakes instead of lions. A snake lamia has the following action in place of its claws:

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the lamia can't constrict a different target.

Variant: Giant Lanternfish

In the darkest depths of the sea swim giant, intelligent, carnivorous fish that lure prey with the bioluminescent lights on their foreheads. They can transform into merfolk or sea elf guises, but in any form they always hold a light source: a giant glowing pearl, a luminescent jellyfish, a sea-coal-burning lantern, or the like. Giant lanternfish surround themselves with charmed merfolk and send merrow to do their bidding.

A giant lanternfish can breathe water but not air and has a swim speed of 30 feet.

Lich

A spellcaster who seeks knowledge above all else may turn to fell rituals to transcend the limitations of mortality, becoming a lich, an undead being of immense power. Cold, calculating, and freed from the shackles of life, liches pursue inscrutable goals and forbidden lore with century-spanning patience. Their bodies, twisted by their transformation, molder to skeletons, but the points of light burning in their empty eye sockets betray their deathless vitality.

Nameless Horrors. The foul rituals that fuel a lich's transformation are all but forgotten in this age. Dabblers in necromancy know that becoming a lich requires the sacrifice of one's life, but the true cost is greater still. To become a lich, the caster abandons their mortal identity. They must renounce their true name without claiming another, casting their past into howling astral winds or the infinite abyss. Their names fade from history books, and their mortal accomplishments disappear from memory or are ascribed to others. Liches shun names, referring to themselves with honorifics like "The Drowned King" or "The Speaker of Oblivion."

Soul Vessels. A lich binds its soul within a specially prepared object inscribed with magical sigils of power, warding, and binding. This soul vessel maintains the lich's existence and ensures its survival. Should a lich's body be destroyed, the soul vessel regenerates it, restoring the lich's mind and will. Breaking a soul vessel is the only way to permanently destroy a lich. Most liches go to great lengths to protect these objects. Some soul vessels are nearly invulnerable and can be destroyed only by a specific method, such as bathing it in elemental fire. Others are carefully concealed or hidden in plain sight, though their magic nature is apparent to anyone who can detect magic. Some powerful liches even create several soul vessels scattered throughout their domain.

Masters of Magic. With no fleshly distractions and time far beyond the mortal span of years, liches work obsessively towards their goals. A lich might orchestrate world-shattering events, create new variations of spells or spells entirely unheard of, or tamper with dangerous cosmic forces. Whatever their ambitions, liches brook no interference and punish trespassers that can't be turned to useful ends.



Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Only the most powerful mortal spellcasters can perform the ritual to become a lich. The process requires the spellcaster to sacrifice their life and erases all evidence of their former existence.

DC 15 Like most undead, liches are immune to poison. They resist damage from cold and lightning, and they can't be harmed by nonmagical weapons.

DC 20 A lich stores its soul in a specially prepared object called a soul vessel. Soul vessels can take many forms and are usually protected by powerful magical wards. Destroying a lich's soul vessel is the only way to permanently destroy the lich.

Lich Encounters

Liches' arcane lairs can be found in any remote corner of the world.

CR 17–22 lich
Treasure spellbook; *spell scrolls* of *cloudkill*, *private sanctum*, *simulacrum*, and *wall of force*, *crystal ball*, *ring of spell turning*

CR 23–30 lich with clay guardian, elemental, giant elemental, invisible stalker, or shield guardian; lich with 2 skeletal champions, walking statues, or wights
Treasure spellbook; *spells scrolls* of *astral projection*, *demiplane*, *imprisonment*, *maze*, and *wish*, *Ioun stone of reserve*, *staff of power*, *tome of clear thought*

Behavior

1 Doing important research; ignores intruders unless interfered with
2 Actively tries to destroy intruders in its lair
3 Scries on the party and telepathically threatens or mocks them
4 Wants intruders to perform a task, such as stealing a spell from a rival; will offer treasure or use *geas*
5 Will buy or sell information, scrolls, magic items, or the like
6 Monologues about its evil, world-threatening plans
7 Covets one of the party's spells or magic items
8 Mocks the party via a *project image* spell

Lich Soul Vessel

1 Fingerbone
2 Jewel
3 Amulet
4 Empty box
5 Dagger or staff
6 Brain in a jar
7 Book
8 Beating heart in a box
9 Useful magic item such as an *Ioun stone*
10 Mirror or painting bearing the lich's reflection or portrait

Lich Lair Features

Liches value their privacy, and they use the full might of their arcane power to punish intruders and protect their priceless knowledge. Choose two or roll twice:

1 Carved messages of warning indicate true (or false) paths to the lair's inner sanctum.
2 Corridors hide mechanical traps such as pit traps and rolling boulders.
3 Permanent antimagic fields house guardians or mechanical traps (*antimagic field* is in this lich's spellbook).
4 Riddle-uttering magic mouths indicate safe paths (*magic mouth* is in this lich's spellbook).
5 Magical teleporters that move intruders away from the lich's lair
6 1d4 mummies or wights patrol the lair.
7 A clay or stone guardian patrols the lair.
8 In areas of reverse gravity, the ceilings are trapped (*reverse gravity* is in this lich's spellbook).
9 Audible *alarm* spells summon defenders (*alarm* is in this lich's spellbook).
10 A false inner sanctum contains a simulacrum of the lich (*simulacrum* is in this lich's spellbook).
11 The lair is protected by explosive runes and other magical traps (*glyph of warding* is in this lich's spellbook).
12 The lair is carved with dangerous magical sigils (*symbol* is in this lich's spellbook).

LICH

CHALLENGE 21
LEGENDARY MEDIUM UNDEAD
33,000 XP

AC 18 (natural armor)
HP 170 (20d8 + 80; bloodied 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	20 (+5)	16 (+3)	16 (+3)

Proficiency +7; **Maneuver DC** 18
Saving Throws Con +11, Int +12, Wis +10
Skills Arcana +12 (+1d6), History +12, Insight +10, Perception +10, Religion +12
Damage Resistances cold, lightning
Damage Immunities necrotic, poison; damage from nonmagical weapons
Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 20
Languages any six

Legendary Resistance (3/Day). The lich's body or vestments are warded with three protective runes. When the lich fails a saving throw, it can choose to succeed instead. When it does so, one of its protective runes disappears.

Rejuvenation. If it has a soul vessel, a destroyed lich gains a new body in 1d10 days, regaining all its hit points. The new body forms within 10 feet of the soul vessel.

Spellcasting. The lich is a 16th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*
1st-level (4 slots): *detect magic*, *shield*, *silent image*, *thunderwave*
2nd-level (3 slots): *blur*, *detect thoughts*, *locate object*
3rd-level (3 slots): *animate dead*, *dispel magic*, *fireball*
4th-level (3 slots): *confusion*, *dimension door*
5th-level (2 slots): *geas*, *scrying*
6th-level (1 slot): *create undead*, *disintegrate*
7th-level (1 slot): *finger of death*, *teleport*
8th-level (1 slot): *power word stun*

Tongueless Utterance. Unless a spell has only a vocal component, the lich can cast the spell without providing a vocal component.

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Undead Nature. A lich doesn't require air, sustenance, or sleep.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) cold damage. The target makes a DC 18 Constitution saving throw. On a failure, it is paralyzed until the end of its next turn.

Arc Lightning. The lich targets up to 3 creatures within 60 feet. Each target makes a DC 18 Dexterity saving throw. On a failure, the target takes 28 (8d6) lightning damage.

Fire Bolt (Cantrip; S). *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

Thunderwave (1st-Level; S). Thunder rolls from the lich in a 15-foot cube. Each creature in the area makes a DC 20 Constitution saving throw. On a failure, a creature takes 9 (2d8) thunder damage and is pushed 10 feet from the lich. On a success, a creature takes half damage and is not pushed.

Blur (2nd-Level; V, Concentration). The lich's form is blurred for 1 minute. Attack rolls against it are made with disadvantage unless the attacker has senses that allow them to perceive without sight or to see through illusions (like blindsight or truesight).

Fireball (3rd-Level; S, M). Fire streaks from the lich to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 20 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Confusion (4th-Level; S, M, Concentration). Each creature within 10 feet of a point the lich can see within 120 feet makes a DC 20 Wisdom saving throw, becoming rattled until the end of its next turn on a success. On a failure, a creature is confused for 1 minute and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Disintegrate (6th-Level; S, M). The lich disintegrates a target within 60 feet. A Large or smaller nonmagical object or creation of magical force, or a 10-foot-cube section thereof, is automatically destroyed. A creature makes a DC 20 Dexterity saving throw, taking 75 (10d6 + 40) force damage on a failed save. If reduced to 0 hit points, the creature and its nonmagical gear are disintegrated, and the creature can be restored to life only with *true resurrection* or *wish*.

Finger of Death (7th-Level; S). A creature within 60 feet makes a DC 20 Constitution saving throw, taking 61 (7d8 + 30) necrotic damage on a failed saving throw or half damage on a success. A humanoid killed by this spell turns into a zombie under the lich's control at the start of the lich's next turn.

Power Word Stun (8th-Level; V). The lich targets a creature within 60 feet. If the target has more than 150 hit points, it is rattled until the end of its next turn. Otherwise, it is stunned. It can make a DC 20 Constitution saving throw at the end of each of its turns, ending the effect on a success.

BONUS ACTIONS

Eldritch Aura. The lich surrounds itself with a magical, rune-covered, glowing, translucent aura in a 10-foot radius. The aura moves with the lich and casts dim light inside its area. The aura disappears at the beginning of the lich's next turn.

Death Aura. The aura casts purple light. Each living creature that ends its turn inside the aura takes 17 (5d6) necrotic damage, and the lich regains the same number of hit points.

Shield Aura. The aura casts orange light. It has 35 hit points. Whenever the lich would take damage, the aura takes the damage instead, and the aura visibly weakens. If the damage reduces the aura to 0 hit points, the aura disappears, and the lich takes any excess damage.

Spell Shield Aura. The aura casts blue light. Any spell cast with a 5th-level or lower spell slot from outside the aura can't affect anything inside the aura. Using a spell to target something inside the aura or include the aura's space in an area has no effect on anything inside.

REACTIONS

Sabotage Spell. When a creature within 60 feet casts a spell that targets the lich, the lich attempts to interrupt it. The lich makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails, and the caster takes 10 (3d6) necrotic damage.

Shield (1st-Level; V, S). When the lich is hit by an attack or targeted by *magic missile*, it gains a +5 bonus to AC (including against the triggering attack) and immunity to magic missile. These benefits last until the beginning of its next turn.

LEGENDARY ACTIONS

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Cast Spell. The lich casts a cantrip or a 1st-level spell. The lich can use 2 legendary actions to cast a 2nd-level spell or 3 legendary actions to cast a 3rd-level spell.

Paralyzing Touch (Costs 2 Actions). The lich uses Paralyzing Touch.

Arc Lightning (Costs 3 Actions). The lich uses Arc Lightning.

Combat

With its bonus action, the lich uses Eldritch Aura to foil its most dangerous foes, using Death Aura against melee attackers, Shield Aura against ranged attackers, and Spell Shield against spellcasters. It uses its legendary actions to target groups of foes with Arc Lightning or uses Paralyzing Touch against creatures that might fail the Constitution saving throw. It might also cast *Blur*.

With its action, the lich casts *confusion* or *fireball* against a cluster of enemies; *disintegrate* against a creature that might fail a Dexterity saving throw; *finger of death* against a creature that might fail a Constitution saving throw; or *power word stun* against any dangerous opponent. When bloodied, it uses *dimension door* to escape unless defending its soul vessel. If it defeats a group, it prefers to leave several foes alive, using *geas* to impose a dangerous quest that furthers its research.

Lizardfolk

Lizardfolk are reptilian humanoids who dwell in isolated communities in jungles and swamps. Fiercely territorial, they are quick to drive off (or simply kill) trespassers.

Metal Poor. Most lizardfolk live in metal-poor areas, crafting their fish hooks, spears, and other equipment out of stone, wood, and bone. Though experts with these materials, lizardfolk understand that superior tools and weapons can mean the difference between life and death, especially when resisting steel-wielding invaders. Lizardfolk trade for metal when they can and strip it from their dead enemies when they can't.

Cold Blooded. Lizardfolk are cold-blooded creatures with slow metabolisms. They are economical in their movements and remain perfectly still when idle. To other folk, lizardfolk can appear inexpressive, even alien, but they feel emotion as much as other people. Lizardfolk distrust outsiders, but they are stalwart allies once their loyalty is earned.

Lost Empires. According to their own legends, lizardfolk were among the first people to walk the earth. Their civilization stretched from the depths of the earth and sea to the highest mountain peaks. They borrowed power from celestials and fiends alike, expanding their dominion until finally the gods themselves intervened. The descendents of the great lizardfolk empire are now scattered, with no monument to their former glory save for fallen towers half-buried in the muck.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Lizardfolk live in isolated communities in jungles and swamps. While not inherently evil, they are distrustful of outsiders.

DC 15 Lizardfolk can hold their breath for long periods of time. They often ambush trespassers from beneath the water.

DC 20 In ages past, lizardfolk made pacts with beings from the outer planes. Occasionally, a lizardfolk will be born possessing a vestige of the power granted by these ancient pacts.

Lizardfolk Encounters

Lizardfolk inhabit jungles and swamps.

CR 0–2 1 or 2 lizardfolk; lizardfolk druid
Treasure polished stone necklace (25 gp), 2 packets of healing herbs (act as *potions of healing*)

CR 3–4 3 or 4 lizardfolk; 2 lizardfolk with 1d4 giant lizards or crocodiles; lizardfolk druid with 1 or 2 lizardfolk
Treasure 4 amber gemstones (100 gp each), *potion of heroism*

CR 5–10 lizardfolk chosen one with 1d4 + 2 lizardfolk; lizardfolk chosen one with lizardfolk druid and 1d4 lizardfolk; lizardfolk druid with giant crocodile and 3 lizardfolk
Treasure fragment of ancient stone covered in glowing sigils (750 gp to certain buyers), *helm of telepathy*

Signs

1	Abandoned huts
2	A stone altar with a piece of dragon eggshell resting on it
3	A wall of sharpened stakes
4	A leather rucksack filled with stone tools
5-6	DC 15 Perception or Survival check: clawed footprints

Behavior

1	Camouflaged, scouting
2	Making weapons or jewelry
3	On a trade expedition, offering amber and food for metal
4	Ignore strangers unless approached
5	Attack on sight
6	Recently raided by rivals or monsters

Names

Gleamwater, Isla, Ka, Kesk, Redroot, Zartha



LIZARDFOLK

CHALLENGE 1/2
MEDIUM HUMANOID (LIZARDFOLK) 100 XP

AC 14 (natural armor, buckler shield)
HP 22 (4d8 + 4; bloodied 11)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 12
Skills Perception +2, Stealth +3 (+1d4), Survival +2
Senses passive Perception 12
Languages Draconic

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk attacks with its club and shield.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage if the attack is made with advantage.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Combat

Lizardfolk hide underwater, making bite attacks with advantage when possible. Otherwise, they attack with club and shield. Outside their territory, they retreat once half their number are defeated. When protecting their territory, they fight to the death.

Lizardfolk Variant: Lizardfolk Druid

Many groups of lizardfolk are led by druids who help them hunt, battle invaders, and hide from monsters too dangerous to fight.

The lizardfolk druid is a CR 2 (450 XP) humanoid (lizardfolk, shapechanger). It has the following additional trait:

Spellcasting. The lizardfolk druid is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame*
1st-level (4 slots): *fog cloud, purify food and drink*
2nd-level (3 slots): *heat metal, pass without trace*
3rd-level (2 slots): *conjure animals, plant growth*

The lizardfolk druid has the following additional actions:

Bite (Crocodile Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite a different creature.

Shapeshift. The lizardfolk magically changes its form into a Large crocodile or back into its true form. Its statistics are the same in each form, but it can't speak or cast spells in crocodile form. Any equipment the lizardfolk is wearing or wielding merges into its new form. It reverts to its true form if it dies.

Produce Flame (Cantrip; V, S). *Ranged Spell Attack:* +2 to hit, range 30 ft, one target. *Hit:* 9 (2d8) fire damage.

Heat Metal (2nd-Level; V, S, M, Concentration). The lizardfolk heats a metal object within 60 feet. A creature touching the item takes 9 (2d8) fire damage when the spell is cast. On subsequent turns for 1 minute, the lizardfolk can use a bonus action to inflict the same damage. If a creature is holding the object, it makes a DC 10 Constitution saving throw or drops the object. If it can't or won't drop the object, it has disadvantage on attack rolls and ability checks until the start of the lizardfolk's next turn.

Conjure Animals (3rd-Level; V, S, Concentration). The lizardfolk summons 1 swarm of poisonous snakes or 3 crocodiles, which appear in spaces the lizardfolk can see within 60 feet and remain for 1 hour or until killed. The beasts are allies that act on the lizardfolk's turn under its control.

Lizardfolk Chosen

The ancient connections between the lizardfolk and the denizens of the lower planes sometimes result in a lizardfolk child born with a demonic soul. These "chosen ones" grow to become charismatic and ruthless monarchs, inspiring uncharacteristic aggression in their followers. Theoretically, lizardfolk born with celestial souls also exist.

LIZARDFOLK CHOSEN ONE CHALLENGE 4

MEDIUM HUMANOID (FIEND OR CELESTIAL, LIZARDFOLK) 1,100 XP

AC 15 (natural armor, buckler shield)

HP 75 (10d8 + 30; bloodied 37)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 13

Saving Throws Con +5, Wis +3

Skills Perception +3 (+1d4), Stealth +3 (+1d4), Survival +3

Senses passive Perception 15

Languages Draconic

Aligned. The lizardfolk radiates either an Evil or Good aura.

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk attacks once with its shield and twice with its trident.

Shield. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target makes a DC 13 Strength saving throw. On a failure, it is knocked prone.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the lizardfolk gains temporary hit points equal to half the damage dealt.

REACTIONS

Supernatural Rebuke (1/Day). When the lizardfolk is dealt damage by a creature it can see within 60 feet, its attacker makes a DC 13 Dexterity saving throw. On a failure, the attacker takes 11 (2d10) fire or radiant damage (the lizardfolk's choice).

Lycanthropes

A lycanthrope is a humanoid who transforms into an animal during the full moon. In animal form, a lycanthrope (also called a were) appears to be simply a large, powerful example of its species. Its eyes, however, betray its humanoid intelligence.

Viewed separately as a disease, a curse, a blessing, or a bloodline, lycanthropy is spread through the bites of lycanthropes or from a parent to child at birth. The most common varieties of lycanthropes are werebears, wereboars, wererats, weretigers, and werewolves.

The Curse of Lycanthropy. Any humanoid bitten by a lycanthrope in its animal or hybrid form can contract lycanthropy. Lycanthropy inflicted in this way can be cured with a *remove curse* spell, but a person born a lycanthrope is one by nature, and only a *wish* spell can remove the curse.

On the night of the first full moon after being bitten (or, for a natural lycanthrope, upon reaching young adulthood), a person involuntarily changes into an animal. This transformation is painful and draining, leaving the afflicted hungry, unable to speak, and often confused and frightened. During the transformation, a lycanthrope's thoughts are filled with predatory instincts. Many newly changed lycanthropes attack others out of hunger or fear. Others surrender to their bestial natures, reveling in the hunt and the kill.

Mastering the Affliction. As with any skill, mastering lycanthropy takes practice. A new lycanthrope must first learn to control their actions while in animal form. With work, they eventually develop the ability to transform at will, except during the dark of the new moon. Experienced lycanthropes can take a half-humanoid, half-animal form, and rumors exist of alpha lycanthropes who have developed their talents even further.

Some weres shun their curse rather than seeking to master it. Fearing the harm they may do to others, they lock themselves away or lose themselves in the wilderness, especially during the full moon.

Whether a blessing or a curse, lycanthropy comes to dominate a creature's life. Even in humanoid form, a lycanthrope's mind is prey to bestial thoughts. A lycanthrope is defined by whether they resist or succumb to these temptations.

Wolfsbane. Lycanthropes are repelled by the wolfsbane flower. A lycanthrope in hybrid or beast form is poisoned while within 10 feet of a living or dried wolfsbane flower that it can smell. If wolfsbane is applied to a weapon or ammunition, lycanthropes are damaged by the weapon as if it were silver. An application of wolfsbane lasts for 1 hour.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Humanoids cursed with lycanthropy transform into animals on the night of the full moon. Many types of were-creatures exist.

DC 15 Any humanoid bitten by a lycanthrope risks becoming a lycanthrope themselves. The child of a lycanthrope might also suffer the curse. Nonmagical weapons cannot harm most lycanthropes, unless that weapon is silvered or coated with wolfsbane.

Lycanthrope Encounters

While lycanthropes can be found anywhere, werebears and wereboars are most common in mountains and forests, while weretigers are often found in warmer climates. Werewolves and wererats tend to live in settlements, hiding their curse from others.

CR 0–2 wererat

Treasure 70 gp, 50 sp, *pipes of the sewers*

CR 3–4 2 wererats; wererat with swarm of rats or 1 to 3 giant rats; wereboar; weretiger; werewolf

Treasure 200 gp, silver and moonstone ring (75 gp), torn and bloody clothes, *figurine of wondrous power* (silver raven)

CR 5–10 1 or 2 werebears; werebear with 1d4 black bears; 2 or 3 wereboars; 3 to 5 wererats; 2 weretigers; weretiger with 1d4 tigers; 2 or 3 werewolves; alpha werewolf

Treasure 50 pp, silver hunting horn studded with jade (250 gp), *+1 weapon* (type suitable for the lycanthrope; bears an engraving of an animal head)

CR 11–16 3 werebears; 3 or 4 wereboars; 3 or 4 weretigers; alpha werewolf with 2 or 3 werewolves

Treasure 1,500 gp, tightly sealed silver coffer (250 gp) containing wolfsbane, set of silver manacles (250 gp), letter from a distant relative suffering the same form of lycanthropy, 2 *potions of stone giant strength*, *ring of animal influence* (it can be used without expending a charge when targeting beasts of the lycanthrope's type)

Wilderness Signs

1	Animal tracks that turn human or vice versa
2	A distant animal howl or roar
3	A humanoid corpse, torn limb from limb
4	DC 14 Perception check: the snapping of twigs
5	A natural animal (bear, boar, rat, tiger, or wolf)
6	The carcass of a deer or wild pig

Settlement Signs

1	Animal tracks that turn human
2	A distant scream
3	A local crackpot claims to have seen a monstrous beast
4	People speaking in hushed voices about a rash of gruesome killings
5	An herbalists's shop has been robbed and vandalized. DC 14 Investigation check: the wolfsbane is missing
6	Animal footprints lead to a shop window or door

Wilderness Behavior

1	In humanoid form, living alone: avoids strangers for fear of hurting them
2	In humanoid form, living alone: murders travelers
3	In animal form, hunting game
4	In animal form, stalking humanoids (possibly the characters)

5 Hiding in ambush, planning highway robbery
6 In humanoid form, living as a ranger; suspicious of strangers but will help those with good intent
7 Scouting for its family or tribe, or for an evil overlord
8 The last of its bloodline, seeking vengeance

Settlement Behavior

1 In animal form, slinking through alleys
2 In hybrid form, devouring a corpse
3 In humanoid form, fighting animal urges
4 In humanoid form, trying to frame someone for recent murders
5 In humanoid form; can't remember what it did during the last full moon and is concerned that it may be a lycanthrope
6 In humanoid form, drunk (alcohol dulls its lycanthropic urges)
7 In humanoid form, fleeing from angry pursuers
8 In humanoid form, friendly and talkative (but kills to preserve its secret)



Werebear

Over time, most werebears become withdrawn and irascible. They feel no particular urge to increase their numbers and rarely choose to pass on their curse. When angry, they transform into bear or hybrid form and swat opponents with their powerful claws. Some mountain-dwelling cultures accept, or even revere, werebears.

WEREBEAR — CHALLENGE 5

MEDIUM HUMANOID (SHAPECHANGER) 1,800 XP

AC 11 (natural armor, or cloth in humanoid form)
HP 135 (18d8 + 54; bloodied 67)
Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Proficiency +3; **Maneuver DC** 15
Skills Perception +4 (+1d4)
Damage Immunities damage from nonmagical, non-silvered weapons
Senses passive Perception 16
Languages Common

Keen Smell. The werebear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The werebear makes two claw attacks, two greataxe attacks, or two handaxe attacks.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Handaxe (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the werebear can't use its greataxe and can't attack a different target with its claw.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a humanoid, it makes a DC 14 Constitution saving throw. On a failure, it is cursed with werebear lycanthropy.

BONUS ACTIONS

Shapeshift. The werebear changes its form to a Large bear, a Large bear-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged except for its size. It can't speak in bear form. Its equipment is not transformed. It reverts to its true form if it dies.

Frenzied Bite (While Bloodied, Bear or Hybrid Form Only). The werebear makes a bite attack.

Combat

If it wishes to hide its nature or avoid infecting others, the werebear fights with axes in humanoid form. Otherwise, it attacks with its claws in hybrid form. When bloodied, it instinctively shifts to hybrid form and attacks with its claws and bite, fighting to the death.

Wereboar

Wereboars are prone to uncontrollable rages, during which they're likely to change to hybrid form. They find it difficult to conceal their true natures. Wereboars tend to live alone or in the company of other wereboars.

WEREBOAR

CHALLENGE 4

MEDIUM HUMANOID (SHAPECHANGER) 1,100 XP

AC 12 (natural armor, or leather in humanoid form)

HP 78 (12d8 + 24; bloodied 39)

Speed 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 13

Skills Perception +2

Damage Immunities damage from nonmagical, non-silvered weapons

Senses passive Perception 12

Languages Common

Relentless (1/Day). If the wereboar takes 14 or less damage that would reduce it to 0 hit points, it is instead reduced to 1 hit point.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the boar moves at least 20 feet straight towards the target before the attack, the attack deals an extra 7 (2d6) slashing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure. If the target is a humanoid, it makes a DC 12 Constitution saving throw. On a failure, it is cursed with wereboar lycanthropy.

BONUS ACTIONS

Shapeshift. The wereboar changes its form to a boar, a boar-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged. It can't speak in boar form. Its equipment is not transformed. It reverts to its true form if it dies.

Frenzied Tusks (While Bloodied, Boar or Hybrid Form Only). The wereboar attacks with its tusks.

Combat

The boar nearly always fights in hybrid form. Even if it's trying to hide its identity, it's likely to shift to hybrid form and use Frenzied Tusks when bloodied. It fights in a rage; unless given breathing room to calm down, it fights to the death.

Wererat

While in humanoid form, wererats struggle to control their impulses to skulk, steal, and hoard wealth. Wererats are social, forming gangs that congregate in cities and towns. Many wererats actively seek to spread their curse as widely as possible. Relatively weak compared to other lycanthropes, wererats can't entirely shrug off attacks from mundane weapons.

WERERAT

CHALLENGE 2
MEDIUM HUMANOID SHAPECHANGER 450 XP

AC 12
HP 33 (6d8 + 6; bloodied 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Skills Perception +2, Stealth +4
Damage Resistances damage from nonmagical, non-silvered weapons
Senses darkvision 60 ft. (rat or hybrid form only), passive Perception 12
Languages Common

Keen Smell. The wererat has advantage on Perception checks that rely on smell.

Pack Tactics. The wererat has advantage on attack rolls against a creature if at least one of the wererat's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 12 (3d6 + 2) piercing damage if the attack is made with advantage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 12 (3d6 + 2) piercing damage if the attack is made with advantage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it makes a DC 11 Constitution saving throw. On a failure, it is cursed with wererat lycanthropy.

BONUS ACTIONS

Shapeshift. The wererat changes its form to a giant rat, a rat-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged. It can't speak in rat form. Its equipment is not transformed. It reverts to its true form if it dies.

Frenzied Bite (While Bloodied, Rat or Hybrid Form Only). The wererat makes a bite attack.

Combat

The wererat prefers to fight in hybrid form, in darkness if possible. If its enemy has no obvious silver weapon or magical attack, it strikes with its shortsword, preferably using Pack Tactics; otherwise it attacks with its crossbow from hiding. It flees if bloodied and only uses Frenzied Bite if cornered.

Weretiger

Lone weretigers live in solitude on the edges of settlements, hiding their identities. Many resist their bloodthirsty urges and hunt alone in the wilderness. Others fall prey to temptation and stalk humanoids for sport.

There are entire tribes of weretigers who accept their lycanthropy as a gift. These natural-born weretigers can control their instincts more than most lycanthropes.

WERETIGER

CHALLENGE 4
MEDIUM HUMANOID SHAPECHANGER 1,100 XP

AC 13
HP 90 (12d8 + 36; bloodied 45)
Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3 (+1d4), Stealth +5
Damage Immunities damage from nonmagical, non-silvered weapons
Senses darkvision 60 ft. (tiger or hybrid form only), passive Perception 15
Languages Common

Keen Hearing and Smell. The weretiger has advantage on Perception checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The weretiger makes two attacks, neither of which can be a bite.

Longsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the weretiger moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it makes a DC 13 Constitution saving throw. On a failure, it is cursed with weretiger lycanthropy.

BONUS ACTIONS

Shapeshift. The weretiger changes its form to a Large tiger, a tiger-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged except for its size. It can't speak in tiger form. Its equipment is not transformed. It reverts to its true form if it dies.

Opportune Bite (Tiger or Hybrid Form Only). The weretiger makes a bite attack against a prone creature.

Frenzied Bite (While Bloodied, Tiger or Hybrid Form Only). The weretiger makes a bite attack.

Combat

The weretiger prefers to fight in either humanoid or tiger form, but it may switch to hybrid form and use Frenzied Bite when bloodied. It resists this urge if hiding its identity or trying to avoid spreading lycanthropy.

Werewolf

A lone werewolf that stalks its fellow villagers can terrorize an entire community. The lycanthrope might be unaware of its true nature, writing off its bloody memories as bad dreams.

Werewolf lycanthropy runs in some prominent families, with generation after generation struggling to keep their curse a secret.

WEREWOLF

CHALLENGE 3

MEDIUM HUMANOID (SHAPECHANGER) 700 XP

AC 12

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2 (+1d4), Stealth +4, Survival +2

Damage Immunities damage from nonmagical, non-silvered weapons

Senses darkvision 30 ft. (wolf or hybrid form only), passive Perception 14

Languages Common

Keen Hearing and Smell. The werewolf has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The werewolf has advantage on attack rolls against a creature if at least one of the werewolf's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Multiattack. The werewolf makes two melee attacks, only one of which can be with its bite.

Greatclub (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Claw (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it makes a DC 12 Constitution saving throw. On a failure, it is cursed with werewolf lycanthropy.

BONUS ACTIONS

Shapeshift. The werewolf changes its form to a wolf, a wolf-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged. It can't speak in wolf form. Its equipment is not transformed. It reverts to its true form if it dies.

Frenzied Bite (While Bloodied, Wolf or Hybrid Form Only). The werewolf makes a bite attack.

Combat

Most werewolves prefer to fight in humanoid or wolf form, but some fight openly in hybrid form. The werewolf prefers to attack with surprise or alongside allies. When bloodied, a werewolf lacking self-control instinctively switches to hybrid form and uses Frenzied Bite. A werewolf flees when reduced to 15 hit points or fewer.

Variant: Alpha Werewolf

Some werewolves have fully mastered their curse and use it to prey on innocents, often leading a pack of lesser werewolves.

The alpha werewolf is CR 6 (2,300 XP) and has 104 (16d8 + 32; bloodied 52) hit points. It is immune to damage from nonmagical, non-silvered weapons. It has the following traits:

Cursed Wounds. Each of the werewolf's claw and bite attacks deals an additional 7 (2d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Magmin

Magmins are diminutive lava creatures native to the Plane of Fire. They typically appear as small, glowing-eyed humanoids covered in a black stone crust which, when broken, reveals their fiery interiors—in more ways than one.

Contents Under Pressure. Magmins are normally agreeable and calm so long as their shells are intact. Cracking their surface, however, reveals the capricious flames within. A magmin with a cracked shell becomes more unstable, both emotionally and physically. It becomes giddy and violent, cackling and setting fires with wild abandon. A magmin in this state may even explode if damaged further. It can be calmed only by reforming its shell, which requires literally cooling it down.



Lava At Work. Magmins that wish to be part of a larger society often find work as jesters and entertainers on the Plane of Fire. Those that make their way to the Material Plane are frequently found in the company of fire mages.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Magmins are unpredictable creatures from the Plane of Fire.

DC 15 Though normally peaceful, magmins become violent if their fiery interiors are exposed.

DC 20 Exposure to frigid temperatures doesn't harm a magmin, but the cold can reform its outer shell and calm it down once agitated.

Magmin Encounters

Magmin cavort on the Plane of Fire and inside active volcanoes.

CR 0–2 1 to 3 magmins; magmin and magma mephit

CR 3–4 4 or 5 magmins; 3 magmins with 1 or 2 magma mephits

Signs

1	Black smoke
2	The flickering of distant fires
3	The smell of smoke and distant cackling
4	Charred footprints

Behavior

1–3	Ablaze, gleefully setting fires
4	Ablaze, frolicking inside a bonfire
5	Extinguished, bound by freezing chains
6	Extinguished, cluster curiously around travelers
7–8	Extinguished, ignore other creatures

MAGMIN

SMALL ELEMENTAL — CHALLENGE 1/2 — 100 XP

AC 14 (natural armor)
HP 14 (4d6; bloodied 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	8 (–1)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Damage Resistances damage from nonmagical weapons
Damage Immunities cold, fire
Senses passive Perception 10
Languages Ignan

Blazing Blood. When the magmin takes damage that doesn't kill it, or when it is subjected to fire damage, its magma shell cracks and it is set ablaze. While ablaze, the magmin sheds bright light for 10 feet and dim light for an additional 10 feet. If the magmin is subjected to cold damage while ablaze, this flame is extinguished. The magmin can also set itself ablaze or extinguish itself as an action.

Death Burst. If the magmin dies while ablaze, it explodes in a burst of magma. Each creature within 10 feet makes a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save. Unattended flammable objects in the area are ignited.

Elemental Nature. A magmin doesn't require air, sustenance, or sleep.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) fire damage. If the magmin is ablaze and the target is a creature, the target suffers suffers 5 (1d10) ongoing fire damage until a creature takes an action to extinguish the flame on the target.

Spurt Magma (Ablaze Only). *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (1d6 + 2) fire damage.

Combat

A magmin with an intact shell tries to avoid combat. While ablaze, it sets enemies on fire with its touch, using Spurt Magma when it can't reach melee range.

Malcubus

Malcubi, also called incubi or succubi, are winged fiends native to the Lower Planes. They are neither demons nor devils, though they happily work with either in order to seduce and corrupt mortals.

Malcubi are shapechangers. In their true form, they resemble humanoids with bat wings and claws, and they sometimes have small horns and a tail. Outside the Nine Hells, they rarely reveal their true appearances. Instead, they take on whatever humanoid form is most pleasing to their intended victim.

Beguiling Temptation. A malcubus is a patient, subtle corruptor. The fiend visits its victim from the Ethereal Plane, whispering in their dreams and offering up visions of forbidden pleasures. After weeks or even months, a malcubus appears to its victim in their waking hours as well, prodding them to surrender to their temptations. Infidelity, embezzlement, and other breaches of trust are the malcubus's favorite sins, as each transgression plants seeds of resentment inside the hearts of others, creating an ever-growing web of potential victims. Although a malcubus can magically charm a victim, it often chooses not to: evil acts committed without magical compulsion have a sweeter savor.

Inviting Disaster. A malcubus can enter the Material Plane from the Ethereal if invited by its victim of their own free will. Once there, the malcubus serves its victim as a confidant, advisor, or companion, using its beauty and charm to tempt them to ever-darker deeds. A malcubus draws out its victim's destruction as long as possible, feeding off the negative energy created by the slow corruption of the victim's soul, content to let its target dig their own early grave.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 A malcubus is a shape-changing fiend that tempts mortals to their destruction. Malcubi are also called incubi or succubi.

DC 15 Malcubi prefer controlling things behind the scenes rather than fighting. If forced into battle, malcubi are difficult to kill with normal weapons or with cold, fire, lightning, or poison.

DC 20 Malcubi can enter the Material Plane only if a mortal invites them in. Once they have arrived, malcubi are difficult to get rid of.

Malcubus Encounters

In Hell and the Abyss, malcubi scheme and spy among other fiends. On the Material Plane, they spread destruction by corrupting virtuous heroes and influential leaders.

CR 3–4 malcubus

Treasure pearl earring (250 gp), half of a gold heart-shaped locket (12 gp), *chime of opening*

CR 5–10 2 malcubi; malcubus with cambion, doppelganger, or night hag; malcubus with duped knight, noble, or priest and 1d4 + 4 commoners or guards

Treasure gold tiara or coronet (750 gp), gold and amethyst locket containing a lock of hair (250 gp), passionate letters, 2 *philters of love*, *medallion of thoughts*



CR 11–16 malcubus with duped champion warrior, high priest, or holy knight and 1d4 + 4 acolytes, commoners, guards, or nobles

Treasure emerald ring (2,500 gp), manuscript of masterpiece poems (750 gp), magical rose that never wilts (750 gp), *potion of invisibility*, *ring of free action*

Behavior

1	In humanoid form, flirts with a character they've been ordered to spy upon
2	In humanoid form, running a spy ring; offers a stealthy character money in exchange for information
3	In humanoid form, dressed as a noble; from a balcony or carriage, blows a kiss to a potential victim
4	In humanoid form, luring a noble or rich merchant to a secluded location away from their bodyguards
5	Has stolen the identity of a local noble or celebrity; acts fairly characteristically, although perhaps wittier than normal
6	In humanoid form, playing the role of an important NPC's new lover or fiancee
7	In humanoid form, acting as an evil NPC's new henchman or good NPC's disciple
8	In true form, flying away from the scene of its latest tragic triumph

Names

Adria, Adone, Mara, Nameh, Lilin, Sabin

MALCUBUS

CHALLENGE 4
MEDIUM FIEND (SHAPECHANGER) 1,100 XP

AC 14 (natural armor)
HP 78 (12d8 + 24; bloodied 39)
Speed 30 ft., fly 60 ft. (true form only)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	20 (+5)

Proficiency +2; **Maneuver DC** 13
Skills Deception +7 (+1d4), Insight +5, Perception +5, Persuasion +7 (+1d4), Stealth +5
Damage Resistances cold, fire, lightning, poison; damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal, telepathy 60 ft.

Cloaked Mind. When subjected to a divination effect that detects fiends or alignment, the malcubus makes a DC 15 Charisma saving throw. On a success, the malcubus's nature is not detected.

Evil. The malcubus radiates an Evil aura.

Telepathic Bond. The malcubus can communicate telepathically with a charmed creature over any distance, even on a different plane of existence.

ACTIONS

Claw (Malcubus Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Charm. The malcubus targets one humanoid on the same plane of existence within 30 feet, forcing it to make a DC 15 Wisdom saving throw. On a failure, the target is magically charmed for 1 day or until the malcubus charms another creature. The charmed creature obeys the malcubus's commands. The creature repeats the saving throw whenever it takes damage or if it receives a suicidal command. If a creature's saving throw is successful or the effect ends for it, it is immune to any malcubus's Charm for 24 hours.

Draining Kiss. The malcubus kisses a willing or charmed creature. The target makes a DC 15 Constitution saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success. The target's hit point maximum is reduced by the same amount until it finishes a long rest, and the malcubus regains hit points equal to the same amount. If the target is charmed by the malcubus, the charm ends.

Etherealness. The malcubus magically travels to the Ethereal Plane. While on the Ethereal Plane, the malcubus can see and hear into the Material Plane and can choose to make itself audible and hazily visible to creatures on the Material Plane. If a humanoid on the Material Plane invites the malcubus to do so, the malcubus can use an action to magically travel from the Ethereal Plane to the Material Plane.

Dream (1/Day). While on the Ethereal Plane, the malcubus magically touches a sleeping humanoid that is not protected by a *magic circle* or *protection from evil and good* spell or similar magic. While the touch persists, the malcubus appears in the creature's dreams. The creature can end the dream at any time. If the dream lasts for 1 hour, the target gains a level of strife and gains no benefit from the rest, and the malcubus can use Charm on the creature even if it's on a different plane of existence.

BONUS ACTIONS

Shapeshift. The malcubus magically changes its form to a Medium or Small humanoid or into its true form. It can fly only in its true form. While shapeshifted, its statistics are unchanged except for its size and speed. Its equipment is not transformed. It reverts to its true form if it dies.

REACTIONS

Living Shield. When a creature the malcubus can see hits it with an attack, the malcubus can give an order to a creature charmed by it within 5 feet. The charmed creature uses its reaction, if available, to swap places with the malcubus. The attack hits the charmed creature instead of the malcubus.

Combat

The malcubus tries to avoid combat. When it can't, it charms an opponent, giving orders to it and using it as a living shield. Once it has charmed a creature, it uses its claws. When bloodied, it uses Charming Kiss. It flees to the Ethereal Plane only in dire straits, since it may have difficulty returning.

Manticore

Terrible amalgamations of lion and dragon, manticores have tails tipped with clusters of bony spikes and the faces of scowling humanoids. They haunt forlorn places far from civilization. Their foul dispositions force most manticores to live in isolation, although sometimes they form prides to take down giant eagles, hippogriffs, or groups of humanoids, their favorite prey.

Savage Raconteurs. Manticores consider themselves excellent conversationalists and genuinely enjoy chatting with other creatures. A manticore will often forgo attacking so long as it remains engaged in conversation. Unfortunately, manticores are not nearly as witty as they believe themselves to be. Often, travelers must enrage a manticore to avoid suffering another of the monster's long-winded anecdotes.

Unwitting Servants. Manticores are too proud to serve others but too dim-witted to recognize when they are being manipulated. Evil creatures such as hags or lamias sometimes trick manticores into serving them by offering them "tributes" of treasure or food. Such alliances fall apart if the talkative creatures are neglected, or if the duplicitous nature of their master is revealed.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Manticores have the bodies of lions, humanoid faces, dragon-like wings, and spike-tipped tails. They'll eat anything that moves, but prefer humanoids.

DC 15 A manticore can fling the spikes on its tail like an archer fires arrows.

DC 20 No matter how hungry it is, a manticore would rather talk than fight. Peacefully ending a conversation with a manticore, however, requires a silver tongue.

Manticore Encounters

While manticores can be found anywhere, they prefer warm climates.

CR 3–4 manticore or adamanticore

CR 5–10 2 or 3 manticores or adamanticores; manticore with chimera

Treasure 300 gp, battered half plate armor, *potion of superior healing*, *medallion of thoughts*

Signs

1. Strange bony spikes litter the path
2. A humanoid corpse, mauled and riddled with bony spikes
3. A distant roar
4. Lion footprints that abruptly disappear

Behavior

1. Attacks on sight
2. Demands surrender and tribute
3. In its nest or lair
4. Patrolling for an evil master or a manticore pride

Manticore Names

Ageera, Baxandrimas, Cleomides, Hagerond, Neropa, Vizandanter

MANTICORE

CHALLENGE 3

LARGE MONSTROSITY

700 XP

AC 14 (natural armor)

HP 68 (8d10 + 24; bloodied 34)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (–1)	12 (+1)	8 (–1)

Proficiency +2; **Maneuver DC** 13

Senses darkvision 60 ft., passive Perception 11

Languages Common



ACTIONS

Multiattack. The manticore attacks with its bite and its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the manticore moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail Spike Volley (4/Day). The manticore fires tail spikes in a 5-foot-wide, 60-foot-long line. Each creature in the area makes a DC 12 Dexterity saving throw, taking 14 (4d6) piercing damage on a failure or half damage on a success.

REACTIONS

Tail Whip. If a creature the manticore can see hits it with a melee attack, the manticore attacks the attacker with its tail. If it hits, it can fly up to half its fly speed without provoking opportunity attacks from the attacker.

Combat

The manticore fires a tail spike volley from a distance, preferably from the air. It then flies past an opponent, attacking with its tail from 10 feet away to avoid opportunity attacks. Finally, it charges at least 20 feet and attacks with its claws and bite. If bloodied, it falls back and uses the rest of its tail spikes. It flees only if its tail spike volleys have been depleted.

Adamanticore

Adding to their strangeness, some manticores grow tail spikes made of adamantine rather than bone. A single manticore might possess up to two dozen of these adamantine spikes, each of which can be sold for 5 gp or more.

The adamanticore is CR 4 (1,100 XP) and has 85 (10d10 + 30; bloodied 42) hit points. A creature that takes damage from the adamanticore's Tail Spike Volley also suffers 5 (1d10) ongoing damage from blood loss. The ongoing damage lasts until a creature uses an action to remove the spikes.

Medusa

Ancient history books speak of vain mortals who challenged a god of love, seeking to rival him in beauty, and were cursed for their arrogance. Medusas tell a different story, one of a close-knit band of snake-haired warriors called the Gorgons, who toppled the cruel and capricious deity they once served. As the god fell, he bestowed upon the Gorgons a terrible curse that would prevent them from ever again uniting their powers. Whichever version of the story is true, the curse is the same: every creature who gazes into a medusa's eyes, including another medusa, transforms into a lifeless statue.

Queen Mother. First among her people, Queen Medusa was said to be the warrior who struck the killing blow against the god-king. Even today, Medusa's name invokes terror and awe, and it is said she still lives somewhere in the vast wastelands of the world.

The children of Queen Medusa are called medusas. They have inherited her curse, turning those that look upon them into gray stone. Though some live in veiled secrecy in towns or cities, most medusas dwell alone in wild places. Many despise the mortals that hunt them, decorating their lairs with statues of would-be medusa-slayers.

Statues of Salt and Bronze. It's said that each of Queen Medusa's original companions petrified their victims into a different substance. The few medusas that survived their dying god's wrath passed on their own forms of his curse. Thus, some medusas' gazes petrify creatures into statues of salt, bronze, marble, coral, silver, and so on. In any case, the process of removing the petrification is the same.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Medusas have writhing serpents in place of hair. A creature that meets a medusa's gaze turns to stone.

DC 15 Only powerful divine magic can restore a creature petrified by a medusa's gaze.

DC 20 A medusa that sees its own reflection might inadvertently petrify itself.

Medusa Encounters

Feared and hunted to near extinction, medusas live isolated lives in the forgotten places of the world: ancient ruins, deep caverns, or high mountaintops.

CR 5–10 medusa; medusa with basilisk, gelatinous cube, or walking statue; medusa with 1 to 3 cockatrices, grimlocks, or gargoyles

Treasure 100 gp, 400 petrified gp on petrified statues, gold snake bracelet (250 gp), *boots of levitation*

CR 11–16 2 medusas; medusa with cyclops, earth elemental, gorgon, or stone giant; Bronze Queen

Treasure 1,000 gp, 800 ep, aquamarine pendant necklace (750 gp), 5 skillful faceless portraits (100 gp each), *marvelous pigments*, *+2 shield* (mirrored)

Signs

1	Realistic stone statues of warriors in action poses
2	What first appear to be minotaur or troll guards are in fact painted statues
3	Two massive statues, 30 feet tall
4	A farm on which all the animals wear blindfolds
5	A statue of a beautiful woman with snake hair
6	DC 15 Perception check: distant hissing

Wilderness Behavior

1	With blindfolded eyes and blindsense out to a distance of 30 feet; sculpting
2	Looking for a beautiful specimen for its statue garden; ugly people are allowed to pass
3	Lying in ambush
4	Weeping near an accidentally petrified friend
5	Veiled, sitting on an ancient throne that looks like a coiled cobra; demands tribute
6	Staring at a portrait, brooding over tragic memories
7	Hunting a dangerous and evil human, possibly an archmage or assassin
8	Singing; will spare anyone who joins in

City Behavior

1	Living as a blind artist
2	Masquerading as an eccentric shut-in
3	Wearing a wig and half-mask, working as a dancer, actor, or assassin
4	Petrifying a victim in a back alley

Names

Afyon, Baiza, Calliope, Emrian, Lesena, Thenestra

MEDUSA

CHALLENGE 7
MEDIUM MONSTROSITY
2,900 XP

AC 14
HP 120 (16d8 + 48; bloodied 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Proficiency +3; **Maneuver DC** 15
Skills Deception +5, Insight +5, Perception +5, Stealth +7
Senses darkvision 60 ft., passive Perception 15
Languages Common

Petrifying Gaze. When a creature starts its turn within 60 feet of the medusa and can see the medusa's eyes, it can choose to shut its eyes until the beginning of its next turn unless it is surprised or incapacitated. Otherwise, the medusa uses its petrifying gaze on the creature. If the medusa sees its own reflection and doesn't shut its eyes, it is subject to its own gaze.

A creature subject to the medusa's petrifying gaze makes a DC 14 Constitution saving throw. If it rolls a natural 1 on the save, it is petrified instantly. If it otherwise fails the save, it is restrained as it begins to be petrified. The creature repeats the saving throw at the end of its turn, ending the effect on itself on a success and becoming petrified on a failure. The petrification can be removed with *greater restoration* or similar powerful magic.

ACTIONS

Multiattack. The medusa makes any combination of two attacks with its snake hair and longbow.

Snake Hair. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage, plus an additional 3 (1d6) piercing damage if the target is a creature that is surprised or that can't see the medusa.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.



Combat

The medusa ambushes (or otherwise reveals its eyes suddenly) so its opponents can't avert their gaze. It makes melee attacks against creatures with averted eyes. When bloodied, it hides if possible, setting up further ambushes.

Variant: Medusa Queen

Once a leader among the original medusas, the Bronze Queen lives in a sandswept palace among the bronze statues of those that have hunted her, defying gods and mortals to punish her further.

The medusa queen is a legendary monster and is CR 11 (7,200 XP) with 153 (18d10 + 54; bloodied 76) hit points. It has one legendary action it can take at the end of another creature's turn, choosing from the options below. The medusa queen regains the spent legendary action at the start of its turn.

Hide. The medusa moves up to half its Speed and hides.

Snake Hair. The medusa makes a snake hair attack.

Frenzy of Snakes (1/Day, When Bloodied). The medusa makes a snake hair attack against each creature within 5 feet.

Imperious Command. A creature with averted or covered eyes within 60 feet that can hear the medusa makes a DC 13 Wisdom saving throw. On a failure, it looks at the medusa, making itself the target of Petrifying Gaze if it and the medusa can see each other. On a success, the creature is immune to Imperious Command for 24 hours. This is a charm effect.

Mephits

Mephits are impish, elemental beings that embody mischief, chaos, and destruction. They are often seen flitting about on delicate, gossamer wings, but when they stay perfectly still, they appear to be nothing more than a pile of their base elements. Mephits fight with their claws and by exhaling blasts of elemental energy; they explode with that same energy when they die.

Born of the Planes. Mephits are born wherever two elemental planes overlap. They are composed of a mixture of two elements (with dust mephits made from air and earth, ice mephits from air and water, magma mephits from earth and fire, spark mephits from air and fire, and steam mephit from fire and water). Whether lighting fires or simply making a dirty mess, mephits revel in their elements. They don't seem to understand that the energy they carelessly toss about can harm creatures made from flesh and bone.

Mephit Colonies. Mephits gather in groups whenever they can. These groups are composed of individuals that share one or more elements. Mephits who share no elements fight each other fiercely. Because mephits do not need to eat, breathe, or sleep, they are often employed as guardians, though they are not apt to follow orders for long unless magically compelled to do so.

Elemental Nature. A mephit doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Unlike many elementals, mephits are composed of a mixture of two elements. Dust mephits are made from air and earth, ice mephits from air and water, magma mephits from earth and fire, spark mephits from air and fire, and steam mephit from fire and water.

DC 15 Mephits are mischievous creatures. They exhale blasts of elemental energy on anyone who tries to spoil their fun.

DC 20 Mephits explode when they die.

Mephit Encounters

Mephits dwell on elemental planes but can be summoned as minor guardians. They also creep into natural landscapes that remind them of their homes, such as dusty deserts, icy tundras, stormy seas, active volcanoes, and steaming jungles.

CR 0–2 1 to 3 identical mephits; 1 to 2 dust mephits with cockatrice; 2 ice mephits with 2 white blood hawks; magma mephit with 1 or 2 magmins; faerie dragon with 1 or 2 spark mephits; 2 steam mephits with 1 or 2 violet fungi

CR 3–4 4 to 6 identical mephits; 3 magma mephits with 2 dust mephits; 3 ice mephits with 4 steam mephits

Mephit Signs

Dust: Choking dust hangs in the air, making each beam of light visible

Ice: Breath freezes in the air, and the ground is covered with upwards-facing icicles.

Magma: Smoking pools of lava

Spark: Static electricity makes hair stand on end

Steam: A sudden hiss, and then a geyser of boiling water nearby

Dust Mephit Behavior

1–2	Claims to be thirsty: lets travelers pass if they pour out all their water on the ground
3–4	Magically drying up a body of water
5–6	Attacks on sight

Ice Mephit Behavior

1–2	Watching impassively
3–4	In ambush, disguised as ice shard
5–6	Attacks on sight

Magma Mephit Behavior

1–2	Following intruders to see what they're up to
3–4	Swimming in a lava lake
5–6	Attacks on sight

Spark Mephit Behavior

1–2 Delivering a message for their wizard master

3–4 Snatches the hat from one of the characters

5–6 Attacks on sight

Steam Mephit Behavior

1–2 Relaxing in a hot spring, fire, or cloud of fog

3–4 Questions travelers and attacks if they don't respond in a language it knows

5–6 Attacks on sight

Names

Parchwell, Shrivel (dust); Chilglass, Glacia (ice); Ignis, Vesuvith (magma); Belfry, Ratatat (spark); Savery, Simmersweat (steam)

DUST MEPHIT

CHALLENGE 1/2
SMALL ELEMENTAL
100 XP

AC 12
HP 17 (5d6; bloodied 8)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	10 (+0)	8 (–1)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Skills Perception +2, Stealth +4
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Auran, Terran

Death Burst. When the mephit dies, it explodes into dust. Each creature within 5 feet makes a DC 10 Constitution saving throw. On a failure, the creature is blinded until the end of its next turn.

False Appearance. While motionless, the mephit is indistinguishable from a pile of dirt.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Blinding Breath (1/Day). The mephit exhales a 15-foot cone of dust. Each creature in the area makes a DC 10 Constitution saving throw. On a failure, the creature is blinded for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sleep Sand (1/Day). The closest creature within 60 feet with 20 hit points or fewer falls asleep for 1 minute. It awakens early if it takes damage or a creature uses an action to shake it awake. Constructs and undead are immune to this effect.

Combat

The mephit uses Sleep Sand and then Blinding Breath. If outnumbered by conscious and non-blind opponents, it flees. Otherwise, it attacks with its claws.

ICE MEPHIT

CHALLENGE 1/2
SMALL ELEMENTAL
100 XP

AC 12
HP 21 (6d6; bloodied 10)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	8 (–1)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Skills Perception +2, Stealth +4
Damage Vulnerabilities bludgeoning, fire
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Aquan, Auran

Death Burst. When the mephit dies, it explodes into ice shards. Each creature within 5 feet makes a DC 10 Constitution saving throw, taking 4 (1d8) slashing damage on a failed save or half damage on a success.

False Appearance. While motionless, the mephit is indistinguishable from a shard of ice.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) cold damage.

Fog (1/Day). The mephit exhales a cloud of fog, creating a 20-foot-radius sphere of fog centered on the mephit. The fog is heavily obscured to non-mephits. The fog cloud is immobile, spreads around corners, and remains for 10 minutes or until dispersed by a strong wind.

Freezing Breath (1/Day). The mephit exhales a 15-foot cone of ice. Each creature in the area makes a DC 10 Constitution saving throw, taking 5 (2d4) cold damage on a failed save or half damage on a success.



Combat

The mephit uses Freezing Breath and then uses Fog. It attacks opponents at an advantage in the fog and uses the fog to help it flee if reduced to 7 hit points or fewer.

MAGMA MEPHIT

CHALLENGE 1/2
100 XP

SMALL ELEMENTAL

AC 11
HP 21 (6d6; bloodied 10)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	10 (+0)	8 (–1)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Skills Perception +2, Stealth +3
Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Ignan, Terran

Death Burst. When the mephit dies, it explodes into lava. Each creature within 5 feet makes a DC 10 Constitution saving throw, taking 4 (1d8) fire damage on a failed save or half damage on a success.

False Appearance. While motionless, the mephit is indistinguishable from a small magma flow.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Heat Metal (1/Day). *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature wearing or holding a metal object. *Hit:* 9 (2d8) fire damage. If a creature is holding the object and suffers damage, it makes a DC 10 Constitution saving throw, dropping the object on a failure.

Fire Breath (1/Day). The mephit exhales a 15-foot cone of fire. Each creature in the area makes a DC 10 Constitution saving throw, taking 7 (2d6) fire damage on a failed save or half damage on a success.

Combat

The mephit uses Fire Breath and then uses Heat Metal, prioritizing creatures that have threatened it with metal weapons. It flees only if it takes cold damage.

SPARK MEPHIT

CHALLENGE 1/2
100 XP

SMALL ELEMENTAL

AC 12
HP 17 (5d6; bloodied 8)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Proficiency +2; **Maneuver DC** 12
Damage Immunities lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Auran, Ignan

Death Burst. When the mephit dies, its Spark Form recharges, and the mephit uses it before it dies.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) lightning damage.

Spark Form (Recharge 6). The mephit transforms into an arc of lightning and flies up to 20 feet without provoking opportunity attacks. During this movement, the mephit can pass through other creatures' spaces. Whenever it moves through another creature's space for the first time during this movement, that creature makes a DC 12 Dexterity saving throw, taking 5 (2d4) lightning damage on a failed save or half damage on a success. The mephit then reverts to its original form.

Faerie Flame (1/Day). Each creature within 10 feet of the mephit makes a DC 11 Dexterity saving throw. On a failure, the creature is magically outlined in blue light for 1 minute. While outlined, the creature gains no benefit from being invisible and attack rolls against it are made with advantage.

Combat

The mephit uses Spark Form and then attacks with its claws. If multiple spark mephits are present, one uses Faerie Flame. It fights to the death.

STEAM MEPHIT

CHALLENGE 1/4
50 XP

SMALL ELEMENTAL

AC 10
HP 21 (6d6; bloodied 10)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 10
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Ignan

Death Burst. When the mephit dies, it explodes into steam. Each creature within 5 feet makes a DC 10 Constitution saving throw, taking 4 (1d8) fire damage on a failed save.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Blurred Form (1/Day, Bloodied Only). The mephit uses magical illusion to blur its form. For 1 minute, attacks against the mephit are made with disadvantage.

Steam Breath (1/Day). The mephit exhales a 15-foot cone of steam. Each creature in the area makes a DC 10 Constitution saving throw, taking 4 (1d8) fire damage on a failed save or half damage on a success.

Combat

The mephit uses Steam Breath and then attacks with its claws. It uses Blurred Form as soon as it's bloodied. It retreats when reduced to 5 hit points or fewer.

Merfolk

Aquatic humanoids with the torsos of humans and the tails of fish, merfolk build societies beneath the waves that few land-dwellers ever encounter. Most merfolk keep to the shallows, where light still filters through the water to mark the passage of time. Others, braver or stranger than their coastal cousins, venture into the ocean's lightless depths.

Far-Flung Kingdoms. Merfolk kingdoms span the globe, and their citizens are as varied in culture and appearance as other humanoids. Their skin can be as many colors as a tropical fish.

Although they sometimes salvage metal from shipwrecks, merfolk rarely use metal in their clothing, jewelry, or tools. Instead, they clothe themselves in seaweed, fish scales, and shells, and use bones, carved coral, and sand-glass for tools. Similarly, they have little use for the writing implements of land-dwellers, relying instead on a capacious oral tradition that extends farther back than most written histories.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Merfolk are half-humanoid, half-fish. They build villages, towns, and even cities beneath the waves.

DC 15 Merfolk cultures are as varied as those of land-bound folk.

DC 20 Because they have no way of forging it themselves, merfolk value metal. They often trade pearls and other treasures for weapons and tools made of metal.

Merfolk Encounters

Merfolk can be found in oceans and seas, as well as on the Elemental Plane of Water.

CR 0–2 1d8 merfolk; 1d4 merfolk with giant octopus; 1d4 merfolk with swarm of quippers
Treasure polished coral (100 gp), silver comb (25 gp), *potion of healing*

CR 3–4 merfolk knight; merfolk knight riding giant seahorse; 3 merfolk with 3 reef sharks
Treasure 2 pearls (100 gp each), 5 sea coals that allow you to light a fire underwater (25 gp each)

CR 5–10 2 or 3 merfolk knights riding giant seahorses; merfolk knight with 2d10 merfolk; merfolk knight riding killer whale
Treasure 3 pearls (100 gp each), coral-studded scale armor (750 gp), *potion of diminution*, *lantern of revealing* that can be ignited underwater

CR 11–16 4 merfolk knights with 1d20 merfolk; merfolk monarch (gladiator or mage with merfolk template applied) with 2 or 3 merfolk knights, all riding giant seahorses; 3 merfolk knights riding hunter sharks
Treasure pearl necklace (2,500 gp), 2 *potions of speed*, *trident of fish command*

Signs

1. A distant coral castle
2. Glowing jellyfish in cages
3. A blooming coral reef guarded by underwater shriekers
4. A merfolk sentry

Behavior

1. Herding fish
2. Peacefully crafting
3. Suspicious of strangers



4	On the way to join a war party
5	In league with a monster, such as an aboleth or sea hag
6	Pursued or enslaved by monsters such as merrows or sirens (see harpy)

Names

Adrina, Brizo, Merithen, Pearl, Surgeward, Zildas

MERFOLK

CHALLENGE 1/8
MEDIUM HUMANOID (MERFOLK)
25 XP

AC 11
HP 11 (2d8 + 2; bloodied 5)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Skills Perception +2
Senses darkvision 30 ft., passive Perception 12
Languages Aquan, Common
Amphibious. The merfolk can breathe air and water.

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d8) piercing damage if used with two hands to make a melee attack, or 3 (1d6) piercing damage if thrown.

Combat

The merfolk attacks with its trident. Small groups of merfolk flee from monsters and powerful enemies.

Merfolk Template

Any NPC can be a merfolk. A merfolk NPC retains all its statistics except as noted below.

Speed. The merfolk has a Speed of 10 feet and a swim speed of 40 feet.

Senses. The merfolk gains darkvision with a radius of 30 feet.

Languages. The merfolk speaks Aquan and Common.

Amphibious. The merfolk can breathe air and water.

If the merfolk's Challenge Rating is 2 or higher and it is wielding a trident, it can take the following additional bonus action:

Trident. The merfolk makes a trident attack.

Sample Merfolk. Here the merfolk template has been applied to a knight to create a merfolk knight. The merfolk knight bears typical merfolk weapons and armor.

MERFOLK KNIGHT

CHALLENGE 3
MEDIUM HUMANOID (MERFOLK)
700 XP

AC 15 (scale)
HP 52 (8d8 + 16; bloodied 26)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +5, Con +4, Wis +2
Skills Athletics +5, Perception +2
Senses darkvision 30 ft., passive Perception 12
Languages Aquan, Common
Amphibious. The knight can breathe air and water.
Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, or 6 (1d6 + 3) piercing damage if thrown.

Lance (Mounted Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the knight moves at least 20 feet straight towards the target before the attack, it deals an extra 6 (1d12) piercing damage, and the target makes a DC 13 Strength saving throw, falling prone on a failure. This attack is made at disadvantage against targets within 5 feet of the knight.

Knightly Inspiration (1/Day). The knight inspires creatures of its choice within 30 feet that can hear and understand it. For the next minute, inspired creatures gain an expertise die (1d4) on attack rolls and saving throws. A creature can benefit from only one Knightly Inspiration at a time, and the knight cannot target itself.

BONUS ACTIONS

Trident. The knight makes a trident attack.

Combat

If mounted, the merfolk knight charges with its lance. It then switches to its trident. It uses Knightly Inspiration only if it can affect at least three allies. The knight fights to the death unless ordered to retreat.

Merrow

Once the gifted servants of ancient demigods, merrows are former merfolk made monstrous by the destructive essence of their primeval patrons.

Cults of the Kraken. According to legend, merrows were once a stately and handsome people that ruled over merfolk and other undersea cultures. Their empire was magnificent, if sometimes cruel. For reasons not fully understood, their power suddenly crumbled, and they retreated to deep waters as they metamorphosed into fanged monsters with a hunger for the flesh of their former subjects. Merfolk inherited the coral castles once home to their merrow monarchs.

Some sages believe that the merrow empire was founded upon a bargain made with the krakens, and that the empire's eventual downfall came when the merrow were unwilling to pay the price for their power. Others question the truth of this legend. Did the merrow's strange transformation even occur, or were ancient merfolk always ruled by flesh-eating monsters?

Gifts for the Deep. Many merrows worship krakens and act as their agents. These cultists prowl the sea, hunting for treasures and knowledge to offer their masters. They value land-dwelling prisoners, asking them strange and seemingly meaningless questions. They may even give treasure or guidance to those who provide them with the answers they seek.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Merrows resemble merfolk, but they are much larger and eat the flesh of both aquatic and land-based humanoids.

DC 15 Merrows snatch prey with harpoons, then tear them to pieces with their claws and shark-like teeth. They seem unusually interested in land-dwellers and may interrogate them before dispatching them.

DC 20 Though they once ruled a mighty undersea empire, merrows now serve creatures such as aboleths, krakens, and sea hags.

Merrow Encounters

Merrow inhabit drowned caves and dark ocean floors.

CR 0–2 merrow
Treasure 60 gp, 150 sp, *elemental gem* (water)

CR 3–4 2 merrow; merrow with giant octopus or hunter shark; merrow mage
Treasure coral bracelet (125 gp), shark tooth and lapis lazuli necklace (125 gp), *potion of healing*, *potion of water breathing*, *javelin of lightning*

CR 5–10 merrow mage with sea hag; merrow mage with 1 to 3 merrows; merrow mage with giant lanternfish (see lamia)
Treasure 600 gp, 1,500 sp, gold compass (125 gp), sealed map case containing nautical charts and a *spell scroll* of *gust of wind*, 2 *feather tokens* (anchor)

Signs

1. Sharks fighting over a corpse
2. A dead merfolk or sailor tied to a kelp rope
3. Shoals riddled with underwater caves
4. Terrified merfolk

Behavior

1. In its lair, feasting on victims
2. Carrying a giant drill which can be used to sink ships
3. Reeling in a harpooned dolphin or giant sea horse
4. Patrolling; attacks on sight

Names

Gimra, Grayblood, Moroch, Sharktooth

MERROW

CHALLENGE 2
LARGE MONSTROSITY
450 XP

AC 13 (natural armor)
HP 45 (6d10 + 12; bloodied 22)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 14
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Aquan, Giant, Primordial
Amphibious. The merrow can breathe air and water.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the merrow can't attack a different creature with its claws.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target makes a DC 14 Strength saving throw. On a failure, the merrow pulls the target up to 20 feet toward the merrow.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, or 9 (2d4 + 4) piercing damage if the target is grappled.

Combat

The merrow grabs creatures in its claws and then bites them. If an enemy is up to 20 feet away, it uses its harpoon and pulls the enemy into its reach. It uses its claws for opportunity attacks so that it can grapple fleeing creatures.

Variant: Merrow Mage

Long ago, some merrows allied themselves with the underwater kingdoms of the storm giants, while others learned ancient arcane secrets guarded by ogre mages. Merrow mages now use these powers in concert with sea hags, giant lanternfish (see lamia), and other evil creatures in order to prey on peaceful merfolk.

The merrow mage is a CR 4 (1,100 XP) monstrosity (shapechanger). Its Charisma is 14 (+2). It has the following additional traits:



Innate Spellcasting. The mage's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:
At will: *darkness*, *invisibility*
1/day: *charm person*

Regeneration. The merrow regains 10 hit points at the beginning of each of its turns as long as it has at least 1 hit point.

The mage has the following additional actions:

Mage Bolt (3/Day). The mage targets a creature within 30 feet. The target makes a DC 12 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save or half damage on a success.

Shapeshift. The mage changes its form to that of a Medium merfolk or back into its true form. While shapeshifted, it can't use its bite attack but its statistics are otherwise unchanged except for its size. It reverts to its true form if it dies.

Darkness (2nd-Level; V, S, Concentration). Magical darkness spreads from a point within 60 feet of the mage, filling a 15-foot-radius sphere and spreading around corners. It remains for 1 minute. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Invisibility (2nd-Level; V, S, Concentration). The mage is invisible for 1 hour or until it attacks, uses Mage Bolt, or casts a spell.

Mimic



Many experienced adventurers have a story about a mimic—along with a memento such as an acid scar or an irrational dislike of certain objects. Mimics are shape-shifting predators that disguise themselves as inanimate objects. Extremely cunning and with a hint of telepathic ability, mimics choose forms attractive to passers-by, such as treasure chests or sacks brimming with gold. A victim duped into touching a mimic's adhesive skin is pulled into the creature's gaping maw.

Water Aversion. Water neutralizes a mimic's adhesive and shape-changing properties and reveals its true form: a blob of sticky plasma, featureless except for a toothy mouth. To avoid rain and moisture, mimics rarely venture far from dry caverns and dungeon corridors. They are especially fond of areas that are at once sparsely-inhabited and well-traveled, where they can entice a steady stream of victims with false promises of riches.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 True to their name, mimics take the forms of inanimate objects in order to lure their prey.

DC 15 In its true form, a mimic is a mass of sticky protoplasm with a maw that can sever limbs in a single bite.

DC 20 Water dissolves a mimic's gluey secretions and forces it to revert to its true form.

Mimic Encounters

Mimics are most common in dry subterranean environments, but they can also be found in deserts.

CR 0–2 mimic
Treasure 400 sp, 1,000 cp

CR 3–4 mirage monster; mimic with rug of smothering; mimic with 2 animated armors
Treasure 80 gp, half plate armor, *potion of healing*, *+1 spear* (named *Velnir*; reappears in the wielder's hand when thrown)

Signs

1	Pile of bones
2	DC 14 Perception check: dried bloodstains on the ground
3	DC 14 Perception check: footprints that approach the mimic then disappear
4	One or more inanimate objects that look exactly like the mimic

Mimic Disguises

1–3	Treasure chest
4	Sack overflowing with coins
5	Gold idol
6	Throne
7	Large gold-embossed book
8	Door with a face, blocking a passage
9	Privy
10	Wine cask or beer keg

MIMIC

CHALLENGE 2

MEDIUM MONSTROSITY (SHAPECHANGER)

450 XP

AC 12

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft. (15 ft. in object form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	6 (–2)	14 (+2)	8 (–1)

Proficiency +2; **Maneuver DC** 14

Skills Stealth +4

Condition Immunities grappled, prone

Senses darkvision 60 ft., passive Perception 12

Languages —

False Appearance. While the mimic is motionless, it is indistinguishable from an inanimate object.

Sticky. A creature, object, or weapon that touches the mimic is stuck to the mimic. A creature can use an action to make a DC 14 Strength check, freeing itself or an object or creature within reach on a success. The effect also ends when the mimic chooses to end it or when the mimic dies.

Telepathic Sense. A mimic telepathically senses the presence of humanoids within 120 feet and gains a mental image of any inanimate object desired by any of the creatures it senses. This ability is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead.

Water Soluble. If the mimic is splashed with at least 1 gallon of water, it assumes its true form and the DC to escape its Sticky trait is reduced to 10 until the end of its next turn.

ACTIONS

Multiattack. The mimic makes a bite attack and a pseudopod attack.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage, and the target is subjected to the mimic's Sticky trait.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature stuck to the mimic. *Hit:* 9 (2d4 + 4) piercing damage, and the target is restrained until it is no longer stuck to the mimic. While a creature is restrained by the mimic, the mimic can't bite a different creature.

Swallow. The mimic makes a bite attack against a Medium or smaller creature restrained by it. If the attack hits and the mimic has not swallowed another creature, the target is swallowed and no longer stuck to the mimic. A swallowed creature has total cover from attacks from outside the mimic, is blinded and restrained, and takes 5 (2d4) acid damage at the start of each of the mimic's turns.

If a swallowed creature deals 10 or more damage to the mimic in a single turn, or if the mimic dies, the target falls prone in an unoccupied space of its choice within 5 feet of the mimic and is no longer swallowed.

BONUS ACTIONS

Shapeshift. The mimic changes its form to resemble an inanimate object of its approximate size or changes into its true form, which is an amorphous blob. Objects it is carrying or stuck to are not transformed. While shapeshifted, its statistics are unchanged. It reverts to its true form if it dies.

Combat

The mimic waits in object form for a creature to touch it and then uses its bite. If a creature within 5 feet of it shows no inclination to touch it, it attacks with its pseudopod and then bites the stuck target. The mimic tries to swallow creatures it has restrained, using its pseudopod to defend itself against other assailants. If the mimic swallows a creature, it shifts to its true form and tries to escape.

Variant: Mirage Monster

Mimics flourish in dry environments. Nowhere is this more apparent than in sandy deserts, where some mimics grow to immense size. Mirage monsters are huge mimics that lure travelers by masquerading as pools of water, wells, trees, huts, caravan wagons, or other potential sources of refreshment.

The mirage monster is a Huge legendary monster. It is CR 4 (1,100 XP) and has 76 (9d12 + 18; bloodied 38) hit points. It has the following trait:

Legendary Resistance (1/Day). If the mirage monster fails a saving throw, it can choose to succeed instead. When it does so, it immediately shapeshifts into its true form if it has not already done so.

The mirage monster can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Grasping Pseudopod. The mirage monster makes a pseudopod attack with a range of 15 feet. On a hit, the target makes a DC 14 Strength saving throw. On a failure, the target is pulled up to 15 feet towards the mirage monster.

Bite (Costs 2 Actions). The mirage monster attacks with its bite.

Minotaurs

Unlike humans, elves, and other peoples, minotaurs are not the creations of the gods. Rather, an ancient demon lord bred minotaurs millennia ago to be a blight upon the Material Plane. Although demonic in origin, the half-humanoid, half-bull minotaurs have spread throughout the mortal world, championing chaos or patrolling the lairs of dark and twisted masters.

Stronger with Every Kill. Carnage is a minotaur's literal lifeblood. A young minotaur that has yet to kill may stand no taller than an adult human. Every time a minotaur defeats a foe, however, it grows larger and more savage. A minotaur whose rampages go unchecked may grow to twice its original size or larger.

Conquered Beasts. An evil master who wishes to bend a minotaur's rage to their own purpose might trap the creature inside a labyrinth or other maze-like structure. So long as its thirst for violence is occasionally slaked, such a minotaur can serve as a fearsome, if half-tamed, guardian.

A New Path. Some minotaurs learn to overcome their savage impulses. These minotaurs forswear violence, or at least channel their anger towards ends more noble than simple bloodshed. Though they must always struggle to contain their inner rage, such minotaurs can live alongside humanoids or form communities of their own.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 A minotaur is a monster with the body of a humanoid and the head of a bull. A minotaur perfectly remembers everywhere it's ever been and never gets lost.

DC 15 Every time a minotaur kills, it grows larger and more fearsome.

DC 20 The largest minotaurs are behemoths more akin to fiends than mortal creatures.

Minotaur Encounters

Minotaurs make their lairs in dungeons and dark caverns.



CR 3–4 minotaur

Treasure 170 gp, copper jewelry box (25 gp) containing a gold bull figurine (125 gp)

CR 5–10 2 minotaurs; minotaur with 1 to 3 ogres; minotaur with gorgon

Treasure 200 gp, 5 garnets (100 gp each), 2 electrum bracelets (125 gp each), *+1 greataxe* named *Labrys*; its bearer is immune to the *maze* spell and can always find north

CR 11–16 3 or 4 minotaurs; 2 minotaurs with cult fanatic and 2d10 cultists; minotaur champion

Treasure 500 gp, 1,000 sp, 3 gold ewers (750 gp each), *berserker axe* (greataxe), *horn of Valhalla* (bronze)

Signs

1	An abandoned ball of yarn or spool of thread
2	Bull-like snorts, followed by a ferocious roar
3	Humanoid bones strewn about
4	Cloven footprints

Behavior

1	Sniffing the air, searching for intruders
2	An exile
3	Praying to a horned god
4	Following a sacred path known only to it; if it strays, it'll have to return to its starting place

Names

Asterion, Bellowroar, Clover, Lask, Minos, Tur

MINOTAUR

CHALLENGE 4
LARGE MONSTROSITY
1,100 XP

AC 14 (natural armor)
HP 76 (9d10 + 27; bloodied 38)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Proficiency +2; **Maneuver DC** 14
Skills Perception +5 (+1d6)
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Undercommon
Labyrinthine Recall. The minotaur can perfectly recall any route it has traveled.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage. The minotaur can choose to make the attack with advantage. If it does so, attacks against it have advantage until the start of its next turn.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the minotaur moves at least 10 feet straight towards the target before the attack, the attack deals an extra 9 (2d8) damage, and the target makes a DC 16 Strength saving throw, being pushed up to 10 feet away and falling prone on a failure.

BONUS ACTIONS

Roar of Triumph. If the minotaur reduced a living creature to 0 hit points since the end of its last turn, it roars and gains 10 (3d6) temporary hit points.

Combat

The minotaur gores if it can charge without incurring an opportunity attack. Otherwise it attacks with its greataxe. The minotaur retreats if it is bloodied and it can't reach a foe on its turn.

Minotaur Champion

Cults dedicated to the demon lord that first created minotaurs sometimes offer sacrifices to a captured minotaur, allowing it to mature into a monster of breathtaking size. A minotaur unleashed into the Abyss might grow to similar proportions. These minotaur champions can stand over 20 feet tall and are more like fiends than their earthly counterparts.

MINOTAUR CHAMPION

CHALLENGE 16
HUGE MONSTROSITY (FIEND)
15,000 XP

AC 19 (natural armor)
HP 262 (21d12 + 126; bloodied 131)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	10 (+0)	16 (+3)	14 (+2)

Proficiency +5; **Maneuver DC** 19
Saving Throws Str +11, Dex +5, Con +11, Wis +8
Skills Perception +8 (+1d6)
Senses darkvision 120 ft., passive Perception 21
Languages Abyssal, Undercommon
Labyrinthine Recall. The minotaur can perfectly recall any route it has traveled.
Magic Resistance. The minotaur has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The minotaur gores once and attacks twice with its greataxe.

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage, and the target makes a DC 19 Strength saving throw, being pushed up to 5 feet away and falling prone on a failure. If the minotaur moves at least 10 feet straight towards the target before the attack, the attack deals an extra 13 (3d8) damage.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Fire Breath (Recharge 5–6). The minotaur exhales fire in a 30-foot cone. Each creature in the area makes a DC 19 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save or half damage on a success.

BONUS ACTIONS

Roar of Triumph. If the minotaur reduced a living creature to 0 hit points since the end of its last turn, it roars and gains 35 (10d6) temporary hit points.

Combat

The minotaur champion charges and gores whenever possible, flinging enemies with its horns and then attacking prone creatures with its axe. It uses Fire Breath if it can include at least two enemies in its area.

Mummies

Cloth wrappings and preservative ointments protect a mummy's body from rot, even as mystic rituals ensure its spirit remains bound to the mortal realm for all eternity.

Prepared for Unlife. A mummy is purposefully prepared for undeath from the moment it dies. A mummy is intended to rise again centuries after it was laid to rest inside its sarcophagus.

Surrounded and Sealed. Wealth and luxury often fill a mummy's final resting place, but such treasure rarely lies unguarded. Traps and tricks are often woven into the tomb's design. Of all the wards that protect a mummy's tomb, however, none is so deadly as the curse that befalls those who would disturb the mummy's rest or steal its riches.

Curse: Mummy Rot. A mummy's touch inflicts a dreadful curse called mummy rot. A cursed creature can't regain hit points, and its hit point maximum decreases by an amount equal to the creature's total number of Hit Dice for every 24 hours that elapse. If this curse reduces the target's hit point maximum to 0, the target dies and crumbles to dust.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Mummies are the remains of mortals specifically prepared to rise as undead after their death. They guard tombs or sites of religious significance.

DC 15 The wrappings and chemicals used to preserve their bodies make mummies particularly flammable.

DC 20 A mummy's touch afflicts living creatures with a terrible curse. Cursed creatures can't recover from injuries and eventually crumble to dust.

Mummy Encounters

Mummies rarely venture from the tombs, temples, and necropolises in which they were buried.

CR 3–4 mummy; mummy with 1 or 2 skeletons or zombies; mummy with 1d4 cultists

Treasure 100 gp, ancient religious book (50 gp), gold earrings (125 gp)

CR 5–10 2 or 3 mummies; mummy with cult fanatic and 1d6 + 4 cultists; mummy with 1 or 2 gargoyles or walking statues; mummy with 1d6 + 1 ghouls

Treasure ceremonial silvered mace (150 gp), gold mask (750 gp), gold map case (250 gp) containing a *spell scroll* of *remove curse*, *armor of vulnerability* (half plate, resistant to slashing)

CR 11–16 mummy lord

Treasure 200 pp, 300 gp, 2 gold armlets (750 gp each), *spell scrolls* of *contagion* and *scrying* carved on stone tablets, *boots of speed*

CR 17–22 mummy lord with 2 mummies or wights; mummy lord with 1d6 + 1 ghouls; mummy lord with flesh guardian

Treasure 7,000 gp, gold crown (2,500 gp), gold scepter (2,500 gp), 2 *potions of supreme healing*, *+1 breastplate* emblazoned with the symbol of a past empire, *staff of withering*

CR 23–30 mummy lord with 2 priests and 2 veterans; mummy lord with 2 or 3 wights; mummy lord with stone guardian

Treasure 15,000 gp, gold crown set with rubies (7,500 gp), gold-plated stone sarcophagus (7,500 gp), jacinth necklace (7,500 gp), fragmentary research towards a dangerous 9th-level spell, *spell scroll* of *holy aura*, *scarab of protection*, *wand of paralysis*

Signs

1. A dry, dusty smell
2. Ancient runes. DC 15 Arcana or Religion check: the runes pertain to the preservation of bodies
3. Coffin-sized stone slabs on the ground. Each covers a burial niche. Some are broken open and empty
4. Sandstone statues in various degrees of ruin
5. An empty sarcophagus, broken open from the inside
6. A shrine containing a trapped sarcophagus



Mummy Behavior

1–2	Patrolling; attacks on sight
3–4	In crypt or sarcophagus; attacks if disturbed
5	Surrounded by books; a librarian of vast knowledge who will trade information
6	Demands that mortals bow and leave tribute

Mummy Lord Behavior

1	Sitting on a throne, expects devotion from all who approach
2	Hungry for news of the outside world: also hungry for human hearts
3	Wishes to return to the world and rule as god emperor
4	Nearly finished with a century-long ritual of cosmic purpose; enraged if interrupted
5	Acts friendly; tries to trick you into breaking the last seal that prevents it from escaping its prison: perhaps a rune must be defaced, a door opened, or a dagger pulled from its withered heart
6	Roll on Mummy Behavior table

Mummy Lord Appearance

1–2	Wrapped in tattered linen bandages
3	Looks as it did when alive except that its eyes burn with black fire
4	Looks as it did when alive except for the gaping hole where its heart once sat
5	Covered with scars; its rotting lips reveal its teeth
6	Ceremonial robes and golden mask conceal the ravages of time
7	Leathery and gaunt, like a desiccated zombie, in royal regalia
8	Nothing reveals its nature except its extreme slenderness and a certain stiffness to its movements

Mummy Lord Lair Features

The maze-like passages surrounding a mummy lord's burial chamber are specially designed to punish unwitting trespassers. Roll or choose one entry for the approach to the mummy's lair and one for the inner chamber itself.

1	The lair includes swinging pendulums or arrow volley traps. These traps make area-of-effect attacks 5 feet wide and 80 feet long in predictable patterns; each character in the area makes a DC 14 Dexterity saving throw, taking 14 (4d6) damage on a failure.
2	The lair is guarded by techno-magical traps such as floor tiles that deal 10 (3d6) radiant damage to anyone who spends 2 turns in a row on the same tile or who steps on a certain color of tile.
3	Obelisks crackle with purple glowing runes. A living creature that touches one takes 21 (6d6) necrotic damage, and an undead creature that touches one regains the same number of hit points. Each obelisk can be used once.
4	Swirling dust that smells faintly of rot. Food supplies rot and water is spoiled.
5	Three mummies, or a single clay guardian, arrives 1d6 rounds after the party reaches the inner sanctum.
6	What looks like a gold carpet is yellow mold.

Names

Am-Toram, Arkandres, Iderna, Meristah, Nesses, Pyrasha the Heron of the West

Mummy

Most mummies lie inert for centuries, oblivious to the passage of time until their rest is disturbed. Some are created to protect the burial chambers of more powerful mummy lords from tomb robbers. Others stand guard at the border of the Bleak Gate, fighting the malign spirits that seek to return to the realm of the living. Still others act as custodians of ancient, arcane secrets—knowledge they might share with those they deem worthy.

MUMMY

CHALLENGE 3
MEDIUM UNDEAD
700 XP

AC 11 (natural armor)
HP 67 (9d8 + 27; bloodied 33)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Proficiency +2; **Maneuver DC** 13
Saving Throws Wis +2
Damage Resistances damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life

Flammable. After taking fire damage, the mummy catches fire and takes 5 (1d10) ongoing fire damage if it isn't already suffering ongoing fire damage. A creature can use an action to extinguish this fire.

ACTIONS

Multiattack. The mummy uses Dreadful Glare and then attacks with its rotting fist.

Dreadful Glare (Gaze). The mummy targets a creature within 60 feet. The target makes a DC 11 Wisdom saving throw. On a failure, it is magically frightened until the end of the mummy's next turn. If the target fails the save by 5 or more, it is paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of mummies (but not mummy lords) for 24 hours.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it makes a DC 13 Constitution saving throw. On a failure, it is cursed with Mummy Rot.

Combat

The mummy moves towards the closest enemy. It uses Dreadful Glare on the closest creature it hasn't yet targeted with that attack and uses its rotting fist on a creature it can reach, preferring frightened or paralyzed targets.

Mummy Lord

Some ancient priest-monarchs were mummified using powerful necromantic techniques that preserved not only their bodies, but their souls as well. When their eternal slumber is disturbed, these mummy lords return to the material world with all the wisdom, arrogance, and might they possessed in life.

Sentries and Traps. The unwavering loyalty mummy lords commanded in life endures beyond death. It is not uncommon for a mummy lord's royal guard or palace staff to accompany their liege into the afterlife. These devoted servants choose undeath over life, animating as ordinary mummies to provide protection and support when the need arises.

Furthermore, old stories describe the intricate and deadly games played by the priest-monarchs as they vied to outdo each other in their bids for immortality. The tombs of these monarchs bristle with physical, intellectual, and magical tests designed to prevent unwelcome intrusion.

Heart and Amulet. A mummy lord's magical defenses are not limited to guards and booby-traps. Shortly after death, each mummy lord has its heart removed and hidden somewhere in its burial chamber. Until this still-beating heart is silenced, a mummy lord can't truly be defeated. Even if its body is reduced to ashes, the mummy lord reforms inside its inner sanctum a few days later.

Furthermore, each mummy lord wears a blessed scarab amulet that protects it from harm. When the mummy would fall victim to a deadly hazard, the amulet suffers the consequences instead.

Sleeping Monarchs. Mummy lords were preserved with the expectation that they might slumber for thousands of years before rising again. A mummy lord might defer its immortality for any number of reasons: to outlast a plague, or because

the only world they had left to conquer was the future. In any case, unwary adventurers who stumble into a mummy lord's burial chamber may awaken an ambition best left undisturbed.

MUMMY LORD

CHALLENGE 15
LEGENDARY MEDIUM UNDEAD
13,000 XP

AC 17 (natural armor)
HP 221 (26d8 + 104; bloodied 110)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	18 (+4)	16 (+3)

Proficiency +5; **Maneuver DC** 17
Saving Throws Con +9, Int +6, Wis +9, Cha +8
Skills History +6, Religion +6
Damage Immunities necrotic, poison; damage from nonmagical weapons
Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life

Flammable. After taking fire damage, the mummy lord catches fire and takes 11 (2d10) ongoing fire damage if it isn't already suffering ongoing fire damage. A creature can use an action or legendary action to extinguish this fire.

Legendary Resistance (1/Day). If the mummy lord fails a saving throw while wearing its scarab amulet, it can choose to succeed instead. When it does so, the scarab amulet shatters. The mummy lord can create a new amulet when it finishes a long rest.

Magic Resistance. The mummy lord has advantage on saving throws against spells and magical effects.

Rejuvenation. If its heart is intact, a destroyed mummy lord gains a new body in 1d4 days, regaining all its hit points. The new body forms within 10 feet of the heart.

Spellcasting. The mummy lord is an 11th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared, which it can cast without material components:

Cantrips (at will): *guidance*, *thaumaturgy*
1st-level (4 slots): *create or destroy water*, *detect magic*
2nd-level (3 slots): *augury*, *gentle repose*
3rd-level (3 slots): *animate dead*, *dispel magic*
4th-level (3 slots): *divination*, *guardian of faith*
5th-level (2 slots): *contagion*
6th-level (1 slot): *harm*

ACTIONS

Multiattack. The mummy lord uses Dreadful Glare and then attacks with its rotting fist.

Dreadful Glare (Gaze). The mummy lord targets a creature within 60 feet. The target makes a DC 16 Wisdom saving throw. On a failure, it is magically frightened until the end of the mummy lord's next turn. If the target fails the save by 5 or more, it is paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of mummies and mummy lords for 24 hours.

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it makes a DC 17 Constitution saving throw. On a failure, it is cursed with Mummy Rot.

Dispel Magic (3rd-Level; V, S). The mummy lord scours the magic from one creature, object, or magical effect it can see within 120 feet. A spell ends if it was cast with a 3rd-level or lower spell slot. For spells using a 4th-level or higher spell slot, the mummy lord makes a Wisdom ability check (DC 10 + the spell's level) for each one, ending the effect on a success.

Guardian of Faith (4th-Level; V). A Large, indistinct spectral guardian appears within an unoccupied space within 30 feet and remains for 8 hours. Creatures of the mummy lord's choice that move to a space within 10 feet of the guardian for the first time on a turn make a DC 17 Dexterity saving throw, taking 20 radiant or necrotic damage (mummy lord's choice) on a failed save or half damage on a success. The spell ends when the guardian has dealt 60 total damage.

Contagion (5th-Level; V, S). *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* The target contracts a flesh-rotting disease. It has disadvantage on Charisma ability checks and becomes vulnerable to all damage. The target makes a DC 17 Constitution saving throw at the end of each of its turns. After 3 failures, the target stops making saving throws and the disease lasts for 7 days. After 3 successes, the effect ends.

Harm (6th-Level; V, S). The mummy lord targets a creature within 60 feet. The target makes a DC 17 Constitution saving throw. On a failure, the creature is diseased, taking 49 (14d6) necrotic damage. Its hit point maximum is reduced by the same amount for 1 hour or until the effect is removed with a spell that removes diseases. On a successful save, the creature takes half the damage. The spell's damage can't reduce a target to less than 1 hit point.

REACTIONS

Blasphemous Counterspell. When the mummy lord is targeted by a spell using a 4th-level or lower spell slot, the attacker makes a DC 16 Constitution saving throw. On a failure, the spell is wasted, and the caster takes 3 (1d6) necrotic damage per level of the spell slot.

LEGENDARY ACTIONS

The mummy lord can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Channel Negative Energy. A 60-foot-radius aura of magical negative energy surrounds the mummy lord until the end of its next turn, spreading around corners. Creatures in the aura can't regain hit points.

Whirlwind of Sand. The mummy lord, along with its equipment, magically transforms into a whirlwind of sand and moves up to 60 feet without provoking opportunity attacks, and then reverts to its normal form.

Attack (Costs 2 Actions). The mummy lord uses Dreadful Glare or attacks with its rotting fist.

Blasphemous Word (Costs 2 Actions). Each non-undead creature within 10 feet of the mummy lord that can hear its magical imprecation makes a DC 16 Constitution saving throw. On a failure, a creature is stunned until the end of the mummy lord's next turn.

Dispel Magic (Costs 2 Actions). The mummy lord casts *dispel magic*.

Combat

If the mummy lord expects a battle, it casts guardian of faith. It begins combat with *contagion*, and then targets the contagion victim with *harm*. Otherwise it uses its Multiattack. With its legendary actions, the mummy either uses Whirlwind of Sand (to get close to foes) or Channel Negative Energy, and then uses either Blasphemous Word (if near multiple non-stunned enemies) or Attack (targeting stunned or paralyzed foes with its rotting fists).

Nagas

In remote corners across the world, nagas guard repositories of arcane knowledge and religious wisdom. Though the culture that created them is lost to time, nagas refuse to abandon the ancient libraries, temples, and tombs entrusted to them millennia ago.

Eternally Bound. Every naga was created as a custodian for a site of scholarly or spiritual significance. Powerful magic binds a naga to the place it was meant to protect, preventing it from forsaking its duty. Even if a naga dies, its spirit eventually returns to the mortal world in a new body. If the site it is bound to protect is ever destroyed, the naga is driven mad by its failure.

Undying Bonds. Nagas are solitary creatures, but they possess a supernatural sense of the comings and goings of their kin. They recognize each other by name and know the locations they safeguard. Over the centuries, affections or rivalries may develop between nagas, even if they never meet each other face to face. When a naga dies or stumbles in its duty, all nagas weep—or rejoice, depending on their relationship with the naga in question.

Immortal Nature. A naga doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Nagas are serpent-like beings with humanoid faces. Ancient magic requires that every naga serve as the caretaker for a specific location. A naga goes mad if the location it guards is destroyed.

DC 15 Nagas wield powerful and ancient magic, and their bites can be deadly.

DC 20 Though its body can die, a naga's spirit is immortal. A naga that dies returns to life in a new body a few days later.

Naga Encounters

Nagas guard underground treasure in tombs and dungeons. Accursed nagas are only encountered by those who have defiled a naga's lair.

CR 5–10 guardian naga; spirit naga; spirit naga with giant scorpion, mummy, rug of smothering, or shadow demon; spirit naga with 1d4 + 4 shriekers, skeletons, charmed commoners, or zombies

Treasure 1,000 gp, 1,000 ep, royal signet ring (750 gp), gold crown (acts as a *rod of rulership* set with a *gem of seeing* but requires only one attunement slot)

CR 11–16 guardian naga with 2 mummies or walking statues; guardian naga with couatl or earth elemental; spirit naga with 2 or 3 basilisks, hell hounds, mummies, or wights

Treasure 1,000 gp, 6 gold idols (750 gp each), *potion of superior healing*, *tome of understanding*, *talisman of ultimate evil*

Signs

1	Ancient carvings depict giant serpents
2	Pilgrims make their way to a nearby holy site
3	Burial chambers contain the remains of the naga's previous bodies
4	A fresh corpse; DC 13 Medicine check: the creature died from a snakebite

Guardian Naga Behavior

1	In humanoid form, seeking allies against a spirit naga
2	Welcomes visitors who they prove themselves worthy
3	Worshipped by locals as a minor god
4	The *forbiddance* spell protecting its lair has failed; requires the material component so it can recast the spell

Spirit Naga Behavior

1	Muttering to itself about those who wronged it
2	Researching a blasphemous ritual
3	Spies on the party via an *arcane eye*
4	Commands a small cult of fanatical priests



Naga Lairs

1	The Autumn Archives
2	The Chambers of the Moon
3	The Chapel of Heretics
4	The Emerald Atheneum
5	The Serpent's Isle
6	The Tomb of the Nine Queens

Names

Andev, Ishkrita, Kamini, Nagrava, Riswan, Sa-Ida

Guardian Naga

Guardian nagas protect sacred sites from those who would defile them. Though generally level-headed, a guardian naga can be ferocious when defending its lair. A guardian naga's magic allows it to take the shape of a humanoid, an ability it uses to conceal its true nature while dealing with humanoids and other creatures.

GUARDIAN NAGA

CHALLENGE 10

LARGE MONSTROSITY (SHAPECHANGER)

5,900 XP

AC 18 (natural armor)

HP 136 (16d10 + 48; bloodied 68)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	16 (+3)	18 (+4)	18 (+4)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +8, Con +7, Int +7, Wis +8, Cha +8

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Celestial, Common

Forbiddance. The naga's lair is under the *forbiddance* spell. Until it is dispelled, creatures in the lair can't teleport or use planar travel. Fiends and undead that are not the naga's allies take 27 (5d10) radiant damage when they enter or start their turn in the lair.

Rejuvenation. If it dies, the naga gains a new body in 1d6 days, regaining all its hit points. This trait can be removed with a *wish* spell.

Spellcasting. The naga is an 11th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16). The naga has the following cleric spells prepared, which it can cast with only vocalized components:

Cantrips (at will): *mending*, *thaumaturgy*

1st-level (4 slots): *command*, *cure wounds*

2nd-level (3 slots): *calm emotions*, *hold person*

3rd-level (3 slots): *clairvoyance*, *create food and water*

4th-level (3 slots): *divination*, *freedom of movement*

5th-level (2 slots): *flame strike*, *geas*

6th-level (1 slot): *forbiddance*

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target makes a DC 15 Constitution saving throw, taking 35 (10d6) poison damage on a failure or half damage on a success.

Spit Poison. *Melee Weapon Attack:* +8 to hit, range 20/60 ft., one creature. *Hit:* The target makes a DC 15 Constitution saving throw, taking 35 (10d6) poison damage on a failure or half damage on a success.

Command (1st-Level; V). One living creature within 60 feet that the naga can see and that can hear and understand it makes a DC 16 Wisdom saving throw. On a failure, the target uses its next turn to move as far from the naga as possible, avoiding hazardous terrain.

Hold Person (2nd-Level; V, Concentration). One humanoid the naga can see within 60 feet makes a DC 16 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on a success.

Flame Strike (5th-Level; V). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

BONUS ACTIONS

Shapeshift. The naga changes its form to that of a specific Medium humanoid, a Medium snake-human hybrid with the lower body of a snake, or its true form, which is a Large snake. While shapeshifted, its statistics are unchanged except for its size. It reverts to its true form if it dies.

Combat

The guardian naga casts *flame strike* on groups of enemies. Otherwise it either bites or spits poison. It might cast *hold person* against a creature immune to poison or one it believes has a low Wisdom. The guardian naga dies in defense of its lair.

Spirit Naga

When a naga fails in its duties, the creature becomes consumed with thoughts of revenge. Even if it reclaims the site to which it was bound, the trauma often twists the naga into an evil reflection of its former self. The ancient magics granted to the naga fade, forcing it to seek out to new sources of arcane power. A spirit naga might spend a hundred mortal lifetimes hoarding arcane secrets, hunting the ancestors of those who wronged it, or waging war against its fellow nagas, all in a vain attempt to compensate for its original failing.

SPIRIT NAGA

CHALLENGE 6
LARGE MONSTROSITY
2,900 XP

AC 16 (natural armor)
HP 85 (10d10 + 30; bloodied 42)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Proficiency +3; **Maneuver DC** 14
Saving Throws Dex +6, Con +6, Wis +5, Cha +6
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Celestial, Common

Rejuvenation. If it dies, the naga gains a new body in 1d6 days, regaining all its hit points. This trait can be removed with a *wish* spell.

Spellcasting. The naga is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). The naga has the following wizard spells prepared, which it can cast with only vocalized components:

Cantrips (at will): *mage hand, minor illusion*
1st-level (4 slots): *charm person, shield*
2nd-level (3 slots): *detect thoughts, levitate*
3rd-level (3 slots): *hypnotic pattern, lightning bolt*
4th-level (3 slots): *arcane eye, blight*
5th-level (1 slots): *dominate person*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. The target makes a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failure or half damage on a success.

Hypnotic Pattern (3rd-Level; V, Concentration). A swirling pattern of light appears at a point within 120 feet of the naga. Each creature within 10 feet of the pattern that can see it makes a DC 14 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. While charmed, the creature is incapacitated and its Speed is 0. The effect ends on a creature if it takes damage or if another creature uses an action to shake it out of its daze.

Lightning Bolt (3rd-Level; V). A bolt of lightning 5 feet wide and 100 feet long arcs from the naga. Each creature in the area makes a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Blight (4th-Level; V, Concentration). The naga targets a living creature or plant within 30 feet, draining moisture and vitality from it. The target makes a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failure or half damage on a success. Plant creatures have disadvantage on their saving throw and take maximum damage. A nonmagical plant dies.

REACTIONS

Shield (1st-Level; V). When the naga is hit by an attack or targeted by *magic missile*, it gains a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile.* These benefits last until the beginning of its next turn.

Combat

The spirit naga tries to cast *charm person* and *dominate person* before combat starts. In combat, it casts *hypnotic pattern* or *lightning bolt* if it can target two or more opponents. Otherwise, it bites in melee or casts *blight* from a distance. It casts *shield* whenever necessary. It fights to the death.

Naga Variant: Accursed Naga

When a naga is defeated and the site it guards is defiled, the naga sometimes seeks revenge by making a bargain with an archdevil. The naga receives increased magical power to locate and destroy its foes and all that they hold precious. In exchange, it gives up its ability to return to life: the next time the naga dies, the archdevil keeps its soul. Usually, only a spirit naga is desperate enough to make such a bargain, but occasionally a guardian naga may do so as well.

The accursed naga's CR increases by 2. Its type is monstrosity (fiend). It loses its Rejuvenation trait and gains the following traits:

Expanded Spell List. The naga has the following additional spells prepared: false life, locate object (objects it once guarded within 100 miles), scrying

Magic Resistance. The naga has advantage on saving throws against spells and magical effects.

The naga gains the following additional actions:

Multiattack. The naga casts a spell and uses its vampiric bite.

Vampiric Bite. The naga attacks with its bite. If it hits and the target fails its saving throw against poison, the naga magically gains temporary hit points equal to the poison damage dealt.

Nightmare

A monstrous horse of shadow and flame rears back on its hind legs. It makes a sound like a chorus of a thousand shrieking souls, then disappears in a swirl of smoke and brimstone.

Hellish Origins. For eons, the nightmare has served as a mount for the vilest of creatures. Demons, devils, vampires, and other dread beings favor the nightmare for its intelligence and viciousness. Never fully tamed, nightmares require frequent feedings, a demand their evil riders meet by providing them a steady supply of living victims.

Vile Transformation. A nightmare is not born: it is made when a pegasus's wings are removed in a painful, twisted ritual. What remains is a shadow of the former creature, distorted and corrupted by evil.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Though superficially similar to horses, nightmares are actually fiends. They serve as mounts to evil creatures such as demons, devils, and intelligent undead.

DC 15 Nightmares are impervious to fire and confer a measure of this protection to their riders.

DC 20 Nightmares gallop through the air as easily as they cross the ground. They can even travel back and forth between the Material and Ethereal Plane.

Nightmare Encounters

Nightmares are rarely encountered without a rider, except in Hell, the Abyss, or on the Ethereal Plane.

CR 3–4 nightmare

CR 5–10 fell nightmare; 2 or 3 nightmares; nightmare leading 1d8 + 4 skeletal warhorses

Signs

1–2	Charred hoofprints
3	Uncontrolled wildfire
4	The charred remains of a humanoid
5	The sound of galloping in the distance
6	A streak of fire across the sky

Behavior

1	Attacks on sight
2	Gallops off to summon allies
3	Chasing down a panicked humanoid
4	Seeks a new rider
5	Waiting for its master to return
6	Fighting a unicorn or pegasus

NIGHTMARE

CHALLENGE 3
LARGE FIEND
700 XP

AC 13 (natural armor)
HP 68 (8d10 + 24; bloodied 34)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 14
Damage Immunities fire
Senses passive Perception 11
Languages understands Abyssal, Common, and Infernal but can't speak

Evil. The nightmare radiates an Evil aura.

Fiery Hooves. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The nightmare leaves charred hoofprints.

Fire Resistance. The nightmare can grant fire resistance to a rider.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage. If the horse moves at least 20 feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure. The nightmare can move through the space of a prone creature as long as it does not end its turn there.

Ethereal Shift (Recharge 5–6). The nightmare and a rider magically pass from the Ethereal Plane to the Material Plane or vice versa.



Combat

The nightmare charges foes, battering them with its hooves and galloping over them.

Variant: Fell Nightmare

Some nightmares are bred in Hell for extra toughness and reliability. Archdevils give them to champions of evil, both as exceptional steeds and as spies for the champions' infernal masters.

The fell nightmare is CR 5 (1,800 XP) and has 93 (11d10 + 33; bloodied 46) hit points. It gains the following additional traits:

Fiery Trail. When the nightmare moves along the ground, it can choose to leave behind a trail of fire 10 feet wide and 10 feet tall, which lasts until the beginning of the nightmare's next turn. A creature that begins its turn in the fire or enters it for the first time on a turn takes 10 (3d6) fire damage. The trail ignites flammable objects.

Telepathy. The nightmare gains telepathy with a range of 120 feet. It can telepathically communicate with the fiend that trained it over any distance as long as they are on the same plane of existence.

Ogres

Standing some 10 feet tall and weighing nearly 1,000 pounds, ogres look like massive, barrel-chested humanoids with wide, fanged jaws.

Lost Greatness. Ogres are the descendants of giants forced out of their elementally-infused homes. Though now far removed from their giant ancestors, ogre tribes still remember the calamitous fall of the giants' empire, and their stories warn against venturing too much or building too high.

Subsistence and Service. Ogres do not boast great craftspeople amongst them: they do not need to, since trees and rocks make serviceable weapons, and their skin is as tough as armor. However, promises of wealth and luxury can coax an ogre into service. For enough gold, an ogre will fight for a master far smaller or weaker than itself.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 10 Though smaller than their giant ancestors, ogres stand nearly twice as tall as most humanoids. They can see in the dark.

DC 15 Ogres are formidable melee combatants. Their powerful blows force all but the strongest warriors to give ground.

DC 20 In ages past, some ogres learned magic to better serve their giant overlords. Though rare, ogre mages still exist today.

Ogre Encounters

Ogres can be found in any wild part of the world.

CR 0–2 ogre; 1 or 2 ogrekin

Treasure 60 gp, 100 sp, packet of dried herbs (acts as 2 *potions of healing*)

CR 3–4 ogre with 2 to 4 goblins, warhordling orc warriors, or wolves; ogre with 1 or 2 bugbears, giant goats, or ogrekin; 2 ogres; cave ogre; 3 or 4 ogrekin

Treasure 180 gp, sack of rare spices (75 gp), giant-sized bottle of wine (acts as 3 *potions of fire giant strength*), *+1 rapier* (glows in the presence of giants)

CR 5–10 cave ogre with 1 to 3 ogres; cave ogre with ankylosaurus, cave bear, or griffon; ogre mage; ogre mage with doppelganger or green hag

Treasure 400 gp, battered silver ewer etched with bearded giant faces (250 gp), *spell scrolls* of *fear* and *fireball*

CR 11–16 2 ogre mages; ogre mage with cambion, drider, or night hag; ogre mage with 2 to 4 ogres; ogre mage with 2 or 3 doppelgangers

Treasure 2,000 gp, amulet containing the true name of a hezrou, *spell scrolls* of *chain lightning* and *reverse gravity*, *wand of binding*

Signs

1. Guttural roar or laughter
2. A humanoid or animal corpse with a smashed-in skull
3. Footprints of big bare feet
4. A splintered tree; DC 13 Perception check: big footprints

Ogre or Ogrekin Behavior

1. Snoring in lair
2. Gorging itself on food and drink
3. Crafting with clumsy tools
4. Hunting
5. Hungry, and mad about it
6. Attacks trespassers in its domain

Ogre Mage Behavior

1. In humanoid form, offering services as a mercenary for hire
2. In humanoid form, spying for an evil overlord
3. In ogre form, eating a gruesome feast with a knife and fork
4. Invisible, watching travelers so it can assume their identities

Names

Bellowbriar, Crod, Curdle, Duroth, Fenthis, Gristlefist, Lumme, Meg, Oglock, Zalan



OGRE

CHALLENGE 2
450 XP

LARGE GIANT

AC 12 (natural armor)
HP 59 (7d10 + 21; bloodied 29)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	10 (+0)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 14
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw, falling prone on a failure.

Sweeping Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., all creatures within 5 feet. *Hit:* 8 (1d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw. On a failure, it is pushed 10 feet away from the ogre.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Combat

Against foes it deems small and weak, the ogre charges into a group and uses its Sweeping Strike. It attacks a lone foe, or one that has proven itself to be a threat, with its greatclub.

Variant: Cave Ogre

A cave ogre is an ogre that has grown strong on a good diet or in a place infused with elemental energy. A cave ogre often lords its power over a clan of ogres or other creatures.

The cave ogre is an elite monster, equivalent to two CR 2 creatures (900 XP). It has 119 (14d10 + 42; bloodied 59) hit points and the following trait:

Elite Recovery. At the end of each of its turns while bloodied, the ogre can end one condition or effect on itself. It can do this even when unconscious or incapacitated.

The cave ogre has the following additional action, which it can use only while bloodied:

Rock. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw, falling prone on a failure.

The ogre has the following reactions, which it can use only while bloodied:

Reflexive Swat. When a creature the ogre can see within 5 feet hits it with a melee attack, the ogre makes a greatclub attack against it.

Furious Smash (1/Day). When it takes damage or is targeted by a spell, the cave ogre roars and smashes the ground, a tree, or another object, sending debris flying in a 30-foot radius around the ogre. Each creature in the area makes a DC 14 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save or half damage on a success. Until the debris is cleared, the area becomes difficult terrain, which the cave ogre ignores.

Ogrekin

In the wild mountains live clans of towering warriors called ogrekin. They resemble 8-foot-tall, well-muscled humans or orcs, although they reject the idea they are merely humanoid in lineage. Ogrekin claim ogre blood and sometimes call themselves "half-ogres." Their prodigious strength and mountainous proportions suggest they may be right.

Ogrekin statistics can also be used to represent juvenile or noncombatant ogres, or children of an ogre and a humanoid parent.

OGREKIN CHALLENGE 1
MEDIUM HUMANOID (GIANT) 200 XP

AC 11
HP 32 (5d8 + 10; bloodied 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Skills Athletics +5, Perception +2, Survival +2
Senses darkvision 30 ft., passive Perception 12
Languages Common, Giant

Giant Build. The ogrekin counts as one size larger when determining carrying capacity and the weight it can push, drag, or lift. Its melee and thrown weapons deal an extra die of damage on a hit (included below).

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Combat

Ogrekin take advantage of their terrain and suit their strategy to their opponents. They throw handaxes at well-armored and slow opponents, and they charge spellcasters and lightly-armored foes. They can often be provoked into single combat. They flee when half their number have fallen.

Ogre Mage

In ancient days, the kings and queens of the giant empire relied on ogre and cloud giant secret police. These wizard-assassins quelled dissent and removed obstacles to imperial power. The secrets of this order have been preserved among the ogre mages.

With the old empire long gone, ogre mages owe loyalty to no throne. A few use their powers in service of new empires. Far more often, ogre mages work as highly-paid assassins or mercenaries with no guiding principle but their own advantage. Their most common paymasters are vampires, hags, and dukes of Hell.

Power Above All. Every ogre mage has been taught the precepts of the ancient order of assassins: life is valueless, and power alone is worthy of pursuit. These lessons have survived, while the order's other ideals—loyalty and stability—have been forgotten. Few ogre mages recognize that their magical lore and skills of subterfuge were once plied as tools of court intrigue, or that their iron truncheons were once symbols of imperial authority.

OGRE MAGE

CHALLENGE 7
2,900 XP

LARGE GIANT (SHAPECHANGER)

AC 16 (chain mail)

HP 102 (12d10 + 36; bloodied 51)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Proficiency +3; **Maneuver DC** 15

Skills Arcana +5 (+1d4), Deception +6, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Innate Spellcasting. The ogre's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*

1/day: *charm person*, *cone of cold*, *gaseous form*, *hold person*

Iron Magic Resistance. While wielding its iron club, the ogre mage has advantage on saving throws against spells and magical effects. Whenever the ogre mage rolls a saving throw against a spell or magical effect, the iron club emits visible sparks even if the ogre mage is invisible.

Regeneration. The ogre mage regains 10 hit points at the beginning of its turn as long as it has at least 1 hit point.

ACTIONS

Multiattack. The ogre makes two melee attacks.

Claw (Ogre Mage Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Iron Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage, or 10 (1d12 + 4) bludgeoning damage in Small or Medium form. When the ogre hits or touches a target with its club, it can end any spell on the target that was cast with a 3rd-level or lower spell slot.

Read Scroll (1/Day). The ogre casts a spell from a magical scroll without expending the scroll's magic.

Darkness (2nd-Level; V, S, Concentration). Magical darkness spreads from a point within 30 feet of the ogre, filling a 15-foot-radius sphere and spreading around corners. It remains for 1 minute. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Hold Person (2nd-Level; V, S, Concentration). One humanoid the ogre can see within 60 feet makes a DC 14 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute, repeating the saving throw at the end of each of its turns, ending the effect on a success.

Invisibility (2nd-Level; V, S, Concentration). The ogre is invisible for 1 hour. The spell ends if the ogre attacks or casts a spell.

Gaseous Form (3rd-Level; V, S, Concentration). The ogre and its gear becomes a hovering cloud of gas for 1 hour. Its Speed is 0, and its fly speed is 30. It can't attack, use or drop objects, talk, or cast spells. It can enter another creature's space and pass through small holes and cracks but can't pass through liquid. It is resistant to nonmagical damage, has advantage on Strength, Dexterity and Constitution saving throws, and can't fall.

Cone of Cold (5th-Level; V, S). Frost blasts from the ogre in a 60-foot cone. Each creature in the area makes a DC 14 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

BONUS ACTIONS

Shapeshift. The ogre changes its form into a Small or Medium humanoid, or back into its true form, which is a Large giant. Other than its size, its statistics are the same in each form. Its iron club, armor, and clothing change size with it. It reverts to its true form when it dies.

Combat

The ogre mage attacks with surprise, either invisibly or using a harmless-seeming guise. It casts *cone of cold* against closely-packed enemies and *hold person* against a ranged attacker. It then fights with its iron club. When bloodied, it casts *invisibility*, *darkness*, or *gaseous form* and flies away. Once its hit points have regenerated, it tries to ambush the group that defeated it.

Oozes

Oozes thrive in the deep, dark, and dank places of the world. Shapeless blobs capable of squeezing through even the narrowest spaces, they are mindless scavengers that dissolve metal and organic matter to fuel their strange metabolisms.

Multipliers. Oozes have no organs or internal structure of any kind. Split in half, each piece of an ooze can grow into an independent organism. Even a bit of ooze stuck to an adventurer's boot can eventually grow into a new ooze, devouring the boot and the adventurer as well. Scorching an ooze's remains with fire, or exposing it to sunlight, are the surest ways of wiping it out permanently.

Thrive in Darkness. Oozes need little to survive. Unlike plants, they don't require air, and sunlight shrivels them. They don't need water to grow, although they can swim through it as easily as they crawl over dry land. All an ooze needs is organic matter or ferrous metal, and it can survive without much of either. When trapped in a pit or passageway it can't escape from, an ooze can serve as a tireless custodian and watchdog. Immaculately clean stone passageways are a sure sign that an ooze is nearby, and hungry.

Ooze Nature. An ooze doesn't require air or sleep.

Sunlight Sensitivity. While in sunlight, the pudding has disadvantage on attack rolls.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Mindless and able to squeeze through the narrowest of cracks, oozes inhabit dank, dark places all over the world.

DC 15 There are many different types of oozes. Perhaps the strangest is the gelatinous cube: a nearly transparent ooze that engulfs dungeon explorers who stumble into it.

DC 20 Oozes dissolve any organic matter they come into contact with. Some oozes, such as black puddings, corrode metal as well.

Ooze Encounters

Oozes lurk in sunless areas such as caverns, dungeons, and the ocean depths, as well as in areas of the Abyss and the Bleak Gate.

CR 0–2 gelatinous cube; ochre jelly; 1 to 3 gray oozes; gray ooze in pit trap

Treasure flat carnelian gem carved with a lion, possibly once part of a signet ring (75 gp)

CR 3–4 black pudding; gelatinous cube in pit trap; 2 gelatinous cubes or ochre jellies; ochre jelly with 1d4 flying swords

Treasure flint, chalk, marble chess pieces (125 gp), malachite gem (10 gp), *+1 dagger* enchanted with *continual flame*

CR 5–10 elder black pudding; gelatinous wall; black pudding with walking statue or mimic

Treasure 3 sealed wine bottles containing fine wine (100 gp each), 4 amethyst gemstones (100 gp each), 2 *elemental gems* (fire)

Underground Signs

1	DC 13 Perception check: pristine floors or walls
2	A door missing its metal hinges (gray ooze), a door missing its lower half (black pudding), or a skeleton (gelatinous cube or ochre jelly)
3	A bit of writhing ooze stuck in a crack
4	Wet and dripping walls and floors. DC 14 Investigation or Survival: the area is completely free of lichen, fungus, and other life that might thrive in this environment

Black Pudding

A black pudding undulates along the ground and climbs walls, cresting and falling like a slow sea of oil or tar. When motionless, it resembles a dark pool of shadow and may be lost in an area of darkness.

Black puddings devour living and dead organic materials, like flesh, wood, and bone, and melt metal as well. An adventurer who falls into a pool of black pudding leaves nothing behind but the gemstones of their jewelry.

A black pudding doesn't shrink from swords or axes. When a black pudding is cut in half, it simply becomes two smaller black puddings.

BLACK PUDDING

CHALLENGE 4
LARGE OOZE
1,100 XP

AC 7
HP 85 (10d10 + 30; bloodied 42)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (–3)	16 (+3)	1 (–5)	6 (–2)	1 (–5)

Proficiency +2; **Maneuver DC** 13
Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —

Amorphous. The pudding can pass through an opening as narrow as 1 inch wide without squeezing.

Corrosive Body. A creature that touches the pudding or hits it with a melee attack while within 5 feet takes 9 (2d8) acid damage. A nonmagical weapon made of metal or wood that hits the black pudding corrodes after dealing damage, taking a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, the weapon is destroyed. Wooden or metal nonmagical ammunition is destroyed after dealing damage. Any other nonmagical metal or organic object that touches it takes 9 (2d8) acid damage.

Spider Climb. The pudding can use its climb speed even on difficult surfaces and upside down on ceilings.



ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) acid damage. Nonmagical armor worn by the target corrodes, taking a permanent -1 penalty to its AC protection per hit. If the penalty reduces the armor's AC protection to 10, the armor is destroyed.

REACTIONS

Split. When a Medium or larger pudding with at least 10 hit points is subjected to lightning or slashing damage, it splits into two puddings that are each one size smaller. Each new pudding has half the original's hit points (rounded down).

Combat

The pudding lurks on walls or ceilings or conceals itself in shadows. It attacks creatures who venture into range and pursues the closest creature. It retreats only if exposed to sunlight, in which case it tries to climb away or squeeze into a crack.

Black Pudding Variant: Elder Black Pudding

Black puddings grow if they accrete organic matter faster than they accumulate damage. An old black pudding can grow to immense size.

The elder black pudding is CR 8 (3,900 XP). It is Huge and has 171 (18d12 + 54; bloodied 85) hit points. It has the following additional attack:

Multiattack. The pudding makes two pseudopod attacks. The pudding can't use Multiattack after it splits for the first time.

Gelatinous Cube

Some believe gelatinous cubes are merely a myth perpetuated by adventurers, but gelatinous cubes are very real. These improbable organisms are literally shaped by their hunting grounds. Gelatinous cubes squared by decades of patrolling dungeon corridors are most common. However, gelatinous cubes that spend years squeezing through sewer tunnels may become gelatinous tubes, while those that waft through underwater caves resemble gelatinous bubbles.

Whatever its shape, a gelatinous cube is as transparent as a pane of glass, and unlucky prey may blunder right into it. A gelatinous cube that's still

digesting a meal is easier to spot, as inedible materials like metal, wood, and bone remain suspended inside the cube and appear to float in midair.

GELATINOUS CUBE

CHALLENGE 2
450 XP

LARGE OOZE

AC 6

HP 76 (8d10 + 32; bloodied 38)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	2 (−4)	18 (+4)	1 (−5)	6 (−2)	1 (−5)

Proficiency +2; **Maneuver DC** 13

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Engulfing Body. A creature that enters the cube's space is subjected to the saving throw and consequences of its Engulf attack.

Transparent. While the cube is motionless, creatures unaware of its presence must succeed on a DC 15 Perception check to spot it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its Speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature makes a DC 13 Dexterity saving throw. If the creature is unaware of the cube's presence, it makes its saving throw against Engulf with disadvantage. On a success, the creature may use its reaction, if available, to move up to half its Speed without provoking opportunity attacks. If the creature doesn't move, it is engulfed by the cube.

A creature engulfed by the cube takes 10 (3d6) acid damage, can't breathe, is restrained, and takes 10 (3d6) acid damage at the start of each of the cube's turns. It can be seen but has total cover. It moves with the cube. The cube can hold as many creatures as fit in its space without squeezing.

An engulfed creature can escape by using an action to make a DC 13 Strength check. On a success, the creature moves to a space within 5 feet of the cube. A creature within 5 feet can take the same action to free an engulfed creature, but takes 10 (3d6) acid damage in the process.

Combat

The cube moves constantly, stopping only when its blindsight detects moving creatures. It then waits motionless for creatures to blunder into it. It pursues creatures that move away from it, either Dashing or using the extra movement from its Engulf action. It retreats only if it's full (containing four Medium creatures or one Large creature) or if it's exposed to sunlight.

Gelatinous Cube Variant: Gelatinous Wall

Gelatinous cubes grow to fit their surroundings. Immense specimens can fill spacious caverns and wide cyclopean hallways, exhibiting surprising bursts of speed and outrunning creatures who can't find a narrow side passage to duck into.

The gelatinous wall is CR 7 (2,900 XP). It is Huge and has 136 (13d12 + 52; bloodied 68) hit points. Its Speed is 30 feet. Whenever it deals acid damage (including to engulfed creatures), it also deals 9 (2d6 + 2) bludgeoning damage.



Gray Ooze

Apart from its wet sheen, a gray ooze is indistinguishable from limestone or granite. When it spreads itself flat against a stone surface, it can be hard to spot—until it extends a pseudopod to dissolve flesh, metal, and bone.

GRAY OOZE

CHALLENGE 1/2
MEDIUM OOZE
100 XP

AC 8
HP 22 (3d8 + 9; bloodied 11)
Speed 15 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (–2)	16 (+3)	1 (–5)	6 (–2)	1 (–5)

Proficiency +2; **Maneuver DC** 11
Damage Resistances acid, cold, fire
Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —

Amorphous. The ooze can pass through an opening as narrow as 1 inch wide without squeezing.

Corrosive Body. A creature or a metal object that touches the ooze takes 5 (2d4) acid damage. A nonmagical weapon made of metal that hits the black pudding corrodes after dealing damage, taking a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, the weapon is destroyed. Metal nonmagical ammunition is destroyed after dealing damage.

False Appearance. While motionless, the ooze is indistinguishable from wet stone.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 5 (2d4) acid damage. Nonmagical metal armor worn by the target corrodes, taking a permanent -1 penalty to its AC protection per hit. If the penalty reduces the armor's AC protection to 10, the armor is destroyed.

Combat

The ooze slides along damp stone walls or floors. It pauses when it senses prey approaching. It chases the closest creature it can reach, but flees from sunlight.

Ochre Jelly

Ochre jelly is yellow or tan and can be difficult to distinguish from clay or sandstone. It often clings to ceilings and extends a slimy pseudopod to seize passing creatures. Once its prey is in its sucking grasp, ochre jelly is as difficult to escape as quicksand. An ochre jelly quickly dissolves a creature's flesh and then spits out indigestible bones and equipment.

As with many oozes, cutting up ochre jelly doesn't kill it. If you hack an ochre jelly in half, you now have two problems instead of one.

OCHRE JELLY

CHALLENGE 2
LARGE OOZE
450 XP

AC 8
HP 45 (6d10 + 12; bloodied 22)
Speed 15 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (–2)	14 (+2)	1 (–5)	6 (–2)	1 (–5)

Proficiency +2; **Maneuver DC** 12
Damage Immunities acid, lightning, slashing
Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —

Amorphous. The jelly can pass through an opening as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can use its climb speed even on difficult surfaces and upside down on ceilings.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage, and the target is grappled (escape DC 12). A grappled target takes 3 (1d6) acid damage at the start of each of the jelly's turns.

REACTIONS

Split. When a Medium or larger jelly with at least 10 hit points is subjected to lightning or slashing damage, it splits into two jellies that are each one size smaller, freeing any grappled targets. Each new jelly has half the original's hit points (rounded down).

Combat

The ochre jelly grapples passing creatures with its pseudopods. Given time, it will grab as many creatures as approach within 5 feet of it. It flees from sunlight.

Otyugh

An otyugh is a fleshy, three-legged creature with a central maw filled with rows of sharp teeth. It has two tentacles covered in hooked barbs, while a third stalk acts as a breathing tube and features a cluster of sensory organs. Immersing itself in dirty water or burying itself completely in muck, an otyugh lies in wait for prey, with only its eye-covered stalk visible.

Slimy Holes. In the wild, otyughs are found in swamps and stagnant lakes. Sewers and underground lairs are also common otyugh hunting grounds. Offal, carrion, and heaps of rotting vegetation provide both cover and a ready food source for these undiscerning scavengers.

Enterprising or foolhardy creatures employ otyughs to dispose of garbage and biological waste. Otyughs are usually content with this arrangement, but they grow dangerous when the supply of refuse no longer matches their vast hunger.



Psionic Predators. Possessing a rudimentary telepathy, otyughs lure gullible creatures by broadcasting images of food or treasure. This psionic ability, along with their repulsive diet, suggests that otyughs were originally beings from another reality, a nightmare plane of death and decay.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Otyughs are large, tentacled scavengers that inhabit swamps, sewers, or anywhere rotting organic matter is abundant.

DC 15 Living in filth as they do, otyughs often carry disease.

DC 20 Otyughs possess a rudimentary form of telepathy, which they use to project images into the minds of their potential victims.

Otyugh Encounters

Otyughs feed on the refuse large settlements create, but they also thrive in stinking bogs or steaming jungles.

CR 5–10 otyugh; otyugh with ochre jelly; otyugh with 1 or 2 gibbering mouthers or gricks

Treasure 400 gp, 600 sp, 150 cp, *potion of healing*, silver map case (75 gp) containing *spell scrolls* of *lesser restoration* and *sleep*

CR 11–16 ur-otyugh; 2 otyughs; otyugh with giant grick

Treasure 600 gp, gold-hilted rapier (250 gp), emerald hat pin (75 gp), ruined noble clothing set with 20 gems (50 gp each), *elemental gem* (water), *robe of useful items*

Signs

1–3 The smell of filth and rot

4 Piles of stinking carrion

5 The image of a chocolate cake telepathically appears in a character's mind

6 Unusually clean corridors

Behavior

1 Hiding under filth, ambushing any who approach
2 Sated and non-aggressive
3 Patrolling and hungry
4 Asleep under filth; attacks if disturbed

OTYUGH

CHALLENGE 6
LARGE ABERRATION
2,300 XP

AC 14 (natural armor)
HP 110 (13d10 + 39; bloodied 55)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	6 (–2)	14 (+2)	5 (–3)

Proficiency +3; **Maneuver DC** 14
Saving Throws Str +6, Con +6
Senses darkvision 120 ft., passive Perception 12
Languages telepathy 120 ft. (can transmit but not receive thoughts and images)

ACTIONS

Multiattack. The otyugh makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target and can't attack a different target while doing so.

Tentacle Slam. The otyugh slams any creatures it is grappling into a hard surface or into each other. Each creature makes a DC 14 Strength saving throw. On a failure, the target takes 10 (2d6 + 3) bludgeoning damage, is stunned until the end of the otyugh's next turn, and is pulled up to 5 feet towards the otyugh. On a success, the target takes half damage.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it makes a DC 14 Constitution saving throw. On a failure, the target contracts a disease. While diseased, the target is poisoned. The target repeats the saving throw every 24 hours, reducing its hit point maximum by 5 (1d10) on a failure (to a minimum of 1 hit point) and becoming cured on a success. The reduction in hit points lasts until the disease is cured.

Swallow. If the otyugh has no other creature in its stomach, the otyugh bites a Medium or smaller creature that is stunned. On a hit, the creature is swallowed. A swallowed creature has total cover from attacks from outside the otyugh, is blinded and restrained, and takes 10 (3d6) acid damage at the start of each of the otyugh's turns.

If a swallowed creature deals 15 or more damage to the otyugh in a single turn, or if the otyugh dies, the otyugh vomits up the creature.

Combat

The otyugh grasps creatures with its tentacles. If it has two creatures grappled, it uses its Tentacle Slam. If it stuns a target, it swallows it. It retreats once it has swallowed a creature or when it is bloodied.

Variant: Ur-Otyugh

Common otyughs are domesticated descendants of the creatures first summoned from their mysterious nightmare plane. The original ur-otyughs were speedy hunters that overwhelmed their prey with telepathic energy and ate them alive. Some of these ancient creatures still lurk in deep fens and forgotten dungeons.

The ur-otyugh is a legendary CR 10 (5,900 XP) monster. It has 144 (17d10 + 51; bloodied 72) hit points, a Speed and a swim speed of 50, and the following additional traits:

Legendary Resistance (2/Day). If the ur-otyugh fails a saving throw, it can choose to succeed instead. When it does so, it becomes more sluggish. Each time the ur-otyugh uses Legendary Resistance, its Speed and swim speed decrease by 10 and it loses one of its legendary actions on each of its turns.

The ur-otyugh can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Mad Dash. The ur-otyugh moves up to half its Speed.

Tentacle. The ur-otyugh makes a tentacle attack. This attack has a range of 15 feet.

Mental Fuzz (Costs 2 Actions). The ur-otyugh transmits a burst of psionic static. Each non-aberration within 30 feet makes a DC 14 Intelligence saving throw. On a failure, a creature takes 14 (4d6) psychic damage and is stunned until the end of the ur-otyugh's next turn. On a success, the creature takes half damage.

Owlbear

The unusual (but aptly named) owlbear has the powerful build of a grizzly bear and the sharp, hooked beak of a bird of prey. Though flightless, an owlbear's ground speed is impressive for a creature its size.

Fiercely Territorial. Owlbear dens are most often found in dense forests or mountainous, rocky regions. While an owlbear's hunting grounds may cover an area several miles in diameter, bloody territorial disputes between rival broods are common. In fact, owlbears challenge anything that enters their territory, accepting only owls as rival predators.

Hungry Hunters. Owlbears are large, quick, and voracious. They are often the dominant predator in their chosen habitat. Nocturnal omnivores, owlbears can make a meal of nearly any creature unfortunate enough to be in their way. While fresh meat is a staple of their diet, owlbears have been known to snack on nuts, berries, and even pine cones or tree bark during an evening's hunt.

Untrainable. Owlbears are notoriously ill-tempered, but many people seek to train them nonetheless. A captive owlbear can serve as an effective watchdog, provided its handler doesn't get within its reach. Druids and others steeped in nature lore can sometimes win an owlbear's grudging trust. Such an owlbear will never do tricks or follow commands, but it might tolerate or even defend its humanoid companion.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 As their name implies, owlbears are beasts that blend the traits of owls and bears. They are as large as grizzly bears but are (thankfully) flightless.

DC 15 Owlbears possess the keen eyesight of owls and a bear's acute sense of smell.

DC 20 Fiercely territorial, owlbears grow increasingly aggressive as they age.



Owlbear Encounters

Owlbears most commonly inhabit mountains and forests, both on the Material Plane and in the land of Faerie. White-feathered owlbears range in snowy environments.

CR 3–4 owlbear

Treasure 50 gp, saddle fitted for an owlbear (75 gp), skeleton wearing spurred *boots of the winterlands*

CR 5–10 owlbear recluse; 2 or 3 owlbears; 2 or 3 owlbears with owlbear cub (statistics of a black bear)

Treasure cart containing 200 gp, 800 sp, spices (300 gp), furs (150 gp)

Signs

1	A distant, inhuman screech or hoot
2	Littered bones, both animal and humanoid
3	DC 13 Perception check: bear-like pawprints
4	Trees gouged with claw marks
5	Melon-sized owl pellets containing bones
6	Large bloody feathers trampled beneath clawed pawprints

Behavior

1	Advancing towards a wounded humanoid, perhaps a scout or warrior
2	Attacks on sight, hooting wildly
3	Tracking you
4	In its dark cave lair
5	Ignoring you, devouring a kill (perhaps a bear or humanoid)
6	Avoids you unless provoked

OWLBEAR

CHALLENGE 3
LARGE MONSTROSITY
700 XP

AC 13 (natural armor)
HP 59 (7d10 + 21; bloodied 29)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	3 (–4)	12 (+1)	5 (–3)

Proficiency +2; **Maneuver DC** 14
Skills Perception +3, Stealth +3
Senses darkvision 60 ft., passive Perception 13
Languages —

Keen Sight and Smell. The owlbear has advantage on Perception checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear attacks with its beak and claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Combat

The owlbear attacks the closest creature. It retreats if it's bloodied and not within 5 feet of an enemy.

Variant: Owlbear Recluse

The most ill-tempered and territorial owlbears live and hunt alone rather than with others of their kind. Despite the fact that most owlbears live in family groups, owlbear recluses are more frequently encountered, since they're aggressive enough to attack armed groups.

The owlbear recluse is an elite monster, equivalent to two CR 3 monsters (1,400 XP). It has 119 (14d10 + 42; bloodied 59) hit points and has the following additional bonus actions, which it uses only while bloodied:

Elite Recovery. The owlbear ends one negative effect currently affecting it. It can use this bonus action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Flapping Fury. If it's not grappling a creature, the owlbear jumps up to half its Speed without provoking opportunity attacks and then makes a claws attack with advantage.

Owlbear Hug. The owlbear attacks a Medium or smaller creature with its claws. On a hit, the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. The owlbear can grapple one creature at a time.

Peck. The owlbear makes two beak attacks against a creature it is grappling.

Pegasus



Pegasi are celestial creatures that appear as beautiful white horses with magnificent feathered wings. They spend most of their time in the sky and are skittish on the ground. While grazing or drinking, they keep one ear cocked for danger; a rustle or a snapped twig sends them bounding into the air.

Lofty Mount. A pegasus can make a trustworthy and loyal mount. However, it's impossible to break and tame one like a horse. A pegasus is an intelligent being. Only a gentle and good-hearted person can win the trust of one of these shy creatures.

High Nests. Pegasi build nests in high eyries. They enter into life-long mating relationships. Despite speculation to the contrary, they give birth to live young instead of laying eggs. The expression "hunting for pegasus eggs" describes a useless and impossible task.

Planar Origin. Planar travelers sometimes spot pegasi traversing the Astral Plane or celestial realms, carrying messages for gods and angels. The gods also send pegasi to the Material Plane to help heroes in times of need. Wild pegasi on the Material Plane seem to have no such role and live much as wild horses do. Even these pegasi are often eager to participate in noble quests, however.

Legends and Lore

With a Nature or Religion check, characters can learn the following:

DC 10 Pegasi aren't simply horses with wings; they are celestials native to the heavenly realms.

DC 15 Though they can't speak, pegasi are intelligent and understand words spoken to them.

DC 20 Good-aligned gods sometimes send pegasi to the Material Plane to assist mortals in need.

Pegasus Encounters

Pegasi build their nests on high mountain peaks.

CR 0–2 pegasus

CR 3–4 2 pegasi; pegasus with 1 or 2 foals (statistics of a pony with 8 Intelligence and a fly speed of 40)

Treasure *feather token* (swan boat)

Behavior

1–2 Soaring overhead

3 Grazing or drinking from a clear pool; flies away if approached

4 In its nest on a high peak

5 Being chased by a griffon, wyvern, or other flying predator

6 Scouting for its humanoid companion, perhaps a druid or holy knight

PEGASUS

LARGE CELESTIAL

CHALLENGE 2
450 XP

AC 13

HP 57 (6d10 + 24; bloodied 28)

Speed 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +5, Wis +4, Cha +3

Skills Perception +4 (+1d6)

Senses passive Perception 17

Languages understands Celestial, Common, Elvish, and Sylvan, but can't speak

Good. The pegasus radiates a Good aura.

Divine Mount. Over the course of a short rest, a willing pegasus can form a bond with a rider. Once this bond is formed, the rider suffers no penalties for riding the pegasus without a saddle. Additionally, if an effect forces both the pegasus and its rider to roll a saving throw, the pegasus automatically succeeds if the rider succeeds. If the pegasus bonds with a new rider, the previous bond ends.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature and the pegasus moves at least 20 feet toward it before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

Combat

The pegasus charges an enemy. If it knocks its foe down, it flies away and charges again on its next turn. Otherwise, it continues to attack with its hooves.

Peryton

A peryton resembles a magnificent colourful bird with the head of a fox or wolf and the antlers of a stag. Sages theorise that perytons were a people who became victims of their own magical experiments. The peryton's cursed nature is revealed by its shadow, which appears humanoid rather than reflecting its true form. Obligate carnivores, perytons can survive on any meat, but to reproduce they must consume a humanoid's heart. They build their nests near settlements and prosper during times of strife.

Asexual Reproduction. To reproduce, a peryton consumes a humanoid's heart in its nest and gives birth to a single offspring, which resembles a human baby. The newborn is helpless for several weeks, requiring frequent meals of bloody meat and becoming more monstrous as it grows. By season's end the mature offspring leaves its parent to establish its own nest and hunting grounds.



False Divinity. Some perytons exploit their magnificent appearance and establish themselves near humanoid settlements as a false demigod. The peryton protects the community and in return enjoys frequent sacrifices. With a steady supply of humanoid hearts, the peryton raises its offspring to terrorize neighbouring communities, sowing chaos in its wake.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 The product of an ancient curse, a peryton is a terrifying amalgamation of wolf, stag, and bird of prey.

DC 15 Perytons are carnivores. They can reproduce only by consuming the heart of a freshly slain humanoid. Though monstrous in form, they are as intelligent as most humanoids.

DC 20 A peryton's shadow doesn't match its body. Rather, it resembles that of a humanoid.

Peryton Encounters

Perytons prey on humanoids and live within hunting distance of settlements.

CR 0–2 peryton

CR 3–4 2 perytons; peryton with 2 dire wolves, giant eagles, or shadows

Treasure blood-spattered bronze map case (25 gp) containing *spell scroll* of *sleep*, *+1 sling* (named *Heartseeker*: scores a critical hit on a 19 or 20)

Signs

1. A human corpse, its heart ripped out
2. A tall spire of rock, streaked with dried blood
3. Panicked humanoids in fear of being attacked
4. A miles-long trail of blood

Behavior

1. Taking a human heart back to its nest
2. Hunting a humanoid
3. Flying overhead
4. Roosting on a high hill or peak
5. Circling a caravan of merchants or pilgrims
6. Two perytons dueling one another with their antlers

PERYTON

CHALLENGE 2
LARGE MONSTROSITY
450 XP

AC 13
HP 34 (4d10 + 12; bloodied 17)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3
Damage Resistances damage from nonmagical weapons
Senses passive Perception 13
Languages understands Common and Sylvan but can't speak

Keen Sight and Smell. The peryton has advantage on Perception checks that rely on sight or smell.

ACTIONS

Multiattack. The peryton attacks with its gore and talons.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. This attack scores a critical hit on a roll of 18, 19, or 20. If this critical hit reduces a humanoid to 0 hit points, the peryton can use a bonus action to rip the target's heart out with its teeth, killing it.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) damage if the peryton moves at least 20 feet straight towards the target before the attack.

Combat

The peryton dives at humanoid prey. It continues fighting in melee until it rips out a creature's heart, and then flies away with the heart.

Phase Monster

With bat wings and a scabrous goat body, the phase monster is terrifying even before it unleashes its flesh-curdling screech. It cloaks itself with an illusion that masks its true location, so that even those who muster the courage to attack it hit nothing but empty air.

Persistent Hunter. Phase monsters terrorize small communities but loom large in their folklore. A phase monster often claims a single village or clan territory as its hunting ground. It lurks on the community's outskirts or infiltrates it in the guise of an ordinary goat. Every few months, it devours a lone hunter or farmer.

Few settlements have the resources to rid themselves of a phase monster. Its frightening cry puts would-be monster hunters to flight, while its wings allow it to escape brave souls who insist on pursuing it.

Scapegoat. Those terrorized by a phase monster often assume their community is under a curse. Some hold tribunals to determine whose wicked actions summoned the beast. The chosen villager, dubbed the "scapegoat," is driven into the wilderness as an offering to the monster. When the phase monster's attacks resume, another tribunal is held. For some villages, this practice has morphed into regular offerings of tribute.

Hag Ridden. Phase monsters often act as mounts or familiars for night hags. Night hags value the monster for its ability to disguise its terrifying appearance. In some communities, anyone who keeps goats is regarded with suspicion.

Legends and Lore

With an Arcana or Culture check, characters can learn the following:

DC 10 Phase monsters are giant goats with batlike wings. When a phase monster terrorizes a community, its inhabitants sometimes try to appease the monster with sacrifices.

DC 15 A phase monster may serve a hag by adopting the appearance of a normal-looking goat and infiltrating a village or other community.

DC 20 A phase monster camouflages its location with a magical illusion. Sword blows, arrows, even some spells aimed at the monster often meet nothing but empty air.

Phase Monster Encounters

Phase monsters live in wildlands near villages and other small communities.

CR 3–4 phase monster

CR 5–10 2 phase monsters; phase monster with night hag or phase spider

Treasure 20 gp, 300 sp, gold ring (25 gp), *+1 handaxe* (named *Heart of Oak*. Three times each day, its wielder can use a bonus action to speak the axe's name. The next attack made with *Heart of Oak* within 1 minute automatically critically hits a plant creature, fells a nonmagical tree, or splits a nonmagical door or other wooden object)

Signs

1	Distant wail
2	Cloven hoofprints that suddenly disappear
3	Terrified commoner fleeing from a monster
4	Community leaders blaming a neighbor for monster attacks

Behavior

1	Hungry; attacks even a well-armed group
2	Circles overhead, waiting for an opportune moment to attack
3	Dragging off a screaming commoner
4	Attacks a lone humanoid but flees from a group

PHASE MONSTER

CHALLENGE 4

LARGE MONSTROSITY (SHAPECHANGER)

1,100 XP

AC 13 (natural armor)

HP 85 (10d10 + 30; bloodied 42)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (–3)	14 (+2)	8 (–1)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +4

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Mirror Image. A magical illusion cloaks the phase monster, creating a reflection of the monster nearby and concealing its precise location. While the monster is not incapacitated, attack rolls against it have disadvantage. When a creature hits the phase monster with an attack, this trait stops working until the end of the phase monster's next turn.

ACTIONS

Multiattack. The phase monster attacks with its horns and its claws.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a creature and the phase monster moves at least 20 feet straight towards the target before the attack, the target takes an additional 5 (2d4) bludgeoning damage and makes a DC 14 Strength saving throw, falling prone on a failure.

Claws (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, plus an additional 5 (2d4) slashing damage if the target is prone.

Blood-Curdling Scream (Recharge 5–6). The phase monster unleashes a horrific screech. Each creature within 60 feet that can hear it makes a DC 13 Wisdom saving throw. On a failure, it is frightened for 1 minute. While frightened by Blood-Curdling Scream, a creature must take the Dash action and move away from the phase monster by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the phase monster, the creature makes a Wisdom saving throw. On a successful save, it is no longer frightened.

BONUS ACTIONS

Shapeshift. The phase monster magically changes its form to that of a Small goat or into its true form. While in goat form, it loses its fly speed and Mirror Image trait. Its statistics, other than its size and speed, are unchanged in each form.

Combat

The phase monster begins combat by using Blood-Curdling Scream. It then charges a foe, preferably one not frightened by its scream. On subsequent turns, if its Mirror Image trait is active, it charges a second foe that's at least 20 feet away, even if that means triggering an opportunity attack. If its Mirror Image trait is inactive, it instead stands and fights its current opponent. If the phase monster starts its turn bloodied and its Mirror Image trait is inactive, it flies away.



Pseudodragon



Pseudodragons are distant relatives of the true dragons, and bear a striking resemblance to draco nobilis, save that they rarely grow larger than a house cat. Countless breeds of pseudodragons exist, most of which mirror the colors of their larger counterparts. In fact, pseudodragons would be indistinguishable from miniature dragons if it weren't for their tail stingers filled with sleeping poison.

Shoulder Dragons. In many social circles, it is considered the height of fashion to keep a pseudodragon. It's common to see socialites with colorful pseudodragons flamboyantly draped across their shoulders. These pseudodragons live a life halfway between that of a servant and a fashion accessory, but many tolerate such indignities in return for lives of luxury.

Mages seek out pseudodragons as familiars. Pseudodragons who value excitement and discovery over comfort often relish such a calling.

The Silent Flight. Pseudodragons are telepathic, a fact they reveal only to those they trust. The tiny dragons eavesdrop on their masters' thoughts, then gather on high rooftops to share what they've learned. The Silent Flight, as the pseudodragons call themselves, know the secrets of archmages and monarchs alike. Together, they quietly hatch schemes even greater than those of the most ancient wyrms.

Legends and Lore

With an Arcana or Culture check, characters can learn the following:

DC 10 Pseudodragons are much smaller than actual dragons and have poisonous stingers on their tails. They make excellent companions and familiars.

DC 15 Though they can't speak, pseudodragons are intelligent and can communicate their emotions via a form of telepathy.

DC 20 When angered or frightened, pseudodragons stun their foes with a barrage of telepathic images.

Pseudodragon Encounters

Pseudodragons are most often seen in fashionable neighborhoods and arcane colleges. In the wild, they're found in the same habitats as the dragons they resemble.

CR 0–2 pseudodragon; pseudodragon with 1 or 2 pixies; pseudodragon with 1d4 flying snakes
Treasure 3 quartz gemstones (10 gp each), *bag of beans*

Wilderness Signs

1. A pseudodragon foe, such as a goblin or wolf, asleep
2. DC 14 Perception check: tiny lizard-like footprints
3. DC 14 Perception check: a miniscule glittering scale
4. DC 14 Perception check: a high-pitched roar or hiss

Wilderness Behavior

1. Hisses at those who approach
2. Watching from hiding, judging travelers' worthiness and potential amusement value
3. Hunting small birds or rodents
4. Sleeping

Pseudodragon Names

Acorn, Glitterling, Havoc, Lithilis, Terrorwing, Windsong

PSEUDODRAGON

CHALLENGE 1/4
50 XP

TINY DRAGON

AC 13 (natural armor)
HP 7 (2d4 + 2; bloodied 3)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3 (+1d6), Stealth +4 (+1d6)
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages understands Common and Draconic but can't speak

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically to any creature within 10 feet of it.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned. At the end of its next turn, it repeats the saving throw. On a success, the effect ends. On a failure, it falls unconscious for 1 hour. If it takes damage, or a creature uses an action to shake it awake, it wakes up, and the effect ends.

Telepathic Static (3/Day). The pseudodragon targets one creature it can see within 10 feet, forcing it to make a DC 11 Charisma saving throw. On a failure, it's magically stunned until the end of its next turn as it suffers a barrage of telepathic imagery.

Combat

When alone, the pseudodragon uses Telepathic Static and then flees, stinging only if cornered. When fighting alongside allies, the pseudodragon uses Telepathic Static and its sting on an enemy that is engaged in melee with an ally.

Variant: Pseudodragon Familiar

If a pseudodragon grows particularly fond of a spellcaster, it may choose to serve that creature as a familiar. When serving as a familiar, the pseudodragon constantly encourages its master to indulge curiosities, sometimes underestimating danger in the process. If its master becomes stagnant or boring, the pseudodragon is likely to leave temporarily or end its service entirely. A pseudodragon familiar gains the following trait:

Familiar. The pseudodragon can communicate telepathically with its master while they are within 1 mile of each other. When the pseudodragon is within 10 feet of its master, its master shares its Magic Resistance trait.

Purple Worm

Purple worms are massive, burrowing, subterranean predators. Possessed of limited intelligence but nearly boundless appetites, they subsist on a diet of minerals, as well as any organic material unfortunate enough to stumble into their path.

Underground Predators. Purple worms spend their lives burrowing through earth and stone. Tremors attract them; when they feel vibrations or hear loud noises nearby, they burst from the ground and consume any creatures they can catch.

Tunnel Makers. Over its lifetime, every purple worm leaves in its wake hundreds of miles of labyrinthine tunnels. The vast network of interconnected caverns under the earth may be as much a product of purple worms as of geological forces. A purple worm can chew through even the hardest natural rock, although some gemstones—such as emeralds, rubies, and diamonds—are indigestible and get stuck in its gullet.



Sometimes denizens of the Underland use magic or other means to control purple worms, using them as living construction equipment, mounts, or siege engines. Grimlocks in particular have mastered the art of directing the path of the worms, employing special machinery that produces vibrations similar to those made by the worms' prey.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10: Purple worms are massive, always hungry, and very fast, but also stupid. To escape a purple worm, your best bet is to outsmart it.

DC 15: Purple worm tunnels are usually safe, as the worms seldom return to their old tunnels.

DC 20: Purple worms can be directed, and some underground societies do so for a variety of purposes. Some creatures even hunt purple worms for the gemstones in their gullets.

Purple Worm Encounters

Purple worms are a danger to creatures in underground caverns, and occasionally emerge aboveground in rocky areas. Ice worms traverse the tundra and sand worms lurk under dunes.

CR 11–16 purple worm, ice worm, or sand worm
Treasure diamond (5,000 gp)

CR 23–30 2 purple worms, ice worms, or sand worms
Treasure 2 emeralds (5,000 gp each), 3 rubies (5,000 gp each)

Signs

1. A smooth-walled circular tunnel, 10 feet wide
2. The vibration of grinding stone, getting louder
3. A path of disturbed ground, as if something was tunneling underneath
4. A sinkhole that drops into a purple worm tunnel

Behavior

1	About to burst through the wall or ground to attack
2	Excavating a nearby tunnel
3	Crawling through existing corridors and wide caverns, or along the surface of the earth, occasionally rearing up to look for prey
4	Motionless, listening for prey

PURPLE WORM

CHALLENGE 15
GARGANTUAN MONSTROSITY
13,000 XP

AC 18 (natural armor)

HP 247 (15d20 + 90; bloodied 123)

Speed 50 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (–1)	22 (+6)	2 (–4)	10 (+0)	4 (–3)

Proficiency +5; **Maneuver DC** 22

Saving Throws Str +14, Con +11, Int +1, Wis +5, Cha +2

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 15

Languages —

Tunneler. The worm can tunnel through earth and solid rock, leaving behind a 10-foot-diameter tunnel.

ACTIONS

Multiattack. The worm attacks two different targets with its bite and its tail stinger.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage. If the target is a Large or smaller creature, it makes a DC 19 Dexterity saving throw. On a failure, the target is swallowed. A swallowed creature is blinded and restrained, it has total cover from attacks from outside the worm, and it takes 24 (7d6) acid damage at the start of each of the worm's turns.

If a swallowed creature deals 35 or more damage to the worm in a single turn, or if the worm dies, the worm vomits up all swallowed creatures.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target makes a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save or half damage on a success.

REACTIONS

Fighting Retreat. When a creature makes an opportunity attack on the worm, the worm attacks with either its bite or its tail stinger.

Combat

The purple worm usually attacks the foe that makes the most noise, though it may also try to swallow a creature that badly injures it. If attacked from one end while in one of its narrow tunnels, it burrows in a tight circle so it can attack with both its bite and stinger. In melee, it retreats and advances in order to get both its attacks in play and to make use of its Fighting Retreat reaction.

Variant: Ice Worm

Gargantuan white ice worms inhabit frozen wastes, tunneling through glaciers and bursting out of snowy ground. Cold-blooded, they require the warmth mammalian prey provide in order to heat their own bodies. They seek out heat sources, and have even been known to swallow travelers' bonfires and tangle with adult remorhazes. Tundra dwellers covet the furry pelts of ice worms, and frost giants sometimes train the beasts as mounts.

The ice worm is resistant to cold damage and immune to fire damage. It has the following trait:

Sense Heat. The worm senses warm-blooded creatures and warm objects within 60 feet.

Variant: Sand Worm

Dun-colored sand worms burrow through desert dunes, leaving behind no tunnel or trace of their passing. They lurk just below the surface of the sand, rearing up to attack passing creatures.

The sand worm gains its proficiency bonus (+5) and an expertise die (+1d6) on Stealth checks. It has the following trait:

Sand Cascade. When the worm emerges from under sand, each creature within 30 feet makes a DC 24 Constitution saving throw, falling prone on a failure.

Rakshasa

Rakshasas are fiends who have escaped from Hell to enjoy the decadent pleasures of the Material Plane. Their mastery of magic allows them to cloak their diabolic appearances in illusion. In their true forms, rakshasas appear as humanoids with an animal's head and one or more other abnormalities, such as backward-facing hands or mismatched limbs.

Unwelcome Guests. Rakshasas implant themselves in mortal communities by tempting those in power with the same pleasures they enjoy. These indulgences might include food and drink, games of chance, lavish works of art, or emotions such as a desire for revenge.

Immortal Evil. The most successful rakshasas rise to become political or religious leaders in the communities they infiltrate. Because a slain rakshasa re-forms in Hell unless defeated there, its reign in the mortal world might last generations.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Fiends escaped from Hell, rakshasas have the heads of animals on humanoid bodies. They are always marked by some other abnormality.

DC 15 Rakshasas possess a variety of magical abilities, which they use to hide their true forms and mislead their victims.

DC 20 Rakshasas shrug off nonmagical weapons and all but the most powerful spells. Strangely, they have no such resistance to arrows and crossbow bolts.

Rakshasa Encounters

Rakshasas prey on humanoid communities.

CR 11–16 rakshasa; rakshasa with doppelganger, green hag, or wererat; rakshasa with duped commoners, nobles, or soldiers

Treasure 2,000 gp, dragon-shaped tobacco pipe (250 gp), amber and gold ring (250 gp), *elemental gem* (earth), *cape of the mountebank*

CR 17–22 rakshasa with cambion, malcubus, night hag, or ogre mage; rakshasa with 2 doppelgangers or weretigers

Treasure 500 pp, 1,000 gp, opal earrings (2,500 gp), 3 forbidden books (250 gp each), wardrobe containing teleportation circle, 3 *potions of supreme healing*, *crystal ball of mind reading*

CR 23–30 2 rakshasas; rakshasa with 3 or 4 doppelgangers or weretigers

Treasure 28,000 gp, gold tiger statuette with ruby eyes (7,500 gp), vial of purple worm poison (2,000 gp), *amulet of the planes*, *scimitar of speed*

Wilderness Signs

1 A mix of humanoid footprints and animal pawprints

2 The smell of tobacco smoke

3 A distant roar

4 A humanoid corpse, savaged by claws and teeth

Settlement Signs

1 Rumors of a series of grisly murders

2 Rumors of a rich traveler such as a visiting merchant or noble

3 A corpse, savaged by claws and teeth

4 A frightened commoner who claims to have seen an important person's corpse a few days ago; however, the person is alive and well today

Wilderness Behavior

1-2 In its true form in its lair, smoking a pipe with great enjoyment. Prefers to talk before fighting

3-4 Hunting down someone that once killed it; tries to fool adventurers into helping exact its revenge

5-6 Disguised as a treasure hunter; wants to lure people into danger

Settlement Behavior

1 In its luxurious manor, living as a merchant, noble, crime boss, or other rich person

2 Invisible; tracking you for its master

3	Looking for an important mortal to impersonate and kill
4	Hungry for flesh; hunting in a shadowy back road or alley

True Form

1–2	Tiger head, backwards hands
3	Elephant head, backwards elbow and knee joints
4	Snake head, long neck
5	Monkey head, hand-like feet (climb speed of 40)
6	Horns and fangs, four arms (can make a claw attack as a bonus action)

RAKSHASA

CHALLENGE 13

MEDIUM FIEND (SHAPECHANGER) 10,000 XP

AC 16 (natural armor)

HP 161 (19d8 + 76; bloodied 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Proficiency +5; **Maneuver DC** 16

Skills Deception +10, Insight +8

Damage Resistances bludgeoning and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal, one other

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage hand*, *major image*

3/day each: *charm person*, *dominate person*, *fly* (self only), *invisibility* (self only), *modify memory*, *true seeing*

Lawful Evil. The rakshasa radiates a Lawful and Evil aura.

Limited Magic Immunity. Any spell that would target or detect the rakshasa, or cause the rakshasa to make a saving throw, fails unless the spell is 5th-level or higher, or the rakshasa voluntarily allows it to be cast.

Magic Resistance. The rakshasa has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The rakshasa makes two attacks.

Claw (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, it is cursed. Whenever a cursed creature takes a long rest, it is troubled by terrible visions and dreams and gains no benefit from the rest.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Sweet Promises. The rakshasa targets a creature that can hear it within 60 feet, offering something the target covets. The target makes a DC 18 Wisdom saving throw. On a failure, the target is charmed until the end of its next turn, and stunned while charmed in this way.

Invisibility (2nd-Level; V, S, Concentration). The rakshasa is invisible for 1 hour or until it attacks or casts a spell.

Fly (3rd-Level; V, S, Concentration). The rakshasa gains a fly speed of 60 feet.

BONUS ACTIONS

Quickened Spell. The rakshasa casts *invisibility* or *fly*.

Read Thoughts. The rakshasa magically reads the surface thoughts of one creature within 60 feet that it can see. Until the end of the rakshasa's turn, it has advantage on attack rolls and on Deception, Insight, Intimidation, and Persuasion checks against the creature.

Shapeshift. The rakshasa magically changes its form to that of any Medium or Small humanoid or to its true form. While shapeshifted, its statistics are unchanged.

REACTIONS

Counterproposal. The rakshasa uses Sweet Promises on a creature that attacked it or targeted it with a spell.

Combat

The rakshasa avoids fighting powerful enemies, preferring instead to cause mischief from afar. If forced into battle, it fights with its claws while confounding enemies with Counterproposal and Read Thoughts. The rakshasha has no interest in dying and uses Quickened Spell to fly away or flee invisibly when bloodied.



Remorhazes

Remorhazes are fearsome predators native to cold climates. They sit near the top of the food chain by bringing fire to lands where ice reigns. Remorhazes are ambush predators, lurking below the ground and sensing prey by the vibrations of their footsteps.

True Omnivore. A remorhaz's diet consists of any creature unfortunate enough to wander into its hunting grounds. It also eats minerals like sulfur and phosphorus to maintain its internal furnace.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 A remorhaz tunnels through ice, snow, and permafrost with help from its searing-hot body. That same forge-like heat makes fighting one in close quarters dangerous.

DC 15 Remorhazes will often coil around their prey to burn them alive. A remorhaz can also swallow a grown humanoid whole.

Remorhaz Encounters

The remorhaz is native to the tundra but can also be found in high mountains.

CR 5–10 1 or 2 remorhaz spawn
Treasure 600 gp, mithral dagger with amber-inlaid hilt (250 gp)

CR 11–16 remorhaz; 3 remorhaz spawn
Treasure bracelet carved out of unmelting ice (2,500), remorhaz egg (1,000 gp), 6 *+1 arrows* tipped with white dragon teeth (deal an additional 1d6 cold damage), *full plate armor of cold resistance*

CR 17–22 remorhaz with 1 or 2 remorhaz spawn
Treasure 6 sapphires (1,000 gp each), giant-sized platinum snake armlet (2,500), *potion of supreme healing*, *vorpal longsword* (sized for a Huge creature but resizes to its wielder's hand)

Signs

1	DC 15 Perception check: disturbed patch of snow, as if someone has been digging
2	Charred, half-eaten polar bear
3	An icy path through the snow; DC 12 Nature check: something melted the snow and it then refroze
4	Many tiny footprints, like those of an immense caterpillar

Behavior

1–3	In ambush beneath snow
4	At the bottom of a bubbling hot spring
5	In a cave surrounded by bones, possibly guarding eggs
6	Feeding on a dead elk

REMORHAZ

CHALLENGE 12
HUGE MONSTROSITY
8,400 XP

AC 17 (natural armor)
HP 195 (17d12 + 85; bloodied 97)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	4 (–3)	12 (+1)	5 (–3)

Proficiency +4; **Maneuver DC** 18
Saving Throws Intelligence +1, Wisdom +5
Damage Immunities cold, fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages —

Heated Body. A creature that starts its turn grappled by the remorhaz, touches it, or hits it with a melee attack while within 5 feet takes 10 (3d6) fire damage, or 21 (6d6) fire damage if the remorhaz is bloodied. A creature can take this damage only once on a turn. If the remorhaz has been subjected to cold damage since the end of its last turn, this trait doesn't function.

ACTIONS

Multiattack. The remorhaz makes a bite attack and then a constrict attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 10 (3d6) fire damage. If the target is a Medium or smaller creature grappled by the remorhaz, the target is swallowed. A swallowed creature is blinded and restrained, it has total

cover from attacks from outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If a swallowed creature deals 30 or more damage to the remorhaz in a single turn, or if the remorhaz dies, the remorhaz vomits up all swallowed creatures.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target is subjected to the remorhaz's Heated Body trait. The target is grappled (escape DC 18) and restrained while grappled. The remorhaz can grapple three creatures at once.

Combat

The remorhaz ambushes prey, biting and then constricting. It bites and swallows a constricted creature whenever possible. When reduced to 30 hit points or fewer, it releases any creatures it is constricting and plays dead.

REMORHAZ SPAWN

CHALLENGE 5
LARGE MONSTROSITY
1,800 XP

AC 14 (natural armor)
HP 95 (10d10 + 40; bloodied 47)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	4 (−3)	12 (+1)	5 (−3)

Proficiency +3; **Maneuver DC** 15
Saving Throws Intelligence +0, Wisdom +4
Damage Immunities cold, fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages —

Heated Body. A creature that starts its turn grappled by the remorhaz, touches it, or hits it with a melee attack while within 5 feet takes 3 (1d6) fire damage. A creature can take this damage only once on a turn. If the remorhaz has taken cold damage since the end of its last turn, this trait doesn't function.

ACTIONS

Multiattack. The remorhaz makes a bite attack and then a constrict attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) fire damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is subjected to the remorhaz's Heated Body trait. The target is grappled (escape DC 15) and restrained while grappled. Until this grapple ends, the remorhaz can't grapple another creature.

Combat

The remorhaz spawn ambushes prey, biting and then constricting. It flees when bloodied.



Revenant

Sometimes a person's will is so strong it endures beyond death. A person unjustly killed may find their soul transformed into a revenant, a vengeful spirit that seeks to punish its murderers.

Face of Death. A revenant resembles a well-preserved zombie and might even be mistaken for a living person from a distance. However, the blood of its death wounds never dries and can't be washed away. Its eyes burn with a vengeful light and flare at the sight of an enemy.

A revenant reanimates its own corpse whenever possible. If that corpse is destroyed, it inhabits a new humanoid corpse instead. Any body a revenant spirit reanimates bears the same death wounds. Regardless of what body it inhabits, those who wronged the revenant always recognize its wounds and piercing, hate-filled eyes.

Merciless Hunter. Nothing can convince a revenant to forego its vengeance, and a revenant always knows where to find those who wronged them. However, the revenant has only a year and a day to exact revenge. If its adversary is too powerful to defeat by itself, it may recruit others to its cause.

When the revenant's last enemy perishes—even if the revenant had nothing to do with their death—the revenant's spirit departs and its body instantly molders to dust.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Revenants are unquiet spirits that possess corpses in order to avenge their wrongful deaths.

DC 15 Escaping a revenant's wrath is nearly impossible. Revenants are tireless and always know the location of the creature against which it has sworn vengeance.

DC 20 Until its thirst for vengeance is satisfied, a revenant recovers from its injuries supernaturally quickly. Even if the body it possesses is destroyed, it can simply inhabit a new one a short time later.

Revenant Encounters

Revenants can be found anywhere villainy has gone unpunished. Often a revenant's targets flee to perilous places, and the revenant follows.

CR 5–10 revenant; revenant with ghost or banshee

Treasure *adamantine half-plate* (allows its wearer to cast *disguise self* as an action, disguising facial features only)

Signs

1	Slow, clomping footsteps
2	The sound of a slow heartbeat reverberates through the ground
3	A chill wind rises
4	The faint smell of rot

Behavior

1	Acquainted with the characters (perhaps killed by them); back for revenge
2	Pretending to be alive and asking for help against a well-protected foe
3	Tells the the characters in a droning voice about how it was wronged; offers any loot to the characters if they assist its revenge
4	Banging hopelessly at a metal door that cuts it off from its vengeance

REVENANT

CHALLENGE 5
1,800 XP

MEDIUM UNDEAD

AC 13
HP 110 (13d8 + 52; bloodied 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	18 (+4)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +7, Con +7, Wis +4, Cha +7
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life

Fearsome Pursuit. The revenant can spend 1 minute focusing on a creature against which it has sworn vengeance. If the creature is dead or on another plane of existence, it learns that. Otherwise, after focusing, it knows the distance and direction to that creature, and so long as it's moving in pursuit of that creature, it ignores difficult terrain. This effect ends if the revenant takes damage or ends its turn without moving for any reason.

Magic Resistance. The revenant has advantage on saving throws against spells and other magical effects.

Rapid Recovery. If the revenant goes 1 minute without taking damage, it regains all its missing hit points.

Relentless. When the revenant is reduced to 0 hit points, its body turns to dust. One minute later, its spirit inhabits a recently-dead humanoid corpse of its choice on the same plane of existence, regaining all its hit points.

ACTIONS

Multiattack. The revenant uses Burning Hatred, if available, and then makes two strangle attacks.

Strangle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15) if it's a Large or smaller creature. Until this grapple ends, the creature can't breathe, and the revenant can't strangle any other creature.

Burning Hatred (Recharge 4–6). The revenant targets the focus of its Fearsome Pursuit, assuming the creature is within 30 feet. The target makes a DC 15 Wisdom saving throw. On a failure, it takes 14 (4d6) psychic damage and is paralyzed until the end of its next turn. On a success, it takes half damage and is frightened until the end of its next turn.

Combat

The revenant uses Burning Hatred and strangles its chosen enemy. It strangles anyone that tries to stop it from reaching its enemy.



Ropers

A roper squats in the middle of a large cavern. Its rocky, conical body gives it the appearance of an enormous stalagmite, but it's alive, and hungry. Silent and motionless, it listens for tremors that indicate the approach of prey. When creatures approach, its single eye snaps open, its mouth slavers with acidic drool, and it lashes out with ropy tendrils dozens of feet long.

Immobile Hunters. A roper can move only slowly, using the suckers on the bottom of its body to drag itself inch by inch along floors or ceilings. It doesn't need to chase prey: its long tendrils drag unfortunate creatures to its waiting mouth to be devoured whole. It can digest flesh, bone, wood, and ferrous metal. Often it is found surrounded by the excreted treasures of its previous victims: gemstones, precious metal, and magic items.

Piercers. As a roper crawls across a ceiling, it affixes its rock-like eggs to the stone. Eventually these eggs hatch piercers: roper larvae that look like small stalactites. A roper is often accompanied by a dozen of these piercers, few of which will ever reach adulthood.



In order to grow into a roper, a piercer must fall from the ceiling and land on a creature passing underneath, piercing and killing it. The piercer then consumes the body. A piercer may wait many years before it has such an opportunity, and if it misses, it smashes to pieces on the hard stone floor.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Some subterranean beasts disguise themselves as naturally occuring cave formations. Ropers are the largest—and most dangerous—of these predators.

DC 15 A roper is too slow to chase down prey, but its tentacles are extremely long.

DC 20 Ropers lay their eggs on the ceilings of caverns. Young ropers are called piercers. They look like small stalactites.

Roper Encounters

Ropers cling to cavern ceilings and floors.

CR 0–2 1d4 piercers
Treasure 30 gp, 80 sp, bloodstained cavern map

CR 3–4 1d4 + 4 piercers; 1d6 piercers and 1 or 2 swarms of bats
Treasure 60 gp, greatsword, half plate armor with no helm, *oil of slipperiness*

CR 5–10 1 or 2 ropers; roper and 1d8 + 2 piercers; roper and 1d4 darkmantles
Treasure 4 amethysts (100 gp each), *wand of fear*

Signs

1. DC 15 Perception checks: grooves in the floor, as if something was dragged
2. A goblin or other humanoid with a smashed head
3. Dried blood on the ground
4. A distant clatter like a stone being thrown

Roper Behavior

1–2	Immobile on the ceiling: any treasure is on the floor as bait
3–4	Immobile on the floor: possibly near a hazard such as a pit
5	Reeling in prey
6	Immobile on a wall

PIERCER

CHALLENGE 1/4
SMALL MONSTROSITY
50 XP

AC 17 (natural armor)
HP 9 (2d6 + 2; bloodied 4)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (+0)	10 (+0)	12 (+1)	1 (–5)	6 (–2)	2 (–4)

Proficiency +2; **Maneuver DC** 10
Senses blindsight 30 ft. (blind beyond that radius), passive Perception 8
Languages —

False Appearance. While motionless, the piercer is indistinguishable from a normal stalactite.

ACTIONS

Pierce. *Melee Weapon Attack:* +2 to hit, one target directly underneath the piercer. *Hit:* 10 (3d6) piercing damage. This attack has disadvantage against a creature that is protecting its head with a shield or similar object. If the attack misses, the piercer dies.

Combat

The piercer drops on anything that moves directly under it. After falling, the only action it can perform is feeding on a creature that it killed.

ROPER

CHALLENGE 5
LARGE MONSTROSITY
1,800 XP

AC 20 (natural armor)
HP 93 (11d10 + 33; bloodied 46)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	16 (+3)	6 (–2)	14 (+2)	4 (–3)

Proficiency +3; **Maneuver DC** 15
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12
Languages —

False Appearance. While motionless, the roper is indistinguishable from a normal stalactite or stalagmite.

Spider Climb. The roper can climb even on difficult surfaces and upside down on ceilings.

Tendrils. The roper has eight tendrils. Each tendril has AC 20, 15 hit points, vulnerability to slashing damage, and immunity to psychic damage. A creature can also break a tendril by taking an action to make a DC 15 Strength check. A tendril takes no damage from sources other than attacks. The roper grows back any destroyed tendrils after a long rest.

ACTIONS

Multiattack. The roper makes up to four tendril attacks, then uses Reel, then attacks with its bite.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one target. *Hit:* The target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the roper can't use this tendril on another target.

Reel. The roper pulls each creature it is grappling up to 25 feet straight towards it.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) acid damage.

Combat

The roper keeps its eye closed, remaining immobile and nearly undetectable, until a creature approaches within 30 feet (the range of its blindsight). It then opens its eyes and attacks as many creatures as possible within range of its tendrils. It fights to the death.

Roper Variant: Tentacle Tree

In fey forests, sinister willow trees cast out vine-like arms to snare passing creatures. They scatter their victims' treasure around their trunks to lure travelers.

A tentacle tree's bower is often an idyllic home for birds, squirrels, and other small animals, since the tree ignores tiny creatures and attacks their predators.

The tentacle tree is a Large plant with a speed of 0. It has the following trait:

Flammable. The tree's tendrils are vulnerable to fire damage. After taking fire damage, the tree catches fire and takes 5 (1d10) ongoing fire damage if it isn't already suffering ongoing fire damage. At the end of each of its turns, it makes a DC 15 Constitution saving throw, ending the ongoing damage on a success.

Rust Monster

Rust monsters, also known as ore-mites, smith-banes, and kettle-eaters, are subterranean pests that feed on metal. They eat naturally occurring metal ore, and also magically corrode forged metal to feed on the resulting rust. Resembling mastiff-sized insectile armadillos, rust monsters are covered by thick, chitinous armor and have two feathery antennae that twitch expressively.

Instinctive Opportunists. Rust monsters' keen sense of smell attracts them to metal over long distances. They'll ruin cutlery and cooking pots as often as armor, shields, and weapons. Generally docile, they are nonetheless persistent and will shadow adventurers with metal armor and weapons, awaiting opportunities to devour desirable equipment while the owners rest or are otherwise not paying attention.

Readily Tamed. Rust monsters can corrode and eat most metals, including copper, silver, mithral, and adamantine, but not gold. They prefer iron and steel, favoring these over other metals when available. They can be appeased or distracted with offerings of iron and, if well treated and well fed, become friendly. Tame rust monsters can be found living among other Underland creatures, acting as watch beasts or trained for battle against metal-armored foes.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Rust monsters are insect-like creatures that live underground and eat metal.

DC 15 A rust monster's feathery antennae corrode any metal they touch.

DC 20 Rust monsters can corrode any type of metal, including mithral and adamantine, but not gold.

Rust Monster Encounters

Rust monsters infest caverns and mines.

CR 0–2 1 or 2 rust monsters

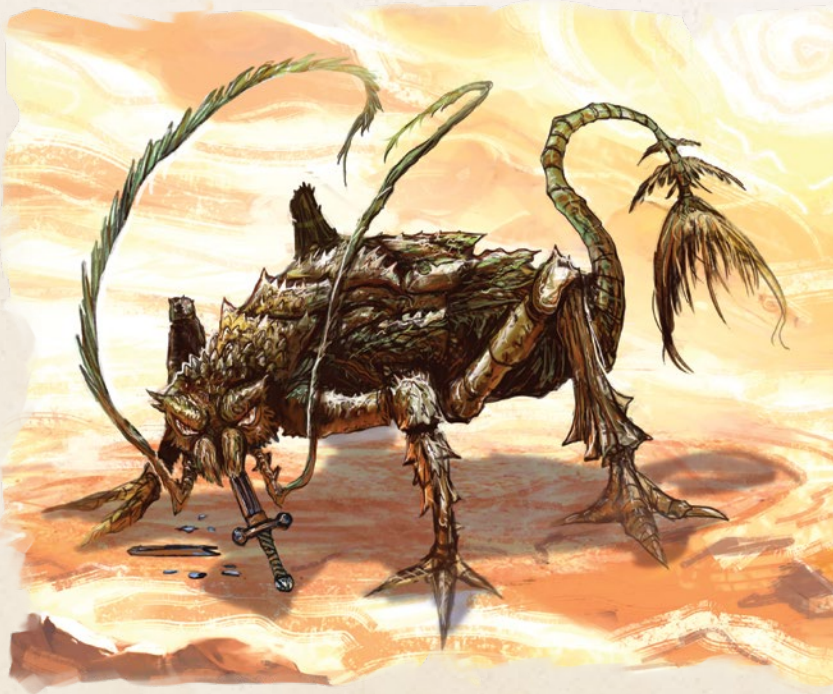
Treasure collapsed treasure chest (missing hinges, lock, and metal studs), empty except for a carnelian gemstone (50 gp) that might have been part of a ring

Underground Signs

1	Mounds of rust flakes
2	A wooden pickaxe handle
3	A wooden door lying on the ground, its handle and hinges gone
4	Scattered arrows missing their arrowheads

Behavior

1–3	Hungry and aggressive; charges the nearest source of metal
4	Peckish; approaches cautiously but flees if it is met with hostility
5	Happily devouring a bulky metal object such as a metal door, giant cauldron, or suit of full plate mail; ignores other metal sources for the next minute
6	Eating treasure, such as silver coins



RUST MONSTER

MEDIUM MONSTROSITY — CHALLENGE 1/2 (100 XP)

AC 15 (natural armor)

HP 27 (5d8 + 5; bloodied 13)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 11

Senses darkvision 60 ft., passive Perception 11

Languages —

Metal Detection. The rust monster can smell metal within 30 feet.

Rust Metal. A nonmagical weapon made of metal that hits the rust monster corrodes after dealing damage, taking a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, the weapon is destroyed. Metal nonmagical ammunition is destroyed after dealing damage.

ACTIONS

Antennae. The rust monster corrodes a nonmagic metal object within 5 feet. It can destroy up to a 1-foot-square portion of an unattended object. If the object is worn or carried, the object's owner makes a DC 11 Dexterity saving throw, avoiding the rust monster's antennae on a success.

Metal shields or armor the rust monster touches with its antennae corrode, taking a permanent -1 penalty to its AC protection per hit. If the penalty reduces the armor's AC protection to 10, the armor is destroyed. If a metal weapon is touched, it is subject to the Rust Metal trait.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Defensive Bite. When the rust monster is hit by a melee attack made by a creature it can see within 5 feet, it bites the attacker.

Combat

On its turn, the rust monster uses its antennae if there is any metal nearby. Otherwise, it runs away. It also runs away if bloodied. It uses its reaction to bite if attacked.

Sahuagin

Sahuagin are aquatic humanoids with a strong resemblance to—and affinity for—sharks. They cannot survive long out of water, but in their native environment they are formidable indeed. Those who travel the world's oceans ignore sahuagin at their peril.

Undersea Marvels. Sahuagin have overcome technological obstacles that some of their undersea neighbors have found insurmountable. They learned of metalsmithing from surface-dwellers centuries ago and have since established their own forges in undersea caves and on islands in waters they control. They have also developed a written language, which they carve into tablets of soft stone. With writing has come cartography, history, and magical traditions. Their religion is focused around a well-developed pantheon of undersea deities, with the shark god most revered of all.

Always Moving. Sahuagin typically follow sea currents, demanding tribute from ships and seaside communities along their route. Those who do not pay can count on being raided, but those who do find that the shark-folk may come to their aid in a crisis.

Consistent as the Tide. Sahuagin believe they own the seas, and disagreeing with them is dangerous. They are loyal, disciplined warriors, and they keep careful records of anyone who gives them trouble. They take umbrage with those who would magically alter the currents they follow, which occasionally brings them into conflict with storm giants and other powerful magical beings. However, those who work with the sahuagin, rather than against them, find them dependable. Sahuagin place considerable value on upholding one's end of a deal, be it an employment contract, a trade agreement, or a personal promise.

Legends and Lore

With a Culture or Religion check, characters can learn the following:

DC 10 Sahuagin are shark-like humanoids that inhabit the world's seas.

DC 15 Despite their often fearsome manner, sahuagin can be bargained with, and they generally keep their word.

DC 20 Though they worship a pantheon of deities, the most malicious sahuagin hold a bloody shark god in highest regard.

Sahuagin Encounters

Sahuagin live underwater, traveling the seas and raiding coasts.

CR 0–2 1 or 2 sahuagin; sahuagin with reef shark
Treasure coral-handled dagger (100 gp)

CR 3–4 3 or 4 sahuagin; 2 sahuagin with hunter shark
Treasure 250 gp minted by an ancient seafaring kingdom, 3 clumps of blood-red seaweed (act as *potions of healing*)

CR 5–10 sahuagin champion with 1d4 + 1 sahuagin and 1d4 + 1 reef sharks; sahuagin priest (druid or priest with sahuagin template applied) with hunter shark and 1d4 + 4 sahuagin
Treasure 6 pearls (100 gp each), gold-encrusted conch shell (75 gp), seashell *necklace of adaptation* (its wearer can breathe air and water, and a sahuagin wearer doesn't need to immerse itself in water every 4 hours)

CR 11–16 sahuagin champion or mage (mage with sahuagin template applied) riding giant shark, with 2 hunter sharks and 1d6 + 2 sahuagin
Treasure rusty metal sea chest containing 1,200 gp, 2,000 sp, pearl necklace (750 gp), 3 coral gemstones (100 gp each), 4 aquamarines (500 gp each), *+1 scale mail*

Signs

1 A distant conch horn
2 Reef sharks circling, seeming to watch you
3 A detailed map carved onto a stone tablet
4 A broken trident

Behavior

1–2 Hunting or raiding
3 One sahuagin has the magical ability to shapechange into an elf; it may use this ability to lead travelers into a trap
4 On guard; blows a conch shell when it sees intruders
5 Performing dentistry on a docile shark
6 Demands tribute from a village or merchant ship
7 Watching a duel
8 Questioning a human or merfolk prisoner

Names

Gahvith, Neshan, Reskava, Shirziak, Toza, Urziwreth

SAHUAGIN

CHALLENGE 1/2
MEDIUM HUMANOID (SAHUAGIN) 100 XP

AC 12 (sharkskin leather)
HP 22 (4d8 + 4; bloodied 11)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Sahuagin

Blood Frenzy. The sahuagin has advantage on melee attack rolls against creatures that don't have all their hit points.

Limited Amphibiousness. The sahuagin can breathe air and water. When breathing air, it must immerse itself in water once every 4 hours or begin to suffocate.

Shark Telepathy. The sahuagin can command any shark within 120 feet of it using magical telepathy.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) if wielded in two hands in melee.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Combat

A sahuagin warrior usually carries one trident. After throwing it, the sahuagin closes to melee and attacks with its claws and bite. It rarely retreats while within 5 feet of a bloodied opponent.



Sahuagin Template

Any NPC can be a sahuagin. A sahuagin NPC retains all its statistics except as noted below.

Speed. The sahuagin gains a swim speed of 40 feet.

Senses. The sahuagin gains darkvision with a radius of 120 feet.

Languages. The sahuagin speaks Sahuagin.

Blood Frenzy. The sahuagin has advantage on melee attack rolls against creatures that don't have all their hit points.

Limited Amphibiousness. The sahuagin can breathe air and water. When breathing air, it must immerse itself in water once every 4 hours or begin to suffocate.

Shark Telepathy. The sahuagin can command any shark within 120 feet of it using magical telepathy.

The sahuagin has the following additional action:

Claw. *Melee Weapon Attack:* proficiency bonus plus Strength bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + Strength bonus slashing damage.

The sahuagin has the following additional bonus action:

Bite. *Melee Weapon Attack:* proficiency bonus plus Strength bonus to hit, reach 5 ft., one target. *Hit:* 1d4 + Strength bonus piercing damage.

Sample Sahuagin. Here the sahuagin template has been applied to a champion warrior to create a sahuagin champion. It bears typical sahuagin weapons and armor.

SAHUAGIN CHAMPION

CHALLENGE 5
1,800 XP

MEDIUM HUMANOID (SAHUAGIN)

AC 16 (sharkskin leather)
HP 90 (12d8 + 36; bloodied 45)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +7, Dex +7, Con +6, Wis +4
Skills Athletics +7, Intimidation +5, Perception +4, Stealth +7, Survival +4
Senses darkvision 120 ft., passive Perception 14
Languages Sahuagin

Blood Frenzy. The sahuagin has advantage on melee attack rolls against creatures that don't have all their hit points.

Limited Amphibiousness. The sahuagin can breathe air and water. When breathing air, it must immerse itself in water once every 4 hours or begin to suffocate.

Shark Telepathy. The sahuagin can command any shark within 120 feet of it using magical telepathy.

ACTIONS

Multiattack. The sahuagin attacks twice.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) if wielded in two hands in melee.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Combat

The sahuagin champion fights in melee with its trident and bite. It almost never throws its trident, except at a fleeing foe.

Salamanders

Natives of the Elemental Plane of Fire, salamanders are sinuous, snake-like beings with glowing yellow eyes and beaked faces. On their home plane, they are stern mercenaries and joyless crafters, but salamanders let loose on the Material Plane become giddy and playful.

Size Equals Status. Salamanders increase in size as the age, with the largest ruling as domineering tyrants. They relish wielding power over creatures smaller than them, and serve larger creatures resentfully. Salamanders begin life as two-foot-diameter, obsidian-shelled eggs, which their parents abandon in magma pools to gestate. Salamander nymphs, also known as fire snakes, are wild and independent of salamander society. If a nymph survives its first year, it matures into an adult, and finally joins the lowest ranks of salamander society.

Living Forges. Salamanders generate intense heat, burning anything within close proximity. Salamanders are able to heat and shape metal with their bare hands, and those that dedicate themselves to metalcraft count themselves among the finest smiths in the multiverse.



Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Snake-like beings from the Elemental Plane of Fire, salamanders become destructive when summoned to the Material Plane.

DC 15 The bodies of salamanders glow red-hot. Their slightest touch can melt mortal flesh.

DC 20 Salamander young are called nymphs. They are smaller and less intelligent than full-grown salamanders, but still dangerous.

Salamander Encounters

Salamanders hail from the Elemental Plane of Fire but can sometimes be found in volcanoes or underground on the Material Plane. They serve summoners as guards or are bound to magical forges.

CR 0–2 1 or 2 salamander nymphs

CR 5–10 salamander; salamander with 1 or 2 magmins or salamander nymphs

Treasure masterwork brass hooded lantern that resembles an efreet fortress (750 gp), 2 *potions of diminution*, *wand of magic detection*

CR 11–16 2 salamanders; salamander with 2 or 3 hell hounds

Treasure 50 brass tokens (each worth 100 gp to efreet), 2 *potions of fire giant strength*, bracelet made of red-hot iron (acts as *ring of fire resistance*)

CR 17–22 salamander noble with 2 fire elementals or salamanders

Treasure 3 rubies, *efreeti bottle*

Signs

1. The air is hot and dry and smells like smoke
2. A sulfur smell
3. Charred underbrush, furniture, or other flammable items
4. A trail of ash

Behavior

1 Guarding a location or heating a forge for its efreet or mortal summoner

2 Forging; using its hands to draw molten metal from rock

3 Passing through a blazing fire or magma pool that serves as a gate to the Plane of Fire; may be fleeing from an azer hunting party

4 Searching for metal to bargain for, steal, or take by force

Names

Olm, Redmane, Sear, Xif

SALAMANDER

CHALLENGE 6
LARGE ELEMENTAL
2,300 XP

AC 15 (natural armor)
HP 90 (12d10 + 24; bloodied 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Proficiency +3; **Maneuver DC** 15
Saving Throws Con +5, Wis +3
Damage Resistances damage from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan

Heated Body. A creature that starts its turn grappled by the salamander, touches it, or hits it with a melee attack while within 5 feet takes 7 (2d6) fire damage. A creature can take this damage only once per turn. If the salamander has taken cold damage since the end of its last turn, this trait doesn't function.

ACTIONS

Multiattack. The salamander makes a tail attack and a pike attack.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage, the target is subjected to the salamander's Heated Body trait, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the salamander automatically hits the target with its tail attack, and the salamander can't attack a different target with its tail.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 3 (1d6) fire damage.

Combat

The salamander attacks the same opponent with its tail and pike. It retreats if it takes cold damage while bloodied. Salamanders move about the battlefield without regard for opportunity attacks.

Salamander Variant: Salamander Noble

Salamanders grow larger and more powerful as they age. The largest demand subservience from those smaller than themselves.

The salamander noble is CR 8 (3,900 XP). It is Huge and has 136 (16d12 + 32; bloodied 68) hit points. It has the following additional action:

Fire Breath. The salamander exhales fire in a 30-foot cone. Each creature in the area makes a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Salamander Nymph

Salamander nymphs resemble snakes made of living fire. They live and hunt independently, with full-grown salamanders treating them more like pets than offspring.

SALAMANDER NYMPH

CHALLENGE 1
MEDIUM ELEMENTAL
200 XP

AC 14 (natural armor)
HP 27 (5d8 + 5; bloodied 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (–1)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 12
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages understands Ignan but can't speak

Heated Body. A creature that starts its turn grappled by the salamander, touches it, or hits it with a melee attack while within 5 feet takes 3 (1d6) fire damage. A creature can take this damage only once per turn. If the salamander has taken cold damage since its last turn, this trait doesn't function.

ACTIONS

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is subjected to the salamander's Heated Body trait.

Satyr

Satyrs are boisterous fey that resemble humans with furry lower bodies and the cloven hooves of goats. Rams' horns sprout from their brows, ranging in size from tiny nubs to impressive spirals. Satyrs relentlessly pursue beauty and pleasure, hosting raucous celebrations that can last for weeks at a time.

Infectious Hedonists. When a revel of satyrs descends upon a village or town, the inhabitants often find themselves swept up in the wild celebration. A lengthy revel can devastate a community as chores are forgotten and winter stores consumed. When it finally ends, it leaves folk mystified at their own behaviour..

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Satyrs are fey creatures with the torsos of humans and the cloven hooves of goats.

DC 15 Satyr music makes mortals dance uncontrollably.

DC 20 If you ever encounter a satyr, cover your ears: their music makes mortals dance uncontrollably or fall into an enchanted slumber.

Satyr Encounters

Satyrs dwell in woodlands in the Faerie Realm and on the Material Plane.

CR 0–2 1 or 2 satyrs
Treasure 50 gp, 2 *potions of healing*

CR 3–4 2 satyrs with 2 dryads, pixies, or sprites; 2 or 3 satyrs with 1d6 + 6 commoners
Treasure 6 bottles of excellent wine (25 gp each), *potion of growth*, *pipes of the sewers*

Signs

1–3 Distant music

4 Cloven hoof print

5 Empty wine jugs

6 Drunk or passed-out revelers

Behavior

1–3 Reveling

4 Staggering drunk

5 Arriving for an unannounced visit and with no intention to leave

6 Broke and willing to rob travelers

Names

Bocacchio, Hoddypeak, Rumpus, Windermere



SATYR

CHALLENGE 1/2
MEDIUM FEY
100 XP

AC 13 (natural armor)
HP 22 (5d8; bloodied 11)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	16 (+3)

Proficiency +2; **Maneuver DC** 12
Skills Perception +2, Performance +5, Stealth +4
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 8 (2d6 + 1) bludgeoning damage if the satyr moves at least 20 feet straight towards the target before the attack.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dance Tune. Each humanoid, fey, or giant within 30 feet that can hear the satyr makes a DC 13 Wisdom saving throw. On a failure, it is magically charmed and must dance until the beginning of the satyr's next turn. While dancing, its movement speed is halved, and it has disadvantage on attack rolls. Satyrs don't suffer the negative consequences of dancing.

Combat

The satyr rams and uses its rapier. In a group, one satyr uses Dance Tune while the others attack.

Scarecrows

Whereas mundane scarecrows warn against trespassing, magical scarecrows punish those who ignore that warning. Made of tattered clothes stuffed with hay, scarecrows are constructs spellcasters employ as guards. Their eyes burn with sinister light as they chase interlopers through dark fields and down abandoned roads.

Eerie Effigy. A scarecrow is animated by the echo of a malign spirit. A sense of dread surrounds it. Although scarecrows don't express emotion and have no wills of their own, they seem to enjoy causing suffering and fear: their eyes flash bright and their shambling gait increases whenever mayhem is in the offing.

Short-Lived Sentinel. Scarecrows are easier to create than other constructs but are far less durable, falling to pieces no more than a year after their creation. A scarecrow isn't a valuable servant designed to guard a tomb or hidden sanctum for decades. Rather, it's left to stand outside in all weather, acting as the first line of defense against those who would invade a spellcaster's privacy.

Uncanny Copy. A scarecrow can sometimes assume the appearance of a creature made of flesh and blood. Its boneless gait and silent, inexpressive face, however, make the illusion convincing only from a distance. Once its disguise is penetrated, the eyes of its sackcloth face glow like coals as it lumbers towards terrified onlookers.

Constructed Nature. Scarecrows don't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Spellcasters create scarecrows to guard the entrances to their homes. Made of rags and straw, scarecrows are particularly susceptible to fire.

DC 15 The spirit of a dead humanoid inhabits each scarecrow. Though terrifying, scarecrows fall to pieces if the magic that animates them is dispelled.

DC 20 While wearing a hat or other head covering, a scarecrow can take on the appearance of the last person to wear that hat.

Creating Scarecrows

A rare version of the *animate dead* spell allows a spellcaster to create a scarecrow, snowman, or sandling. If the spell is cast on the same effigy 30 days in a row, the construct animates and takes on a rudimentary intelligence. Like any creation of *animate dead*, it can be commanded as a bonus action, but it serves its creator for the duration of its existence (one year) instead of for 24 hours.

Similarly, a rare version of the *create undead* spell cast 30 days in a row creates a single scarecrow harvester. If a spellcaster creates a second scarecrow harvester, the first is destroyed.

Scarecrow Encounters

Scarecrows are usually created by spellcasters in temperate environments. Snowmen and sandlings are more common in extreme environments.

CR 0–2 1 or 2 scarecrows, sandlings, or snowmen; scarecrow with animated shrub or swarm of ravens

CR 3–4 3 or 4 scarecrows, sandlings, or snowmen

CR 5–10 scarecrow harvester; scarecrow harvester riding nightmare, skeletal warhorse, or *broom of flying*

Treasure *broom of flying* or *horseshoes of a zephyr*

Behavior

1	Motionless; attacks only if you approach something it's guarding
2	Its head turns to watch you; attacks if you get within 5 feet
3	Disguised as a humanoid; silently tries to lead you to its master
4	Performing a horrid boneless dance
5	Motionless, but changes its position when you're not watching; attacks if approached
6	Guarding in disguised form; attacks trespassers

SCARECROW

CHALLENGE 1
MEDIUM CONSTRUCT (UNDEAD) 200 XP

AC 12
HP 31 (7d8; bloodied 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	6 (–2)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 12
Damage Resistances bludgeoning, piercing
Damage Immunities poison
Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak

False Appearance. While motionless, the scarecrow is indistinguishable from an ordinary scarecrow.

Flammable. After taking fire damage, the scarecrow catches fire and takes 5 (1d10) ongoing fire damage if it isn't already suffering ongoing fire damage. A creature can spend an action to extinguish this fire.

Local Spirit. The scarecrow is destroyed if it travels more than a mile from the place it was created.

Spell-created. The DC for *dispel magic* to destroy this creature is 19.

ACTIONS

Multiattack. The scarecrow uses Scare and makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Scare. Each creature of the scarecrow's choice within 30 feet that can see the scarecrow makes a DC 12 Wisdom saving throw. On a failure, it is magically frightened for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to Scare for 24 hours.

Hat of Illusion (1/Day). While wearing a hat or other head covering, the scarecrow takes on the illusory appearance of the last living humanoid to wear that hat. It requires a DC 12 Insight or Perception check to recognize the illusion. The illusion ends when the scarecrow is touched, takes damage, attacks, or uses Scare, or when the scarecrow chooses to end it as a bonus action.

Combat

The scarecrow uses Scare and then slams a target, preferably a frightened one. Most scarecrows guard a particular person or place and don't chase a fleeing enemy.

Scarecrow Variant: Sandling

Sandlings are constructs made of dry sand. Their use is mostly confined to the desert, since water and rain dissolve sandlings.

Instead of Flammable, the sandling has the following trait:

Water Soluble. If soaked with water, the sandling takes 5 (1d10) ongoing acid damage if it isn't already suffering ongoing acid damage. The sandling can spend an action to end this damage if it has access to dry sand to repair itself.

Instead of Scare, the sandling has the following action:

Sandstorm. Each creature within 30 feet makes a DC 12 Constitution saving throw. On a failure, it is blinded until the end of its next turn.

Scarecrow Variant: Snowman

Snowmen are made of snow, making them seasonal guardians outside the frozen tundra.

Instead of Flammable, the snowman has the following trait:

Meltable. If it takes fire damage, or is exposed to warm temperatures for an hour or more, the snowman's size is reduced to Small. If it is exposed to fire or warm temperatures while Small, it is destroyed. While Small, the snowman can spend an action to restore itself to Medium size if it has access to snow.

Instead of Scare, the snowman has the following action:

Snowball. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 9 (2d6 + 2) cold damage.

Scarecrow Harvester

Scarecrow harvesters serve their creators as assassins and bodyguards rather than sentries. They are intelligent and aggressively chase down their targets, firing gouts of flame from their jack-o'-lantern heads.

SCARECROW HARVESTER CHALLENGE 4

MEDIUM CONSTRUCT (UNDEAD) 1,100 XP

AC 14

HP 67 (9d8 + 27; bloodied 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Proficiency +2; **Maneuver DC** 14

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages of its creator but can't speak

Flammable. After taking fire damage, the scarecrow catches fire and takes 5 (1d10) ongoing fire damage if it isn't already suffering ongoing fire damage. A creature can spend an action to extinguish this fire.

Spell-created. The DC for *dispel magic* to disable this creature is 19. A disabled scarecrow is inanimate. After 1 hour, it animates again unless its body is destroyed.

ACTIONS

Multiattack. The scarecrow uses Scare and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 3 (1d6) necrotic damage.

Scare. Each creature of the scarecrow's choice within 30 feet that can see the scarecrow makes a DC 13 Wisdom saving throw. On a failure, it is magically frightened for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to Scare for 24 hours.

Fire Breath (Recharge 4–6). The scarecrow exhales fire in a 30-foot cone. Each creature in the area makes a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save or half damage on a success.

Pumpkin Head (1/Day). The scarecrow throws its head up to 60 feet. Each creature within 20 feet of the head makes a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success. After using this action, the scarecrow no longer has a head. It can still use its senses but can no longer use Fire Breath. It can create a new head when it finishes a long rest.

Invisibility (1/Day). The scarecrow, along with any mount it is riding, is invisible for 1 hour or until it attacks or uses Scare, Fire Breath, or Pumpkin Head.

Combat

The scarecrow uses Scare. It then uses Fire Breath when it can and its claws when it can't. When it's bloodied, it uses Pumpkin Head. If its enemies aren't close to defeat at this point, it uses Invisibility and tries to escape.



Scorpionfolk

Scorpionfolk are desert nomads with humanoid upper bodies and the lower bodies of giant scorpions. Clad in chitinous plates and armed with claws and a venomous stinger, a scorpionfolk warrior is as fearsome as a knight on horseback.

Roving Bands. Scorpionfolk clans move frequently and carry little with them except their weapons. They need no houses or shelter, traveling by moonlight and burying themselves under sand or loose stones to avoid the midday sun.

Inheritors of Ancient Glory. Scorpionfolk require little water and thrive in deserts that few humanoids can traverse, much less inhabit. Apart from occasional forays into more populous lands, most scorpionfolk live secluded existences in these scorching wastes. There, they unearth secrets long-buried beneath the sands. Many scorpion imperators wield enchanted weapons and hold court among the wind-scoured ruins of antique cities.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Scorpionfolk are fearsome warriors who attack their foes with both mundane weapons and poisonous, scorpion-like stingers.

DC 15 Scorpionfolk scavenge magic from ancient desert ruins.

DC 20 Skilled spellcasters known as imperators lead many scorpionfolk clans. They are said to possess magic that humanoid mages forgot centuries ago.

Scorpionfolk Encounters

Scorpionfolk range deserts and explore the ruins of ancient cities.

CR 3–4 scorpionfolk
Treasure *periapt of wound closure*

CR 5–10 2 or 3 scorpionfolk; scorpionfolk with 1 or 2 giant scorpions
Treasure 2 *potions of greater healing*, *potion of invisibility*, *staff of swarming insects*



CR 11–16 scorpionfolk imperator with 2 or 3 scorpionfolk; 4 or 5 scorpionfolk
Treasure 2 *spell scrolls* of *mirror image*, *+1 whip* that deals an additional 1d6 lightning damage on a hit, *Ioun stone of doubling* (gains the appearance and powers of the last *Ioun stone* to touch it within the last 24 hours)

Signs

1. A humanoid corpse. DC 14 Medicine check: The creature was killed by an envenomed wound
2. Large eggs half-buried in sand (the eggs are poisonous to touch)
3. A torn map marking the location of several ancient ruins
4. A proliferation of normal-sized scorpions

Behavior

1. Returning from a dungeoneering expedition with treasure
2. Attack on sight

3	Demand food and water on pain of death
4	In ambush, hidden under sand
5	Excavating buried ruins
6	Battling a monster such as a bulette

Names

Mauras, Ozra, Rixx, Visporas

SCORPIONFOLK

CHALLENGE 3
LARGE MONSTROSITY
700 XP

AC 15 (natural armor)
HP 52 (7d10 + 14; bloodied 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Skills Perception +2, Stealth +3, Survival +2
Senses passive Perception 12
Languages Common, Scorpionfolk

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the scorpionfolk can't attack a different target with its claw.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target makes a DC 12 Constitution saving throw, taking 16 (3d10) poison damage on a failure or half damage on a success.

Combat

The scorpionfolk has one javelin, which it hurls as it rushes into battle. It grips a foe with its claw and then stings that opponent. Scorpionfolk offer truces but rarely flee from battle.

Variant: Scorpionfolk Imperator

Many scorpionfolk clans are led by spellcasting warrior-mages. Called imperators, these scorpionfolk champions study a unique blend of arcane and divine magic. Imperators search for rare spells in ruins underneath the desert sands. They regard this pursuit as a sacred quest, though outsiders don't know its ultimate aim.

The scorpionfolk imperator possesses a spellbook containing rare spells. By studying this book, a wizard can learn *venomous fireball* and *burning gust of wind*.

The scorpionfolk imperator is CR 5 (1,800 XP). Its Intelligence is 18 (+4) and it gains proficiency in Arcana, History, and Religion. It has the following trait:

Spellcasting. The imperator is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). It has the following cleric and wizard spells prepared:

Cantrips (at will): *light, sacred flame*
1st-level (4 slots): *create or destroy water, healing word*
2nd-level (3 slots): *burning gust of wind, lesser restoration*
3rd-level (2 slots): *major image, venomous fireball*

The scorpionfolk imperator has the following additional actions:

Sacred Flame (Cantrip; V, S). One creature the imperator can see within 60 feet makes a DC 14 Dexterity saving throw, taking 9 (2d8) radiant damage on a failure. This spell ignores cover.

Cure Wounds (1st-Level; V, S). The imperator touches a willing living creature, restoring 8 (1d8 + 4) hit points to it.

Burning Gust of Wind (2nd-Level: V, S, M). A hot blast of wind erupts from the imperator's claw in a line 10 feet wide and 60 feet long. It extinguishes small fires and disperses vapors. For 1 minute or until the imperator's concentration is broken, each creature that starts its turn in the area or moves into the area must succeed on a DC 14 Strength saving throw or be pushed 15 feet directly away and take 7 (2d6) fire damage. A creature in the area must spend 2 feet of movement for every foot moved towards the imperator. The imperator can change the direction of the gust with a bonus action.

Venomous Fireball (3rd-Level; V, S, M). Green fire streaks from the imperator to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 14 Dexterity saving throw, taking 21 (6d6) poison damage on a failed save or half damage on a success. A creature that fails the save is also poisoned until the end of its next turn.

Sea Serpent

Longer than any sailing vessel, the sea serpent is a scaled snake with a dragon-like head. It is capable of splintering ships in its coils and forcing the wreckage beneath the waves.

Deep Sea Danger. Nearly every blue-water sailor has a story, true or false, of an encounter with a sea serpent. Some have merely spied one from a distance, while others claim to have had their ship smashed to kindling by a serpent's embrace. Few have battled a sea serpent and sailed a whole ship back to port.

Once a sea serpent has scuttled a vessel, it disappears beneath the waves. It has no interest in eating the crew. It attacks ships only because they are the size of its usual prey: whales, giant squid, and other deep-sea behemoths.

Undersea Treasure. A sea serpent's habit of sinking ships means that treasure accumulates on the ocean floor around its hunting grounds. Adventurers who follow a wounded sea serpent to its lair find the sea floor strewn with sunken ships and forgotten gold.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 A sea serpent attack is a ship captain's greatest fear. A sea serpent wraps its coils around a ship, slowly crushing it to pieces. It usually ignores a ship's passengers unless they deal significant damage.

DC 15 A sea serpent flees when seriously wounded. A single, significant blow may also cause a sea serpent to loose its coils. A fleeing serpent usually dives down to its treasure-strewn lair.

Sea Serpent Encounters

Sea serpents are deep sea hunters.

CR 5–16 sea serpent

Treasure 2,000 gp, 10 pearls (100 gp each), 5 life-sized bronze statues (250 gp each), *potion of supreme healing*, *staff of thunder and lightning*, *wind fan*

CR 31+ 2 sea serpents

Treasure 1,000 pp, 15,000 gp, 10 pieces of fine jewelry (750 gp each), magical sentient ship's figurehead that fights as a treant (25,000 gp), 12 *+3 arrows*, 6 *+3 ballista bolts*, *ring of water elemental command*, *+2 scale mail*

Behavior

1–2 Attacks Huge and larger creatures or vehicles

3 Swimming in the distance; ignores travelers

4 Rears up nearby and then dives; may follow vehicles underwater, attacking them later

SEA SERPENT

CHALLENGE 16
15,000 XP

GARGANTUAN MONSTROSITY

AC 17 (natural armor)

HP 247 (15d20 + 90; bloodied 123)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	4 (–3)	14 (+2)	8 (–1)

Proficiency +5; **Maneuver DC** 22

Saving Throws Con +11, Dex +5, Int +2, Wis +7, Cha +4

Senses darkvision 60 ft., passive Perception 12

Languages —

Amphibious. The serpent can breathe air and water.

Reactive. The serpent can take two reactions per round, one with its tail and one with its bite. It can't take two reactions on the same turn.

Sinuous. The serpent can share the space of other creatures and objects.

ACTIONS

Coils. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one Large or larger target in its space. *Hit:* 51 (4d20 + 9) bludgeoning damage. If the target is a creature, it is grappled (escape DC 22). If the target is an object, it is held. Until the grapple or hold ends, the target's speed is

reduced to 0, and the sea serpent's coils attack automatically hits the target. If an attacker subjects the serpent to a critical hit, this grapple or hold ends.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage. If the target is a creature, it makes a DC 22 Strength saving throw. On a failure, it is pushed up to 15 feet away from the serpent and knocked prone.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage.

Thrash (While Bloodied). The serpent moves up to its speed and then attacks with its tail and its bite.

Recover (1/Day, While Bloodied). The serpent ends one condition or effect on itself.

REACTIONS

Reactive Bite. If the serpent takes 15 damage or more from a melee attack made by a creature it can see, it bites the attacker.

Reactive Tail. If the serpent takes 15 damage or more from an attack made by a creature or object it can see, it makes a tail attack against the attacker.

Vehicle Combat

The serpent attacks a Huge or larger target, such as a ship. It moves into the target's space and attacks with its coils. It ignores small targets, such as passengers, unless it takes 15 damage or more from a single hit. It bites melee combatants and tail-swipes ranged attackers, such as archers or ballistas, trying to knock them into the water. The serpent temporarily disengages when it is subjected to a melee critical hit, but it doesn't flee the battle until it is bloodied. If it takes significant damage while it's fleeing, it fights to the death with its Thrash action, targeting the Large and smaller creatures that torment it.

Underwater Combat

The serpent ignores Large or smaller creatures unless attacked. If antagonized, it uses its action to bite and its two reactions to further punish attackers. It won't retreat but allows creatures to flee once it's bloodied.

Sea Serpents at Lower Levels

Sea serpent attacks are a common sailing hazard. Although it's a CR 16 monster, a sea serpent can be an interesting encounter for a mid-level party traveling by ship. A sea serpent can deal a lot of damage, but its most deadly attacks are made against the ship. A 5th-level party, along with a stout crew and a few ballistas, might be able to bloody a sea serpent and drive it off before it sinks their vessel. (Be sure to have a plan ready for a shipwreck adventure in case things go awry.)



Shadow

Darkness given form and will, imbued with a hunger for light and the warmth of the living, shadows are dreadful undead born from those who die in the dark. As they slake their terrible hunger, more shadows arise.

The Hungering Dark. Shadows are tortured by their longing for light, but they fear to enter it. They lurk in the shadows around firelight, and may even lie in wait in the shadows of their prey, striking when they can be assured of surprise. Their touch drains vitality and strength. The bodies of those slain by this draining touch cast no shadow, for their shadows have left, becoming new undead shadows with wills of their own.

Called Forth by Death. Shadows are created by powerful undead. Vampires and liches that have journeyed beyond the Bleak Gate know the secrets of tearing away a living being's shade to create an unliving shadow. But shadows owe no fealty to their creators. All shadows serve only one master: death itself.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 When a person dies in the dark, their spirit may rise again as a shadow. Necromancers and undead (including other shadows) can create shadows, as well.

DC 15 Like moths drawn to a flame, shadows crave light, but they are greatly weakened when they enter it.

DC 20 Shadows drain the strength from living creatures they touch. If a shadow kills you, it steals your shadow, and you can't be raised from the dead until it is returned.

Shadow Encounters

Shadows collect in tunnels and dungeons that have never seen the sun.

CR 0–2 1 or 2 shadows
Treasure 40 gp, 70 sp, silver bracelet tarnished nearly black (25 gp)

CR 3–4 3 or 4 shadows; 2 shadows with 1d4 giant bats, lemures, skeletons, or zombies
Treasure old-fashioned breastplate (400 gp), *+1 rapier* that glows when wielded (casting light as a torch)

Signs

1. A corpse that doesn't cast a shadow
2. Drops of blood; nearby, a tipped-over lantern and a smashed oil flask
3. Torches dim and lanterns gutter
4. DC 14 Perception check: your shadows act independently

SHADOW

CHALLENGE 1
MEDIUM UNDEAD
200 XP

AC 12
HP 18 (4d8; bloodied 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	10 (+0)	8 (–1)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 12
Skills Stealth +4
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 10
Languages —

Amorphous. The shadow can pass through an opening as narrow as 1 inch wide without squeezing.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Undead Nature. A shadow doesn't require air, sustenance, or sleep.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target makes a DC 12 Constitution saving throw. On a failure, the target is cursed until it finishes a short or long rest or is the subject of *remove curse* or a similar spell. While cursed, the target makes attack rolls, Strength checks, and Strength saving throws with disadvantage. If the target dies while cursed, a new undead shadow rises from the corpse in 1d4 hours, the corpse no longer casts a natural shadow, and the target can't be raised from the dead until the new shadow is destroyed.

BONUS ACTIONS

Shadow Sneak. The shadow takes the Hide action even if obscured only by dim light or darkness.

Combat

If in shadow or darkness, the shadow attacks, hides, and then moves away from its target. If in bright light, the shadow flees to a darker area. Shadows only attack creatures in bright light if they outnumber their foe two to one or more. If a shadow retreats, it follows a creature it has cursed.



Shambling Mound

Shambling mounds look (and smell) like ambulatory piles of rotting vegetation. As they lurch through forest and swamp, their leafy tendrils reach out to absorb organic matter in their path.

Trailblazers. As shambling mounds travel, they consume plants and insufficiently speedy animals alike. Behind them they leave an easily-traversed pathway. Adventurers who believe they are following a trail towards civilization may in fact be traveling deeper into the wilderness—and into the waiting maw of a shambling mound.

Stormy Origin. Shambling mounds are created when a lightning bolt strikes a rare variety of creeping vine. While natural storms are the most common cause of shambling mounds, will-o'-wisps may also give birth to them. The cunning undead creatures use their ability to generate lightning to create both a symbiote and an ally: as a shambling mound consumes a victim's body, the wisp harvests its treasure.



Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 When lightning strikes a rare form of creeping vine, it may spontaneously animate as a shambling mound.

DC 15 A shambling mound constantly seeks to absorb organic matter—including living creatures—into its enormous mass.

DC 20 Not only are shambling mounds immune to lightning, they are healed by it.

Shambling Mound Encounters

Shambling mounds are found in forests, jungles, and swamps.

CR 5–10 shambling mound; shambling mound with druid or 2 will-o'-wisps

Treasure rare herbs (act as 3 *potions of superior healing*), *berserker axe*

Signs

1. Birds and animals grow silent
2. A pathway stripped of plants, leaves, and underbrush
3. A rotting smell and a squelching sound
4. A brightly-colored rare vine. DC 20 Nature check: It's called shambler root, and can animate when exposed to lightning.

Behavior

1. Slowly shambling, leaving a bare pathway in its wake
2. Floating across a stream
3. Unmoving, resembles an overgrown hillock; attacks if approached
4. Absorbing a struggling animal, which it will abandon for larger prey

SHAMBLING MOUND

CHALLENGE 6
LARGE PLANT
2,300 XP

AC 15 (natural armor)
HP 123 (13d10 + 52; bloodied 61)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (–2)	12 (+1)	6 (–2)

Proficiency +3; **Maneuver DC** 15
Skills Stealth +3
Damage Resistances cold, fire, piercing
Damage Immunities lightning
Condition Immunities blinded, deafened, fatigue
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —

Lightning Absorption. When the shambling mound is subjected to lightning damage, it instead regains hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit one Medium or smaller creature, the target is grappled (escape DC 15), and the shambling mound uses Engulf against it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound absorbs a Medium or smaller grappled creature into its body. The engulfed creature is blinded, restrained, can't breathe, and moves with the shambling mound. At the start of each of the shambling mound's turns, the target takes 11 (2d6 + 4) bludgeoning damage. When the grapple ends, the creature is no longer engulfed. The shambling mound can have only one creature engulfed at a time.

Combat

The shambling mound can rarely catch fleeing enemies, so it tries to attack from hiding. It makes both its slam attacks against a single creature and then Engulfs that opponent. If reduced to 30 hit points or fewer, it wilts and pretends to be dead.

Skeletons

Skeletons are fleshless corpses imbued by necromantic energies with a mockery of life. Most often, spellcasters create skeletons to act as guards and servants, but it's not unheard of for skeletons to arise from cursed grounds where the living are outnumbered by the unburied dead.

Following Orders. Skeletons follow their creators' instructions to the best of their limited ability. They understand language and can follow detailed instructions, but their ability to think independently is limited. If ordered to cross a dangerous river, a skeleton may take a detour to use a bridge. In the absence of a bridge, however, it will risk a dangerous swim rather than build a raft or search for a safe place to cross.

Shreds of Memory. If left to its own devices, a skeleton without orders may mimic habitual activities from its previous life. A skeleton will abandon such pursuits to attack living creatures, unless it has been specifically ordered otherwise.

Undead Nature. A skeleton doesn't require air, sustenance, or sleep.

Combat

Skeletons follow the last order given them by their creator: defend the gates, attack trespassers, etc. Without orders, they attack any creatures that approach them. Skeletons don't retreat unless commanded to do so.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Necromancy imbues skeletons with a semblance of life, although some skeletons rise spontaneously on cursed battlefields or in cities ravaged by plague.

DC 15 Nearly anything with bones can be reanimated as a skeleton. Like most undead, skeletons are immune to poison, but their brittle bones can be easily smashed.

DC 20 Skeletons generally follow the orders given to them by their creator. Without such orders, skeletons may revert to activities they performed in life.



Skeleton Encounters

Skeletons patrol arcane laboratories, march across ancient battlefields, and extend bony hands from crumbling sarcophagi.

CR 0–2 1d4 skeletons; 1 or 2 skeletons riding skeletal warhorses

Treasure 30 gp, 100 ep (coins minted in a long-forgotten era)

CR 3–4 skeletal champion; skeleton horde; 1d4 + 4 skeletons

Treasure 120 gp, silver-chased hunting horn (75 gp), 8 *+1 arrows* (make a screaming sound when fired)

CR 5–10 skeletal champion with skeleton horde; skeletal tyrannosaurus rex; 2 skeletal champions riding skeletal warhorses

Treasure 200 gp, twisted steel crown set with garnets (250 gp), ceremonial gold-encrusted sword (250 gp), *winged boots*

Signs

1. Broken bones
2. Inanimate skeletons
3. Smashed sarcophagi or coffins, or defiled tombs
4. DC 12 Perception check: distant clattering

Humanoid Skeleton Behavior

1	Standing guard
2	Lying motionless on the ground; leaps up to attack if approached
3	Patrolling a path worn into the floor
4	Miming everyday activities such as drinking and dicing; attacks if approached
5	Attacks anyone who engages in a forbidden activity, such as examining a specific item
6	Sharpening a sword down to the nub

Beast Skeleton Behavior

1	In a cage or shackled to a wall
2	Follows any command it hears
3	Attacks on sight
4	Hunting, raising silent jaws to the sky as if to roar

SKELETON

CHALLENGE 1/4
50 XP

MEDIUM UNDEAD

AC 13 (armor scraps)
HP 13 (2d8 + 4; bloodied 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	6 (–2)	8 (–1)	5 (–3)

Proficiency +2; **Maneuver DC** 12
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Skeleton Template

Any beast, giant, humanoid, or monstrosity that has bones can be animated as a skeleton. A skeletal creature retains all its statistics except as noted below.

Type. The skeleton's type is undead. It does not require air, sustenance, or sleep.

Ability Scores. The skeleton's mental ability scores are reduced to the following scores (unless they are already lower): Int 6 (–2), Wis 8 (–1), Cha 5 (–3).

Skills. The skeleton loses all skills.

Vulnerability. The skeleton gains vulnerability to bludgeoning damage.

Immunities. The skeleton gains immunity to poison damage and to fatigue and the poisoned condition.

Senses. The skeleton gains darkvision out to a distance of 60 feet.

Languages. The skeleton understands the languages it knew in life but can't speak. It can't take any action that requires speech or vocalization.

Traits. The skeleton loses all traits.

Magical Abilities. The skeleton loses all spellcasting abilities and any actions that create magical effects.

SKELETAL CHAMPION

CHALLENGE 3
700 XP

MEDIUM UNDEAD

AC 15 (armor scraps)
HP 58 (9d8 + 18; bloodied 29)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (–2)	8 (–1)	5 (–3)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +5, Dex +5, Con +4
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak

ACTIONS

Multiattack. The skeleton makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

REACTIONS

Shielding Riposte. When a creature within the skeleton's reach misses with a melee attack against the skeleton or a creature within 5 feet, the skeleton makes a longsword attack against the attacker. The skeleton must be wielding a longsword to use this reaction.

SKELETON HORDE

CHALLENGE 4
LARGE GROUP OF MEDIUM UNDEAD 1,100 XP

AC 13 (armor scraps)
HP 65 (10d8 + 20; bloodied 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	6 (–2)	8 (–1)	5 (–3)

Proficiency +2; **Maneuver DC** 12
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak

Area Vulnerability. The horde takes double damage from any effect that targets an area.

Horde. The horde is composed of 5 or more skeletons. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The horde can move through any opening large enough for one Medium creature without squeezing.

Horde Dispersal. When the horde is reduced to 0 hit points, it turns into 2 (1d4) skeletons with 6 hit points each.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 27 (5d6 + 10) piercing damage, or half damage if the horde is bloodied.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 27 (5d6 + 10) piercing damage, or half damage if the horde is bloodied.

SKELETAL TYRANNOSAURUS REX

CHALLENGE 8
HUGE UNDEAD 3,900 XP

AC 13 (natural armor)
HP 126 (11d12 + 55; bloodied 63)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	2 (–4)	8 (–1)	5 (–3)

Proficiency +3; **Maneuver DC** 17
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —

ACTIONS

Multiattack. The skeleton makes a bite attack and a tail attack against two different targets.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the skeleton can't bite a different creature and it has advantage on bite attacks against the grappled creature.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

SKELETAL WARHORSE

CHALLENGE 1/2
LARGE UNDEAD 100 XP

AC 11
HP 30 (4d10 + 8; bloodied 15)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (–4)	8 (–1)	5 (–2)

Proficiency +2; **Maneuver DC** 14
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the skeleton moves at least 20 feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

Specter

A specter is an angry, undead spirit that has been prevented from moving on to the afterlife. Its emotional connection to its former life has been severed, yet it is doomed to remain on the Material Plane by dark magic, a vengeful god, or an unremembered tragedy.

Rage and Destruction. Unfinished business does not tie a specter to a specific place, as it does with ghosts. They are free to roam as they desire, barred only by sunlight, which they fear. The sight of a living creature throws a specter into a frenzy of jealousy and bitterness, and they kill without remorse.

Supernatural Origin. Some specters are created by evil creatures: a wraith's victims rise as specters, and a living spellcaster can raise a specter from the dead. Other specters arise naturally. Over centuries, a ghost may forget its connections to the world, remembering only its anger. Such a spirit gradually transforms into a specter.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 A specter is the angry spirit of a mortal that has entirely forgotten its former self.

DC 15 Specters resist most types of damage, but magical weapons harm them, and they hate sunlight.

DC 20 A specter's touch drains the life essence from mortal creatures. Specters can pass can pass through solid objects and fade in and out of reality, although sunlight prevents them from doing so.



Specter Encounters

Specters lurk underground and in tombs. They sometimes venture forth at night to slay the living.

CR 0–2 1 or 2 specters; specter with 2 skeletons or zombies

Treasure 200 sp (tarnished silver coins), antique silver necklace (75 gp)

CR 3–4 3 or 4 specters; 2 specters and 2 shadows

Treasure gold holy symbol (250 gp), *spell scroll* of *speak with dead*

Signs

1. Inanimate skeletons
2. Unattended objects moving on their own accord
3. A sudden chill
4. A distant, hollow moan

SPECTER

CHALLENGE 1
200 XP

MEDIUM UNDEAD

AC 12

HP 22 (5d8; bloodied 11)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 12

Damage Resistances acid, cold, fire, lighting, thunder; damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Incorporeal. The specter can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object. If it takes radiant damage or is exposed to sunlight, it loses this trait until the end of its next turn.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Undead Nature. A specter doesn't require air, sustenance, or sleep.

ACTIONS

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Hurl. The specter targets a Medium or smaller creature, or an object weighing no more than 150 pounds, within 30 feet of it. A creature makes a DC 12 Strength saving throw. On a failure, it is hurled up to 30 feet in any direction (including upwards), taking 3 (1d6) damage for every 10 feet it is hurled. An object is launched up to 30 feet in a straight line, and a creature in its path makes a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failure. On a success, the creature takes no damage, and the object keeps flying past it.

Fade. While not in sunlight, the specter turns invisible and takes the Hide action. It remains invisible for 1 minute or until it uses Life Drain or takes damage. If the specter takes radiant damage or is exposed to sunlight, it can't use this action until the end of its next turn.

Combat

The specter attacks invisibly, using Hurl on its first turn and then becoming visible as it uses Life Drain. It retreats if it takes radiant damage while bloodied.

Sphinx

Creatures of legend, sphinxes are spontaneously conjured into existence by the convergence of cosmic forces. Wherever earth meets the heavens, or thought meets action, a sphinx stands guard.

Sphinxes have the legs, torso, and tail of a lion, the wings of a giant eagle, and the head of a humanoid.

Guardians of Thresholds. As sentries against entropy, sphinxes often protect the boundaries between planes or the border between reality and unreality. A sphinx may also guard a spell or magical object that could preserve (or breach) the cosmic order.

A sphinx often presents travelers a task or riddle. Those who successfully complete the sphinx's challenge prove themselves worthy and are allowed to continue their quest, while those who fail suffer a gruesome death. Riddles are the most common challenge, but sphinxes sometimes require creatures to fetch a difficult-to-obtain object, battle in a magical arena, or solve a hazardous puzzle of the sphinx's devising.

Ageless Philosophers. Sometimes sphinxes aid mortals, sharing knowledge and prophecy with those they deem worthy. At other times, sphinxes might enforce the natural order in a way that seems cruel: barring mortals from reaching the heavens, for example, or smiting those who seek to evade death.

Time Keepers. Dabblers in chronomancy report that any attempt to travel through time draws the attention of a sphinx. Long ago, a wizard successfully answered a sphinx's riddle and journeyed to the Plane of Time, a vast wasteland filled with deserted ruins. Through doorways in the crumbling walls, the wizard is said to have witnessed scenes from a thousand bustling and unfamiliar cities.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Sphinxes are monsters with lions' bodies, eagles' wings, and humanoid faces. A sphinx won't let you pass unless you answer a riddle or overcome some other challenge.

DC 15 Though their own senses are supernaturally keen, sphinxes don't register to divination magic, making their motivations eternally inscrutable.

DC 20 Guardians of cosmic order, sphinxes have the power to control both space and time.

Sphinx Encounters

Sphinxes are found in remote temples and wildlands where the barriers between realities are thin.

CR 11–16 sphinx

Treasure 6 tablets of prophecy (worth 250 gp each, and might shed light on the characters' current quest), *potion of greater healing*, *decanter of endless water*, *rod of security*

CR 17–22 sphinx with clay guardian or 2 couatls; greater sphinx

Treasure magical bloodstone rings, each carved with a character's initials (when worn by that character, the first time the character would die they instead regain 10 hit points and the ring shatters), *deck of many things*, *well of many worlds*, and, at the Narrator's discretion, an artifact

Signs

1	Strange, sourceless music in a minor key
2	Everything here is weathered as if ancient beyond time
3	This area is completely silent
4	A distant, echoing roar

Behavior

1	Attacks anyone who can't solve a riddle
2	Only those who solve a riddle may pass
3	Summons monsters to test the characters' mettle
4	Each character is presented a moral conundrum or asked what they have learned from a specific incident in their past



Sphinx Riddles and Challenges

1. "Hooves, paws, wings, roar. Heads three, feet four." (chimera)
2. "In desert plain or ancient tomb, answer me or face your doom." (sphinx)
3. "A knight in red armor with a lance of flame. Fear is his banner, gold his aim." (red dragon)
4. "All copper but two, all silver but two, all gold but two. How many coins?" (three)
5. "Delved by dwarf, feared by fiend, by cloud concealed, by magpie gleaned." (silver)
6. "My sun's the moon, my bed's a board, my food is drink, my smile's a sword." (vampire)
7. Steal a statue from an efreeti noble noble in the City of Brass
8. Slay a mummy lord and return with its beating heart
9. Under the effects of a *zone of truth*, answer moral conundrums
10. Traverse a labyrinth filled with deadly traps, each of which has a safe solution hinted at by a riddle

SPHINX

CHALLENGE 11

LEGENDARY LARGE MONSTROSITY 7,200 XP

AC 20 (natural armor)

HP 142 (15d10 + 60; bloodied 71)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	18 (+4)	22 (+6)	20 (+5)

Proficiency +4; **Maneuver DC** 18

Saving Throws Dex +6, Con +8, Int +8, Wis +10

Skills Arcana +8, History +8 (+1d6), Perception +10, Religion +8

Damage Immunities psychic; damage from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, stunned

Senses truesight 120 ft., passive Perception 20

Languages Celestial, Common, telepathy 120 ft.

Inscrutable. The sphinx is immune to divination and to any effect that would sense its emotions or read its thoughts. Insight checks made to determine the sphinx's intentions are made with disadvantage.

Innate Spellcasting. The sphinx's spellcasting ability is Wisdom (spell save DC 18). It can cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *minor illusion*, *spare the dying*

3/day each: *dispel magic*, *identify*, *lesser restoration*, *remove curse*, *scrying*, *tongues*, *zone of truth*

1/day each: *contact other plane*, *flame strike*, *freedom of movement*, *greater restoration*, *legend lore*, *heroes' feast*

ACTIONS

Multiattack. The sphinx attacks twice with its claw.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Dispel Magic (3rd-Level; V, S). The sphinx scours the magic from one creature, object, or magical effect within 120 feet that it can see. A spell ends if it was cast with a 3rd-level or lower spell slot. For spells using a 4th-level or higher spell slot, the sphinx makes a Wisdom ability check (DC 10 + the spell's level) for each one, ending the effect on a success.

Flame Strike (5th-Level; V, S). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 18 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

BONUS ACTIONS

Speed Time (1/Day, While Bloodied). For 1 minute, the sphinx's Speed and flying speed are doubled, opportunity attacks against it are made with disadvantage, and it can attack three times with its claw (instead of twice) when it uses Multiattack.

Planar Jaunt (1/Day). The sphinx targets up to eight creatures it can see within 300 feet. The targets are magically transported to a different place, plane of existence, demiplane, or time. This effect ends after one hour or when the sphinx takes a bonus action to end it. When the effect ends, the creatures reappear in their original locations, along with any items they acquired on their jaunt. While the effect lasts, the sphinx can communicate telepathically with the targets. The sphinx chooses one of the following destinations:

- ***Different Location or Plane of Existence.*** The creatures appear in empty spaces of the sphinx's choice anywhere on the Material Plane or on a different plane altogether.
- ***Demiplane.*** The creatures appear in empty spaces of the sphinx's choice on a demiplane. The demiplane can be up to one square mile in size. The demiplane can appear to be inside, outside, or underground, and can contain terrain, nonmagical objects, and magical effects of the sphinx's choosing. The sphinx may populate it with creatures and hazards with a total Challenge Rating equal to or less than the sphinx's Challenge Rating.
- ***Time.*** The creatures appear in empty spaces of the sphinx's choosing anywhere on the Material Plane, at any time from 1,000 years in the past to 1,000 years in the future. At the Narrator's discretion, changes made in the past may alter the present.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Slow Time. The sphinx targets a creature within 60 feet, forcing it to make a DC 17 Constitution saving throw. On a failure, it is slowed until the end of its next turn.

Claw (Costs 2 Actions). The sphinx attacks with its claw.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Combat

The sphinx uses Planar Jaunt to banish its foes if it can. Otherwise, it uses its action to cast *flame strike* on the first turn of combat and then uses its claws on successive turns. It speeds time for itself as soon as it's bloodied. With its legendary actions, the sphinx attacks with its claw if it can reach an enemy or uses Teleport if it can't, and then uses Slow Time with its remaining legendary action each turn. The sphinx doesn't retreat.

Variant: Greater Sphinx

Greater sphinxes guard the most cosmically significant items and locations, such as the resting place of a world-threatening artifact or a portal to the land of the dead. Their tests are especially deadly, since they believe themselves to be the ultimate defenders of cosmic order.

The greater sphinx is CR 17 (18,000 XP). It is Huge and has 220 (21d12 + 84; bloodied 110) hit points. It has the following trait:

Legendary Resistance (1/Day). Each greater sphinx wears a piece of jewelry, such as a crown, headdress, or armlet. When the greater sphinx fails a saving throw, it can choose to succeed instead. When it does so, its jewelry shatters. The sphinx can create a new piece of jewelry when it finishes a long rest.

The greater sphinx has the following additional action:

Roar (3/Day). The sphinx unleashes a magical roar. Each time it roars before taking a long rest, its roar becomes more powerful. Each creature within 300 feet of the sphinx that can hear it makes a DC 18 Constitution saving throw with the following consequences:

- ***First Roar:*** A creature that fails the saving throw is frightened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- ***Second Roar:*** A creature that fails the saving throw takes 22 (4d10) thunder damage and is frightened for 1 minute. On a success, the creature takes half damage. While frightened by this roar, the creature is paralyzed. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- ***Third Roar:*** A creature that fails the saving throw takes 44 (8d10) thunder damage and is knocked prone. On a success, the creature takes half damage.

Stirge



Although some regard them as birds of ill omen, stirges more closely resemble a horrific mix of mosquito and bat. With its four membranous wings, a stirge can hover in place like a hummingbird as it stabs its hapless victims with its long proboscis. Once a stirge has clamped onto a victim, it drains the creature's blood until sated.

Strength in Numbers. A single stirge is easily dispatched, but a flock—sometimes referred to as a plague—can drain a victim dry before it has a chance to resist.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 A stirge looks something like a four-winged bat crossed with a giant mosquito. Stirges latch onto their victims and drain their blood using their long proboscises.

DC 15 In small numbers, stirges don't pose much of a threat. There's a reason, however, that a flock of stirges is referred to as a plague.

Stirge Encounters

Stirges are a common swamp hazard, but they can also be found in deserts and caverns.

CR 0–2 1d8 stirges

Signs

1–2 An animal or humanoid corpse drained of blood

3 A distant humming sound

4 What looks like a cloud of bats darkening the sky. DC 13 Perception check: they have too many wings

Behavior

1–2 As travelers approach, they take wing and attack

3 Swarming a large, panicked animal

4 Drowsy and sated with blood; they attack only if approached

STIRGE

CHALLENGE 1/8

TINY BEAST

25 XP

AC 13 (10 while attached)

HP 2 (1d4; bloodied 1)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	10 (+0)	2 (+0)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 13

Senses darkvision 60 ft., passive Perception 9

Languages —

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the stirge attaches to the target. A creature can use an action to detach it, and it can detach itself as a bonus action.

Blood Drain. The stirge drains blood from the creature it is attached to. The creature loses 4 (1d8) hit points. After the stirge has drained 8 hit points, it detaches itself and can't use Blood Drain again until it finishes a rest.

Combat

A flock of stirges doesn't focus on a single target, but spreads out to attack all nearby creatures. A stirge retreats only when sated with blood.

Tarrasque



The coming of the tarrasque is an age-old prophecy—one that signifies the end of an era. In most tellings, the tarrasque rises from its slumber deep within the earth's core or beneath the ocean floor, razing buildings and mountains alike, leaving nothing but wanton destruction in its wake.

The tarrasque is most often described as an enormous, horned creature with a rock-hard shell and a gaping maw of saw-bladed teeth.

Day of Reckoning. Predictions of when, where, and how the tarrasque will make its cataclysmic appearance vary. Will it come to cleanse a world that has become irredeemably corrupt? Will its arrival inspire valiant heroes to lead us into a new golden age? Or is the tarrasque simply a cyclical, unstoppable force of nature that periodically restores the earth to its primordial state, allowing life to begin anew?

Implacable Devourer. No one knows what drives the tarrasque to attack, but after a long hibernation, it awakens with an intense hunger. Once roused, it embarks upon a rampage that lays waste to kingdoms and topples empires.

In the past, mighty heroes have banded together to battle the tarrasque. Some have managed to divert its course, saving their own lands at the expense of others'. None have come close to killing it. Some wizards speculate that a *wish* spell cast to rob the tarrasque of its immortality, followed by a massive martial and magical assault, might be enough to end the beast. With no supporting evidence, this theory lies somewhere between speculation and wishful thinking.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 The tarrasque is a titanic beast that hibernates for centuries at a time. Whenever it awakens, it unleashes such terrifying destruction that the world itself is imperiled.

DC 15 For all intents and purposes, the tarrasque cannot be killed. Only the most powerful mortal magic—or the will of the gods themselves—can halt the creature's rampage.

DC 20 The tarrasque's origins are a mystery, but some scholars speculate its essence is tied to the earth itself. It can burrow through the solid stone and cause flying creatures to drop from the sky.

Signs

1. A bright star appears, causing astronomers great consternation
2. Earthquakes shake every land; towers fall and cities are consumed by fire
3. Night falls; day does not return
4. People with psionic abilities fall into a trance and prophesy chaos and destruction

TARRASQUE — CHALLENGE 30

ELITE LEGENDARY

TITANIC MONSTROSITY (TITAN) — 310,000 XP

AC 25 (natural armor)

HP 1,230 (60d20 + 600; bloodied 615)

Speed 60 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	4 (–3)	14 (+2)	14 (+2)

Proficiency +9; **Maneuver DC** 27

Saving Throws Str +19, Dex +10, Con +19, Int +6, Wis +11, Cha +11

Damage Immunities fire, poison; damage from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft., tremorsense 60 ft., passive Perception 12

Languages —

Astounding Leap. The tarrasque's high jump distance is equal to its Speed.

Bloodied Regeneration. While the tarrasque is bloodied, it regains 50 hit points at the start of each of its turns. A *wish* spell can suppress this trait for 24 hours. The tarrasque dies only if it starts its turn with 0 hit points and doesn't regenerate.

Immortal Nature. The tarrasque doesn't require air, sustenance, or sleep.

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has advantage on saving throws against spells and magical effects.

Reflective Carapace. When the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 3, the tarrasque is unaffected. On a 4 to 6, the tarrasque is unaffected, and the spell is reflected back, targeting the caster as if it originated from the tarrasque.

Siege Monster. The tarrasque deals double damage to objects and structures.

ACTIONS

Multiattack. The tarrasque attacks with its bite, claw, horns, and tail. It can use Swallow instead of its bite. If it's bloodied, it also recharges and then uses Radiant Breath.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 42 (5d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 27). Until this grapple ends, the target is restrained and the tarrasque can't bite a different creature.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (5d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 37 (5d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 27 (5d6 + 10) bludgeoning damage. If the target is a Huge or smaller creature, it falls prone.

Swallow. The tarrasque makes a bite attack against a Large or smaller creature it is grappling. If the attack hits, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the tarrasque, it is blinded and restrained, and it takes 35 (10d6) acid damage and 35 (10d6) bludgeoning damage at the start of each of the tarrasque's turns.

If a swallowed creature deals 70 or more damage to the tarrasque in a single turn, or if the tarrasque dies, the tarrasque vomits up all swallowed creatures.

Radiant Breath (Recharge 5–6). The tarrasque exhales radiant energy in a 90-foot cone. Each creature in the area makes a DC 27 Constitution saving throw, taking 105 (30d6) radiant damage on a failed save or half damage on a success.

LEGENDARY ACTIONS

The tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Attack. The tarrasque attacks with its claw or tail.

Move. The tarrasque moves up to half its Speed.

Roar. Each creature of the tarrasque's choice within 120 feet makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, with disadvantage if the tarrasque is in line of sight, ending the effect on itself on a success. If it succeeds on a saving throw or the effect ends on it, it is immune to the tarrasque's Roar for 24 hours.

Elite Recovery (While Bloodied). The tarrasque ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Chomp (Costs 2 Actions). The tarrasque makes a bite attack or uses Swallow.

Inescapable Earth (Costs 3 Actions). Each flying creature or object within 300 feet falls and its flying speed is reduced to 0 until the start of the tarrasque's next turn.

Combat

The tarrasque's preferred mode of combat is to use its multiattack and then to use a legendary action to Chomp a target. It uses its Radiant Breath, when available, on three or more creatures that have seriously hurt it. It uses its Astounding Leap and Radiant Breath (sometimes together) to deal with flying enemies. If it still can't reach flying creatures, it uses Inescapable Earth.

When the tarrasque is first bloodied, it tries to retreat and find a new, faraway land to devastate. If pursued or prevented from escaping, it fights to the death.

Titans

Titans are towering demigods with divine blood coursing through their veins. Whereas titanic creatures like the kraken and tarrasque were employed as weapons by the gods, true titans are the scions of the gods: semi-divine figures often disavowed for the parts they played in ancient tragedies.

Relics of the Past. Mortal history does not record what happened in the days when titans walked the earth, but clues can be found in ancient myths. In some stories, titans ruled the Material Plane with the gods' favor. In others, the titans' feuds and betrayals embroiled the gods in catastrophic wars that threatened the divine order. In any case, titans have all but vanished from the mortal world. A few still govern astral fiefdoms on behalf of their divine parents. Others are imprisoned in the mythical palaces they once ruled, now sunk beneath the sea or swallowed by immense dungeon complexes.

Dangerous Prisoners. Sometimes ancient prisons are breached by earthquakes or the reckless interference of adventurers, and a titan awakens and walks the earth again. Many titans have no ambition beyond destruction. Others wish to take up their crowns and rule, sweeping aside the works of mortals and ushering in a new age of titans.

Immortal Nature. A titan doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Titans are semi-divine creatures from the dawn of time.

DC 15 The literal children of gods, empyrean titans are mighty warriors and powerful spellcasters. Their wounds heal with supernatural speed.

DC 20 Eons ago, King Fomor and his many degenerate children were banished to the Dreaming. Each fomorian has a bulging eye that is both the source of their magic and their greatest vulnerability.

Titan Encounters

Some empyreans maintain a semblance of rulership within dungeon prisons, while others wander in exile far from the Material Plane. Fomorians and their ilk inhabit underground palaces in the Dreaming.

CR 5–10 fomorian
Treasure 200 gp, silver mask (750 gp), *rope of climbing*

CR 11–16 2 fomorians; fomorian with night hag, ogre mage, or 3 ogres
Treasure 1,500 gp, defaced jade statuette of a god (750 gp), *potion of flying*, a silver-clasped book with an eye on the cover (a *tome of understanding*)

CR 17–22 empyrean
Treasure 5,000 gp, gold and emerald bracers (7,500 gp), *hammer of thunderbolts*

CR 23–30 empyrean with high priest, holy knight, or khalkos; 3 fomorians
Treasure 1,000 pp, magic platinum mirror that shows shapechangers in their true form (7,500 gp), *potion of invisibility*, *sovereign glue*, *+3 maul* (a legendary weapon named *Farstep*; an attuned wielder can cast *dimension door* and *teleport* once per day each)

CR 31+ Aklea; King Fomor; King Fomor with 1 to 3 fomorians; 2 or 3 empyreans; 4 or 5 fomorians
Treasure 30,000 gp, 20 suits of fine clothes that magically resize to fit the wearer (1,000 gp each), 10 sets of gold tableware (500 gp each), 10 gold chalices that magically refill with fine wine three times each day (2,500 gp each), *ring of earth elemental command*, *staff of withering*

Material Plane Empyrean Behavior

1. Sitting on a throne, staring at beautifully gilded prison walls, longing for distraction
2. In a rage, hammering futilely on an indestructible stone door
3. Summoning and dismissing illusions of worshipful mortals, magnificent architecture, and forgiving parents
4. Escaped from its prison and on its way to reclaim its power

Planar Traveler Empyrean Behavior

1 Dictating a message to a ball of light, which then races off; several more balls of light wait patiently to receive messages

2 Looking for battle with opponents of equal power

3 On a holy quest

4 Holding a feast, festival, or dance for locals



Fomorian Behavior

1-2 Looking for travelers to capture and take home to its lair

3 Staring at its human-seeming reflection in a mirror or pool of water; hostile to those who see its true form

4 Mocking, questioning, or monologuing to paralyzed victims

5 On its way home, carrying paralyzed humanoids under its arm

6 Practicing dance steps or playing the lyre

7 Listening to the love poem of a charmed humanoid

8 Devouring a giant spider, scratching its back with one of the legs; a second paralyzed spider waits its turn

Names

Addan the King, Arz the Builder, Dar the Just, Tarath the Conqueror, Tima the Wise, Visc the Unforgiving

Empyreans

Empyreans are godlike beings that stand 50 feet tall in their true forms, though they can take on humanoid stature to mingle with mortals. Their divine strength, combined with mortal will and foibles, make them unpredictable and dangerous. The flaws of even a well-intentioned empyrean are magnified by its power.

Each empyrean bears the mark of the god that gave it life. The offspring of a storm god might bear a weapon that crackles with electricity, while the child of a nature god might leave footprints that burst with flowers and tree shoots. An empyrean's innate spell list might also vary depending on its parentage.

EMPYREAN

CHALLENGE 22

LEGENDARY GARGANTUAN CELESTIAL (TITAN)

41,000 XP

AC 21 (breastplate)

HP 328 (16d20 + 160; bloodied 164)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	30 (+10)	22 (+6)	24 (+7)	26 (+8)

Proficiency +7; **Maneuver DC** 25

Saving Throws Str +17, Con +17, Int +13, Wis +14, Cha +15

Damage Immunities radiant; damage from nonmagical weapons

Senses truesight 120 ft., passive Perception 17

Languages Celestial, Common, six more

Divine Grace. If the empyrean makes a saving throw against an effect that deals half damage on a success, it takes no damage on a success and half damage on a failure. Furthermore, while wearing medium armor, the empyrean adds its full Dexterity bonus to its Armor Class (already included).

Innate Spellcasting. The empyrean's innate spellcasting ability is Charisma (spell save DC 23). It can innately cast the following spells, requiring no material components:

At will: c*harm person*, *command*, *telekinesis*

3/day: *flame strike*, *hold monster*, *lightning bolt*

1/day: *commune*, *greater restoration*, *heroes' feast*, *plane shift* (self only, can't travel to or from the Material Plane)

Magic Resistance. The empyrean has advantage on saving throws against spells and other magical effects.

Regeneration. The empyrean regains 10 hit points at the beginning of its turn as long as it has at least 1 hit point.

ACTIONS

Maul. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 38 (8d6 + 10) bludgeoning damage plus 14 (4d6) radiant damage, and the target makes a DC 25 Strength saving throw. On a failure, the target is pushed up to 30 feet away and knocked prone.

Lightning Bolt (3rd-Level; V, S). A bolt of lightning 5 feet wide and 100 feet long arcs from the empyrean. Each creature in the area makes a DC 23 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Flame Strike (5th-Level; V, S). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

Hold Monster (5th-Level; V, S, Concentration). One creature the empyrean can see within 60 feet makes a DC 23 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

BONUS ACTIONS

Immortal Form. The empyrean magically changes its size between Gargantuan and Medium. While Medium, the empyrean has disadvantage on Strength checks. Its statistics are otherwise unchanged.

LEGENDARY ACTIONS

The empyrean can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Attack. The empyrean makes a weapon attack.

Cast Spell. The empyrean casts a spell. The empyrean can't use this option if it has cast a spell since the start of its last turn.

Fly. The empyrean flies up to half its fly speed.

Shout (Recharge 5–6). Each creature within 120 feet that can hear the empyrean makes a DC 25 Constitution saving throw. On a failure, a creature takes 24 (7d6) thunder damage and is stunned until the end of the empyrean's next turn. On a success, a creature takes half damage.

Combat

The empyrean flies at least 50 feet in the air, raining *lightning bolts* and *flame strikes* on land-bound foes. It attacks flying enemies with its maul. It uses Shout whenever it can and then attacks stunned creatures with its maul. If not on the Material Plane, it uses *plane shift* when reduced to 100 hit points or fewer.

Empyrean Variant: Aklea

Wild berserkers revere Aklea, a mighty daughter of a war god. In a battle against rival titans, Aklea sought to protect a group of mortals but unwittingly slew her charges while in one of her blind and unstoppable battle rages.

Aklea is said to wander the stars, slaying dangerous monsters and trying to atone for the harm she once caused. She searches for the peace and self-control that has eluded her for so long.

Aklea is an elite monster, equivalent to two CR 22 monsters (82,000 XP). She has 656 (32d20 + 320; bloodied 328) hit points and the following traits:

Blind Rage. While bloodied, Aklea can take 3 legendary actions instead of 1. While bloodied and in line of sight of other creatures, she must use each of her actions and legendary actions to either make a weapon attack against a creature she can see within range or fly towards the closest creature she can see.

Elite Recovery. At the end of her turn, Aklea ends one negative effect currently affecting her. She can do so as long as she has at least 1 hit point, even while unconscious or incapacitated.

Empyrean Variant: King Fomor

According to myth, King Fomor was the leader of a contingent of empyreans that waged war on the gods. The son of a god of knowledge, Fomor used his third eye to spy on the counsels of his enemies. His rebellion culminated in the betrayal and murder of a god—according to some accounts, his own father.

A divine curse twisted King Fomor's body into a monstrous form, and he was banished to the fairyland of the Dreaming, where he is now counted amongst the foremost archfey of the Unseelie Court. He trades information for power and awaits the day he can return to the Material Plane at the head of an avenging army.

King Fomor is an elite monster, equivalent to two CR 22 monsters (82,000 XP). He has 656 (32d20 + 320; bloodied 328) hit points and the following traits:

Expanded Spell List. King Fomor can cast *arcane eye* and *scrying* at will, requiring no material components.

Eye Vulnerability. A creature can target King Fomor's eye with an attack. This attack is made with disadvantage. If the attack hits and deals at least 20 damage to King Fomor, the fire in King Fomor's eye is extinguished until the end of his next turn. While the fire is extinguished, King Fomor can't use his Burning Gaze attack.

King Fomor has the following additional bonus actions:

Burning Gaze. A line of fire 5 feet wide and 60 feet long blasts from King Fomor's eye. Each creature in the area makes a DC 23 Constitution saving throw, taking 35 (10d6) fire damage and 35 (10d6) radiant damage on a failure or half damage on a success. When King Fomor is bloodied, his Burning Gaze's shape is a 60-foot cone instead of a line.

Elite Recovery (While Bloodied). King Fomor ends one negative effect currently affecting him. He can do so as long as he has at least 1 hit point, even while unconscious or incapacitated.

Fomorian

The many children of King Fomor inherited his magical gaze and his curse. They were born into bodies resembling ogres instead of the graceful forms of empyreans. One of a fomorian's eyes glints with sinister light. A creature caught beneath a fomorian's gaze slows to a halt, unable to move or look away.

Fomorians live alone or in glittering palaces underneath fey hills. They are ashamed of their true forms and, while in their lairs, magically take on shapes resembling faerie nobles. Served by captive humanoids and fey creatures, they dance, make merry, and plot vengeance against gods and mortals alike.

FOMORIAN

CHALLENGE 8

HUGE FEY (SHAPECHANGER, TITAN)

3,900 XP

AC 15 (natural armor)

HP 138 (12d12 + 60; bloodied 69)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	18 (+4)

Proficiency +3; **Maneuver DC** 16

Skills Persuasion +7

Damage Immunities psychic; damage from nonmagical, non-silvered weapons

Senses darkvision 120 ft., passive Perception 12

Languages Celestial, Common, Giant, Sylvan

Eye Vulnerability. A creature can target the fomorian's eye with an attack. This attack is made with disadvantage. If the attack hits and deals at least 10 damage to the fomorian, creatures affected by the fomorian's Charming and Mesmerizing Gaze are freed from those effects.

ACTIONS

Multiattack. The fomorian attacks twice with its warhammer.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

BONUS ACTIONS

Charming Gaze (Gaze). A creature within 60 feet makes a DC 15 Wisdom saving throw. On a failure, the creature is magically charmed by the fomorian. The creature repeats the saving throw every 24 hours and whenever it takes damage. On a successful saving throw or if the effect ends for it, the creature is immune to the fomorian's Charming Gaze for the next 24 hours.

Mesmerizing Gaze (Gaze, True Form Only). A creature within 60 feet makes a DC 15 Wisdom saving throw. On a failure, the creature is magically restrained. The creature repeats the saving throw at the end of its next turn, ending the effect on itself on a success and becoming paralyzed on a failure. While the fomorian is not in line of sight, a paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful saving throw or if the effect ends for it, the creature is immune to the fomorian's Mesmerizing Gaze for 24 hours.

Immortal Form. While in its lair, the fomorian magically changes into a specific Medium humanoid resembling a human or back to its true form. Apart from its size, its statistics are unchanged. The fomorian reverts to its true form when it dies, is incapacitated, or leaves its lair.

Combat

The fomorian uses Mesmerizing Gaze on a new target every turn and then attacks with its warhammer, prioritizing non-paralyzed targets. It uses Charming Gaze on creatures that have made their saving throws against Mesmerizing Gaze. Once all targets are paralyzed or charmed, the fomorian carries its prey to its lair. It flees if an attack hits its eye while it is bloodied.



Treant

In the oldest forests, where the song of creation still echoes and druids meet to honor nature with sacred rites, the most mature trees awaken as treants. Closely resembling the trees they once were, treants are roused when their forest is threatened, bringing to bear the strength of nature itself against their foes.

Perceptive Protectors. A treant spends much of its time living as a tree, aware of its surroundings even while rooted in place. Events taking place even miles away are perceivable to the treant based on subtle changes in their environment. Ancient treants can magically call upon the denizens of the forest for aid, sending animal messengers to deliver news, animating plants to entangle and ensnare intruders, and summoning wild creatures to drive off their enemies.

Wild Reflections. Treants and forests reflect each other—as one changes, so does the other. Airy forests, home to good elves and unicorns, produce kind treants, while dark forests full of evil spawn spiteful, twisted treants. Just as trees sometimes rot from within, so too can a treant become hollow and heartless, and as they change, the forest also grows eerie and cold.

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10 Treants are ancient trees awakened by powerful magic. A treant's natures reflects that of the forest it protects.

DC 15 Like normal trees, treants are particularly susceptible to fire and the woodman's axe.

DC 20 When threatened, treants can call upon other forest inhabitants for aid, and may even animate nearby trees to serve them.

Treant Encounters

Treants protect forests and jungles on the Material Plane and in the Dreaming.

CR 5–10 treant

CR 11–16 treant with centaur, couatl, coven green hag, druid, or unicorn
Treasure *staff of the woodlands*

CR 17–22 2 treants; treant with 4 centaurs, ettercaps, or scarecrows
Treasure *staff of thunder and lightning*

Signs

1. Trees sway to distant strains of music
2. The susurrus of falling leaves
3. Creaking like the rigging of a ship or floorboards being trod upon
4. DC 13 Perception check: the feeling of being watched
5. A dryad scout
6. Tree branches and vines weave together, making travel difficult in one direction but easy in another

Behavior

1. Watching travelers, taking no action until it determines their intentions
2. On its way to help an endangered faerie
3. Angry; injured by an invader of the forest
4. Singing love songs
5. Demands trespassers state their intentions before they pass
6. Guarding a cave containing a dangerous creature or treasure, such as an intelligent axe that hates trees
7. Evil: corrupting healthy trees
8. Evil: holds prisoners in its branches

Names

Albandel, Alder, Thoom, Weavewood



TREANT

CHALLENGE 9
HUGE PLANT
5,000 XP

AC 18 (natural armor)
HP 138 (12d12 + 60; bloodied 69)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	12 (+1)	20 (+5)	12 (+1)

Proficiency +4; **Maneuver DC** 18
Damage Resistances bludgeoning, piercing
Senses darkvision 60 ft., passive Perception 15
Languages Common, Druidic, Elvish, Sylvan

False Appearance. While motionless, the treant is indistinguishable from a tree.

Flammable. If the treant takes fire damage, it catches fire, taking 10 (3d6) ongoing fire damage, unless it is already on fire. It can use an action to extinguish itself, ending the ongoing damage.

Forest Speaker. The treant can communicate with beasts and plants.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two attacks, or makes one attack and uses Animate Plant.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Animate Plant. The treant magically animates a Large or larger plant within 60 feet. The plant is immobile, but it acts on the treant's initiative and can make a slam attack, or a rock attack if there are rocks to throw within 10 feet of it. Non-plant creatures treat the ground within 15 feet of the plant as difficult terrain, as surrounding roots conspire to trip and grasp moving creatures. The plant remains animated for 1 hour. If the treant uses this action while it has three plants animated in this way, the plant that has been animated the longest returns to normal.

Troglodyte

Descendants of an ancient subterranean culture beset by calamity, troglodytes somewhat resemble lizardfolk, at least to the extent that grimlocks resemble humans. Troglodytes encountered roaming the Underland are most often members of demonic cults that glorify filth, gluttony, and violence. These roving bands make war upon more peaceful troglodyte communities, which dwell in isolated caverns and follow the druidic traditions of their ancient culture.

A Divided People. Long ago, the ancestors of the troglodytes were among the first peoples to settle in the Underland. Occupying a niche unexplored by other cultures, they thrived until a catastrophic earthquake unsealed a chasm leading to the Abyss. This demonic gate was eventually resealed, but at great cost to the ancient troglodytes. Troglodytes are still haunted by demonic influence, and while many embrace this corruption, some resist, isolating themselves from temptation by seeking peace in the deepest caverns.

Rich Odors. Troglodytes emit a strong odor (less kindly referred to as a "stench") that other creatures find irritating and repulsive. A troglodyte's bite can infect others with this sickening stench, an experience few care to repeat. Troglodyte scent also contains pheromones that supplement their spoken language, adding nuance indecipherable to other peoples. Traditional linguists dismiss the troglodyte tongue as a proto-language of limited vocabulary, but druids recognise similarities with their own secret language.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 An ancient culture long ago corrupted by demonic influences, today most troglodytes are brutal raiders and scavengers.

DC 15 The sickening stench troglodytes emit is transferred via their bite. Once infected with the stench, the odor is difficult to remove.

DC 20 Enclaves of troglodytes untouched by demonic corruption exist in the deepest reaches of the Underland. It is said these troglodytes practice a religion similar to that of druids on the surface world.

Troglodyte Encounters

Troglodytes inhabit caverns and rove ancient, subterranean highways.

CR 0–2 1 or 2 troglodytes
Treasure carved bone necklace (25 gp)

CR 3–4 3 or 4 troglodytes
Treasure idol of purple stone (125 gp), 2 *potions of superior healing*

CR 5–10 1d6 + 4 troglodytes; 2 troglodytes with hezrou, mage, shadow demon, or troll
Treasure potion recipes written in troglodyte, 2 *potions of hill giant strength*, *potion of invisibility*

Signs

1-3	Foul smell
4	Pictographs on the cavern walls
5	Stairs crudely carved into a cliff face
6	A demonic idol smeared with blood and filth

Troglodyte Behavior

1	Fleeing from something
2	Scouting for a larger group
3	Emerging from a hidden door or concealed tunnel
4	Xenophobic and hostile

Troglodyte Cultist Behavior

1	Driving a stumbling, retching prisoner before them
2	Chewing gobbets of rotting flesh
3	Scrawling disturbing pictographs
4	Lounging in filth; attack on sight
5	Pleasantly satisfied after a horrific feast, crunching bones and licking blood from the floor. Personal effects of their victim have been tossed nearby
6	Laying siege against a peaceful troglodyte enclave

Names

Griz, Izzek, Keska, Vithen

Disease: Troglodyte Stench

A troglodyte's bite can infect a living creature with troglodyte stench. An infected creature is poisoned and gains the following trait:

Stench. A non-troglodyte other than the creature that starts its turn within 5 feet of the creature makes a DC 12 Constitution saving throw. On a failure, the creature is poisoned until the start of its next turn. On a successful save, the creature is immune to troglodyte Stench for 24 hours.

The subject makes a DC 12 Constitution saving throw every 24 hours after being infected, becoming cured on a success. The disease can also be cured with *lesser restoration* and similar magic.



TROGLODYTE

CHALLENGE 1/2

MEDIUM HUMANOID (TROGLODYTE) 100 XP

AC 11

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +3 (+1d6)

Senses darkvision 120 ft., passive Perception 11

Languages Troglodyte

Stench. A non-troglodyte that starts its turn within 5 feet of the troglodyte makes a DC 12 Constitution saving throw. On a failure, the creature is poisoned until the start of its next turn. On a successful save, the creature is immune to troglodyte Stench for 24 hours.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Multiattack. The troglodyte attacks with its bite and its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target makes a DC 12 Constitution saving throw. On a failure, it is infected with Troglodyte Stench.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Dart. *Melee Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

Combat

Troglodytes throw darts and then attack with bite and claws. They prefer to attack enemies that are not inflicted with Troglodyte Stench. They retreat if reduced to half their number or if exposed to sunlight.

Troll

Trolls are 10-foot-tall giant-kin notorious for their alarming countenances, love of treasure, and insatiable hunger. The remains of humanoids who disappear unexpectedly are often later found in the cooking pots of trolls. No wonder then that trolls are so often the villains of instructive fairy tales—once captured by a troll, children have only their wits to protect them from the monster's terrible hunger.

Regeneration. Trolls are blessed with an unnaturally fast metabolism, which allows them to heal otherwise mortal wounds in mere moments. A severed arm, leg, or even head continues to live and can eventually be reattached to a troll's body. Killing a troll is generally impossible without destroying its body entirely with fire or acid.

Limitless Hunger. A troll's regeneration comes at the cost of an enormous appetite. Even a well-fed troll can waste away to skin and bones within mere hours. Always a hair's breadth away from starvation, trolls can't afford to be picky about what they eat. Some have been known to consume rotting food, undead flesh, and even other trolls.

Trolls abhor fire, but they fear starvation even more. Many trolls collect treasure, knowing that they can trade gold for food in desperate circumstances. Some trolls accept work from those who can pay and feed them regularly. Since trolls don't fear injury, they often work as mercenaries, gladiators, or even adventurers.

Innumerable Varieties. A troll regenerates so quickly that its body completely renews itself within days. This makes trolls particularly vulnerable to mutations such as extra limbs. Over time, a troll often takes on the physical features of its favorite prey. For example, a troll that lives solely on fish may grow scales, while one that feasts regularly upon mountain goats might sport fur and horns.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 A troll's unique physiology allows it to heal wounds with incredible speed. Fire and acid temporarily suppress this regeneration.

DC 15 Though large, trolls are quite stealthy. They can see in the dark and track prey by smell alone.

DC 20 Because of their regeneration, trolls are prone to mutation. Certain strains have adapted to life underground or deep beneath the waves.

Troll Encounters

Trolls lurk in every dark corner of the world—forests, caves, mountain valleys, and even urban alleyways.

CR 5–10 1 or 2 trolls or scrags; faerie eater troll, cave troll, or dread troll; troll or cave troll with 2d6 goblins, grimlocks, soldiers, or orc warriors; troll with 1d4 bugbears or ghouls

Treasure 700 gp, 40 pp, 5 bloodstone gems, *potion of flying*, *+1 shortsword* (named *Eladrin*; an attuned wielder can cast *misty step* once per day and can't be magically charmed or put to sleep)

CR 11–16 2 cave trolls, faerie eater trolls, or dread trolls; troll with 3 or 4 ogres; scrag with 3 or 4 hunter sharks; dread troll with chimera or ettin

Treasure 800 gp, masterwork lute (750 gp), bloodstained manuscript of a masterpiece play (750 gp), *potion of speed*, magic jeweled hatpin (turns into a *+2 dagger* or *+2 spear* when command words are spoken)

CR 17–22 dread troll with 2 or 3 trolls; 4 trolls; 3 cave trolls; 2 faerie eater trolls with corrupted unicorn

Treasure 100 pp, 3,000 gp, antique half-plate armor bearing noble heraldry (700 gp), secret missive that would have prevented a past war had it been delivered, magic saddle that grants advantage on ability checks related to riding (2,500 gp), *flametongue greatsword*

Signs

1	A half-eaten corpse swarming with maggots. DC 14 Perception check: long, clawed footprints
2	Bloody, clawed handprints
3	A cave or tunnel from that issues a rotting smell
4	Sudden quiet, as if all animals and insects have abruptly fled
5	A heap of cracked bones
6	A severed troll hand, finger, or other appendage, still squirming

Behavior

1	Guarding a bridge, road, or other thoroughfare, demanding tolls
2	Absentmindedly eating its own fingertips
3	In its lair, dozing with one bloodshot eye open and alert
4	In its lair, frantic with hunger, pawing through bones for a morsel of flesh
5	Creeping about, stealthily searching for prey
6	Stuffing a living bird or rat into its mouth
7	Scouting for its employer
8	Hungry; with treasure to exchange for food
9	Offering its services as an adventurer or mercenary
10	Attacking a settlement

Names

Briarbelly, Burz, Gluck, Raddlepate, Redclaw, Yag

TROLL

CHALLENGE 5
LARGE GIANT
1,800 XP

AC 15 (natural armor)
HP 84 (8d10 + 40; bloodied 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	8 (-1)	12 (+1)	8 (-1)

Proficiency +3; **Maneuver DC** 15
Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Giant

Keen Smell. The troll has advantage on Perception checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function on its next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Severed Limbs. If the troll is dealt a critical hit with a slashing weapon, one of its extremities is severed. The extremity has AC 15, 10 hit points, a Speed of 10, and the troll's Regeneration trait. The troll controls the severed extremity and perceives through it with the appropriate senses (for instance, it sees through the eyes of its severed head). As a bonus action, the troll can reattach the extremity. While the troll is missing the extremity, its maximum hit points are reduced by 10. Roll d6 to determine the severed extremity:

1-4: *Arm.* If the troll has an arm, it loses an arm. It loses one of its claw attacks, and the severed arm can make a claw attack.

5-6: *Head.* If the troll has a head, it loses its head. It loses its bite attack, and the severed head can make a bite attack.

ACTIONS

Multiattack. The troll attacks with its bite and twice with its claw.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Combat

The troll ambushes prey and attacks the closest or slowest opponent, ignoring all damage except fire and acid. It flees only if it's bloodied, it has taken acid or fire damage, and none of its enemies are down.

Variant: Cave Troll

Some trolls retreat into caverns beneath the earth. They supplement their diet with rocks and develop a stony hide and tiny, squinting eyes. In the utter blackness under the earth, they make their peace with firelight but can no longer bear the sun's radiance.

The cave troll is CR 6 (2,300 XP). It has an AC of 18 and blindsight out to a range of 120 feet. It has the following version of the Regeneration trait:

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes radiant damage or is exposed to sunlight, this trait doesn't function on its next turn. The troll is petrified if it starts its turn with 0 hit points and doesn't regenerate.

The troll has the following additional action. When the troll uses Multiattack, it can make a rock attack in place of one claw attack.

Rock. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Variant: Dread Troll

When a troll's body parts are severed repeatedly, it may grow back more than the usual number. A troll with two heads and three arms is a ferocious veteran of many dire combats.

The dread troll is CR 7 (2,900 XP) and has 105 (10d10 + 50; bloodied 52) hit points. Instead of the troll's normal Multiattack, it has the following version:

Multiattack. The troll makes two bite attacks and three claw attacks.

Variant: Faerie Eater Troll

A faerie eater troll hunts pixies, satyrs, and even unicorns. A number of faerie wings, and perhaps a unicorn horn or two, jut from its body.

The faerie eater troll is CR 6 (2,300 XP). It has the following additional trait:

Magic Resistance. The troll has advantage on saving throws against spells and other magical effects.

The troll has the following additional action. When the troll uses Multiattack, it can use Charming Murmur in place of its bite.

Charming Murmur. One creature within 60 feet that can hear the troll makes a DC 12 Charisma saving throw. On a failure, it is charmed for 1 minute. While charmed, its Speed is 0. The creature repeats the saving throw whenever it takes damage.

Variant: Scrag

A troll that feasts on marine life becomes slimy and piscine. Scrags often crawl onto ships and drag sailors below the waves.

The scrag has a swim speed of 30 and can breathe air and water. It has the following version of the Regeneration trait:

Regeneration. The scrag regains 10 hit points at the start of its turn. If the scrag takes acid or fire damage, this trait doesn't function on its next turn. This trait also doesn't function if the troll hasn't been immersed in water since the start of its last turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.



Unicorn

Those fortunate enough to catch a glimpse of a unicorn describe a majestic white or black horse with a silver horn spiraling from its brow. Resolute champions of good, unicorns are celestial guardians sent by sylvan gods to protect sacred places and ward against evil. A unicorn is aware of all who enter its enchanted forest, and it moves swiftly to wherever it is needed most. Creatures pure of heart feel a supernatural calm in a unicorn's domain, while those with ill intent find no comfort in such places.

Divine Aid. In times of great need, a unicorn can perform miracles and grant boons. A unicorn's touch banishes otherworldly evil and heals the sick and wounded. A herald astride a unicorn is proof of divine intervention against forces of evil.

Powerful Reagents. A unicorn's body is magic made flesh. Its horn, hair, tears, and blood are powerful components for rituals, potions, magical ink, and other enchanted items. A unicorn might sacrifice its body for a noble cause, but those who would slay a unicorn for such power risk divine retribution.

Legends and Lore

With a Nature or Religion check, characters can learn the following:

DC 10 Unicorns are celestial beings of pure good that protect enchanted forests in the Dreaming and on the Material Plane.

DC 15 The touch of a unicorn's horn can heal the sick or grant a boon of good luck or protection.

DC 20 Even the inherent goodness of a unicorn can be corrupted. Corrupted unicorns use their magical horns to summon inky shadows.

Unicorn Encounters

Unicorns inhabit sacred forests on the Material Plane and beyond its borders.

CR 5–10 unicorn; corrupted unicorn; unicorn with 1d4 dryads, pixies, satyrs, sprites, or wood elf scouts

Treasure magic pool (water drunk from the pool acts as a *potion of animal friendship*)

CR 11–16 unicorn with 3 to 5 awakened trees, centaurs, or pegasi; corrupted unicorn with 2 hell hounds or nightmares; 3 unicorns

Treasure holy paintings in a cave (acts as *tome of leadership and influence*)

Signs

1. An ancient shrine inside a clearing
2. A sense of peace and calm
3. Idyllic clearings blooming with bright flowers; bright-eyed and friendly forest animals
4. A white wood bridge spans a burbling brook
5. A sunlit forest glade with fairy lights flickering overhead
6. Flowering hilltops dancing with butterflies

Behavior

1. Healing an injured animal with its horn; offers to heal travelers as well
2. Appears in the distance and then vanishes; may approach worthy travelers later
3. Bars you from this sacred place; one of your magic items may be a cursed or evil sentient item, or perhaps a character must perform penance before being allowed to enter
4. Seeks allies against the fomorians or green dragon that have invaded its domain
5. If you are on a noble quest: it has heard of your mission and wishes to help by granting you a boon, assigning you fey allies, or even by accompanying you itself. If you are not on a noble quest: it invites you to refresh yourself in safety and leave by the next morning
6. If you are on a noble quest, it blesses you and touches its horn to one of your magic items. That item gains a Lesser Artifact Benefit from the Artifacts section of Chapter 8: Enchanted Gear in the *Adventurer's Guide*. If you are not on a noble quest, the unicorn invites you to return when you need its aid.

Unicorn Domain Features

Each unicorn claims a specific domain, which may be as small as a single glade or as vast as an entire forest. Within its domain, the unicorn reigns supreme. Choose or roll one or more of the following domain features.

1 The unicorn is aware when archfey, as well as celestials and fiends of Challenge Rating 14 or lower, try to enter its domain, and it can deny them entry.

2 The harmful effects of curses, diseases, and fatigue are suppressed within the domain.

3 Wood taken from the domain doesn't burn, and any tree that takes slashing damage becomes an animated tree for 1 minute.

4 The unicorn controls the season and can cast *control weather* at will.

Names

Aelinor, Buckthorn, Floria, Heartwood, Lorenthan, Shadowmane



UNICORN

CHALLENGE 5
1,800 XP

LARGE CELESTIAL (FEY)

AC 14
HP 85 (9d10 + 36; bloodied 42)
Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Proficiency +3; **Maneuver DC** 16
Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Good. The unicorn radiates a Good aura.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *animal messenger*, *detect evil and good*, *druidcraft*, *pass without trace*, *scrying* (locations within its domain only)

1/Day: *calm emotions*, *dispel evil and good*, *teleport* (between locations within its domain only)

Magic Resistance. The unicorn has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The unicorn attacks once with its hooves and once with its horn.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 10 (3d6) radiant damage. If the target is a creature and the unicorn moves at least 20 feet straight towards the target before the attack, the target takes an extra 9 (2d8) bludgeoning damage and makes a DC 16 Strength saving throw, falling prone on a failure.

Grant Boon (3/Day). The unicorn touches a willing creature, including itself, with its horn and grants one of the following boons:

Healing: The creature magically regains 21 (6d6) hit points. It is cured of all diseases, and poisons affecting it are neutralized.

Luck: During the next 24 hours, the creature can roll a d12 and add the result to one ability check, attack roll, or saving throw after seeing the result.

Protection: A glowing mote of light orbits the creature's head. The mote lasts 24 hours. When the creature fails a saving throw, it can use its reaction to expend the mote and succeed on the saving throw.

Resolution: The creature is immune to being charmed or frightened for 24 hours.

Combat

The unicorn grants a boon, such as Luck or Protection, to itself or an ally before battle. It charges into melee combat and fights with its hooves and horn. When it or an ally is seriously injured, it grants a Healing boon. If brought to the brink of defeat within its domain, it casts *teleport* to escape with allies to safety.

Variant: Corrupted Unicorn

Using magic to break a unicorn's will is the villainous aim of some fiends and wicked spellcasters. A corrupted unicorn has lost its connection to its deity or domain. While such a unicorn is not always evil, it follows the commands of its corruptor. A corrupted unicorn often wears a visible sign of subjugation, such as a bit and bridle or golden chains.

The corrupted unicorn loses its Good and Innate Spellcasting traits, as well as its Grant Boon action. It has the following additional bonus actions:

Trample. The unicorn attacks a prone creature with its hooves.

Darkness Aura (1/Day). A 15-foot radius area of magical darkness emanates from the unicorn, spreading around corners and moving with it. Darkvision and natural light can't penetrate it. If the darkness overlaps with an area of light created by a 2nd-level spell or lower, the spell creating the light is dispelled. The darkness aura lasts for 10 minutes or until the unicorn takes damage. The aura doesn't hinder the unicorn's sight.

Vampires

Intelligent nocturnal undead driven by their thirst for blood, vampires are obsessed with and pained by the memories of their sunlit mortal days. Most vampires are burned by sunlight, though others have different weaknesses.

Twisted Hunters. It's said that the first vampires were nobles cursed for their cruelty to their subjects, and indeed vampirism is often an affliction of the upper class. Vampires' former dalliances and elegant pastimes become twisted obsessions tainted by their constant hunger for blood. A vampire may stalk the empty halls of the castle it once ruled, or hunt the mortal it once loved, seeking shreds of the emotions it once felt. A very few vampires resist their urge to prey on mortals and become stern protectors of the world that fears them.

Blood Bonds. True vampires are intensely aware of the blood bond that links them with the vampire that created them, an undead lineage that may stretch back centuries.

Resting Place. Every vampire's lair contains a resting place, usually a coffin or sarcophagus, where the vampire must rest for at least an hour each day to recuperate its powers. This resting place is sprinkled with soil from its mortal homeland. If this soil is scattered or is subjected to a *bless*, *hallow*, or similar spell, the vampire is destroyed when reduced to 0 hit points.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 10: Vampires are nocturnal undead that drink blood. Many religious orders hunt them.

DC 15: Most vampires are weak to sunlight, holy water, and radiant damage. They are shapechangers that can turn into clouds of mist or animals such as bats or wolves.

DC 20: Some vampires are weak to things other than sunlight. (A character researching a specific vampire learns its history, weaknesses, and quirks.)

Vampire Encounters

Many vampires lurk in sparsely inhabited places, preying on terrified villagers. Others conceal themselves in the rich hunting grounds that large settlements offer.

CR 11–17: vampire (or vampire assassin, spellcaster, or warrior); vampire with 1d4 ghouls, shadows, swarms of bats, or wolves; vampire with malcubus, night hag, vampire spawn, or wererat

Treasure 2,600 gp, ring bearing a family crest (250 gp), silver tableware (750 gp), 6 sets of fine clothes (100 gp each), *spell scroll* of *fireball*, *amulet of proof against detection and location*

CR 17–22: elder vampire; 2 vampires; vampire with ogre mage; vampire with 2 vampire spawn; vampire with 3 or 4 doppelgangers, wights, or winter wolves

Treasure 10,000 gp, 12 bottles of rare wine (250 gp each), golden holy relic (2,500 gp), magical wine (acts as 3 *potions of mind reading*), magical black mantle (acts as *ring of invisibility*)

CR 23–30: elder vampire with 2 shadow demons or vampire spawn; 3 vampires

Treasure 2,000 pp, ruby and platinum ring (7,500 gp), 12 masterpiece paintings of which one is slashed (750 gp each for the other 11), recent letters from people thought long dead, 2 *potions of supreme healing*, *spell scrolls* of *antimagic field*, *plane shift*, and *symbol*, *+2 rapier* (named *Bloodthirst*; when it deals damage, its wielder gains 5 (2d4) temporary hit points), *staff of frost*

CR 31+: elder vampire with 2 or 3 vampires; elder vampire with 3 to 5 vampire spawn; elder vampire with 2 blackguard, barbed devils, or trolls; elder vampire with adult shadow dragon, ice devil, or rakshasa

Treasure 5,000 pp, 20,000 gp, ruby necklace (25,000 gp), platinum mask (7,500 gp), gold bust (25,000 gp), document indicating that the ruler of a city or kingdom is a vampire, *crystal ball of mind reading*, *rod of lordly might*

Wilderness and Underground Signs

1. Gusts of wind ruffle hair and extinguish naked flame
2. The distant cry of a wolf or other beast
3. Two vampire spawn scouts scuttling on the ground, wall, or ceiling; they flee to their master when spotted
4. A dead adventurer, such as a knight in plate armor, soon to rise as a vampire spawn
5. Tendrils of mist cover the ground (vampires in mist form are invisible here)
6. Plants are thorny and seem to move by themselves, drawing blood from unwary passersby



Settlement Signs

1 Pale, fearful faces watch you from windows

2 People on the street seem afraid to talk to strangers; if pressed, they admit there have been strange disappearances

3 Pale nobles walk empty streets, their laughter too loud, insulting anyone they happen to meet; these nobles have been fed upon by their vampiric protector, but they are not yet spawn

4 Totems of protection, such as silver crosses or strands of garlic, hang above every door

Lair Behavior

1 Drinking blood from a wine glass and staring meditatively into the fire

2 Greets you by name and invites you to dinner: you and it have a common enemy

3 Pampering a charmed, innocent person

4 Muttering about its weakness

Lone Behavior

1 Hiding in ambush

2 Pale and furious with hunger

3 Tries to stall you with small talk until vampire spawn arrive

4 Roosting in bat form

Group Behavior

1 A master and apprentice(s) of equal power; there is no trust between them

2 Lovers who enjoy depraved entertainments such as corrupting holy knights

3 Ambassadors from rival clans negotiating a peace treaty

4 A clan in their lair

Vampire Quirks

1 The vampire's eyes have giant pupils. It has disadvantage on attack rolls and Perception checks while in bright light

2 Instead of being weak to sunlight, the vampire has bat ears, winces at loud noises, and is vulnerable to thunder damage

3 Instead of being weak to sunlight, the vampire surrounds itself with candles and torches, has luminescent sparkling skin, and is weakened while in total darkness

4 Instead of being weak to sunlight, the vampire has frost-covered skin and is vulnerable to fire

5–7 Instead of a bat, the vampire most frequently Shapechanges into a (roll d6): 1 cat, 2 giant centipede, 3 jackal, 4 flying snake, 5 raven, 6 spider

8–10 Instead of sunlight and running water, the vampire is weakened when it (roll d10): 1 touches gold, 2 smells garlic, 3 enters a building without express permission, 4 smells flowers, 5 hears a certain children's rhyme, 6 touches dirt, 7 hears its own name or that of someone from its past, 8 sees extracted teeth, 9 sees a mirror, 10 (roll twice more). The vampire is obsessed with its weakness, frequently talking about it and incorporating its symbols into its lair. A character can make a DC 12 Insight check to learn this weakness

VAMPIRE

CHALLENGE 11

LEGENDARY MEDIUM UNDEAD (SHAPECHANGER)

7,200 XP

AC 16 (natural armor)

HP 142 (15d8 + 75; bloodied 71)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +8, Wis +7, Cha +8

Skills Perception +7, Persuasion +8, Stealth +8 (+1d4)

Damage Resistances necrotic; damage from nonmagical, non-silvered weapons

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Legendary Resistance (3/Day). When the vampire fails a saving throw, it can choose to succeed instead. When it does so, it visibly grows older. Its original appearance is restored when it finishes a long rest.

Misty Recovery. When the vampire drops to 0 hit points, instead of falling unconscious, it turns into mist as if it had used the Mist Form legendary action. It can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to vampire form and is paralyzed for 1 hour, at which time it regains 1 hit point. While paralyzed in this way, it can be destroyed by fire damage, radiant damage, damage from a magical weapon, or a wooden stake driven through the heart, but it is otherwise immune to damage.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and hasn't taken radiant damage since its last turn.

Spider Climb. The vampire can climb even on difficult surfaces and upside down on ceilings.

Vampire Weaknesses. Vampires' most common weaknesses are sunlight and running water. When the vampire ends its turn in contact with one of its weaknesses (such as being bathed in sunlight or running water), it takes 20 radiant damage. While in contact with its weakness, it can't use its Regeneration trait or its Mist Form or Shapechange actions.

ACTIONS

Grab (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) necrotic damage. The target is grappled (escape DC 17) and restrained while grappled in this way.

Charm (Gaze). The vampire magically targets a creature within 30 feet, forcing it to make a DC 16 Wisdom saving throw. If the target has at least one level of strife, it makes this saving throw with disadvantage. On a failure, the target is charmed by the vampire for 24 hours. While charmed it regards the vampire as a trusted friend and is a willing target for the vampire's bite. The target repeats the saving throw each time it takes damage, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to this vampire's Charm for 24 hours.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target that is grappled, incapacitated, restrained, willing, or unaware of the vampire's presence. *Hit:* 10 (1d10 + 5) piercing damage plus 21 (6d6) necrotic damage, and the target takes 1 level of strife. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains this number of hit points. The reduction lasts until the target finishes a long rest. If the target is reduced to 0 hit points by this attack, it dies and rises the following night as a vampire spawn in the vampire's thrall. Before the target first rises as a vampire spawn, a *bless*, *gentle repose*, or similar spell cast on the body prevents this transformation.

REACTIONS

Hissing Scuttle (1/Day). When the vampire takes radiant damage, it moves up to its Speed without provoking opportunity attacks.

Warding Charm (1/Day). When a creature the vampire can see targets it with a melee attack but before the attack is made, the vampire uses Charm on that creature.

LEGENDARY ACTIONS

The vampire can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Blood Charm. The vampire uses Charm.

Grab. The vampire makes a grab attack.

Mist Form. The vampire transforms into a mist or back into its true form. As mist, the vampire has a flying speed of 30, can't speak, can't take actions or manipulate objects, is immune to nonmagical damage from weapons, and has advantage on saving throws and Stealth checks. It can pass through a space as narrow as 1 inch without squeezing but can't pass through water. Anything it's carrying transforms with it.

Shapechange. The vampire transforms into the shape of a Medium or smaller beast or back into its true form. While transformed, it has the beast's size and movement modes. It can't use reactions or legendary actions, and can't speak. Otherwise, it uses the vampire's statistics. Anything it's carrying transforms with it.

Combat

The vampire grabs and bites its most vulnerable opponent. Once it has weakened a foe with a bite attack, the vampire uses its Blood Charm on that target. When reduced to 30 hit points or fewer, the vampire retreats in animal or mist form through well-prepared escape routes, returning to take its revenge another day.

Variant: Elder Vampire

Immensely powerful elder vampires have stalked the night for millennia and command clans of vampire offspring, many with spawn of their own. Wars between elder vampires sometimes spill from the shadows to blight mortal affairs.

The elder vampire is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It has 285 (30d8 + 150; bloodied 142) hit points and truesight out to a distance of 120 feet. The elder vampire has the following additional trait:

Blood Frenzy. While bloodied, the vampire can take 3 legendary actions instead of 1.

The elder vampire has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The vampire ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.



Momentary Transformation (Vampire Form Only). The vampire uses Shapechange or Mist Form, moves up to its Speed without provoking opportunity attacks, and then returns to its true form.

Create Spawn (1/Day). The vampire magically raises a dead humanoid as a vampire spawn under the vampire's control.

Bite (Costs 2 Actions). The vampire makes a bite attack. On a hit, the target makes a DC 17 Constitution saving throw, falling asleep for 1 minute on a failure. The target wakes up if it takes damage or a creature uses an action to shake it awake.

Burning Blood (Costs 2 Actions). The vampire targets a creature within 60 feet, magically causing its blood to boil in its veins. The target makes a DC 16 Constitution saving throw, taking 31 (9d6) fire damage on a failed save or half damage on a success.

Variant: Vampire Assassin

A vampire assassin often lives in a city, where prey is abundant. Some lair in labyrinthine sewers, while others become fixtures of the city's nightlife, masquerading as rich nobles or social luminaries.

The vampire assassin is CR 12 (8,400 XP). It has the following additional traits:

Misty Stealth. While in Mist Form in dim light or darkness, the vampire is invisible.

Sneak Attack (1/Turn). The vampire deals an extra 10 (3d6) damage when it hits with a weapon attack while it has advantage on the attack, or when its target is within 5 feet of an ally of the vampire while the vampire doesn't have disadvantage on the attack.

Variant: Vampire Mage

Many vampire mages retire to tombs or ancestral manors, where they conduct arcane research in the manner of a lich. Unlike a lich, however, the vampire mage must occasionally venture from its lair to search for humanoid prey.

The vampire mage is CR 13 (10,000 XP). It has the following trait:

Spellcasting. The vampire is a 7th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15). It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion*
1st-level (4 slots): *disguise self, shield*
2nd-level (3 slots): *darkness, misty step*
3rd-level (3 slots): *animate dead, fireball*
4th-level (1 slot): *blight*

The vampire has the following additional actions:

Fireball (3rd-Level; V, S, M). Fire streaks from the vampire to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Blight (4th-Level; V, S). The vampire targets a living creature or plant within 30 feet, draining moisture and vitality from it. The target makes a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failure or half damage on a success. Plant creatures have disadvantage on their saving throw and take maximum damage. A nonmagical plant dies.

The vampire has the following additional reaction:

Shield (1st-Level; V, S). When the vampire is hit by an attack or targeted by *magic missile*, it gains a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile.* These benefits last until the start of its next turn.

Variant: Vampire Warrior

Noble knights and bloodthirsty warlords that rise as vampires maintain the habit of discipline, marshaling minions under their command. They often haunt castles and occasionally engage in wars of conquest.

The vampire warrior is CR 12 (8,400 XP) and has an AC of 18 (plate mail). It has the following additional action:

Reaping Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., up to 3 targets. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) necrotic damage. If the target is a creature, it makes a DC 17 Strength saving throw, falling prone on a failure.

Vampire Spawn

Many of a vampire's victims rise as vampire spawn that serve their creators' every whim. Vampire spawn become true vampires only when their master dies or voluntarily releases them. Until that day, vampire spawn do their creator's bidding, vying for scraps of attention and desperately trying to prove their worthiness to be made true vampires.

VAMPIRE SPAWN

CHALLENGE 4
1,100 XP

MEDIUM UNDEAD

AC 15 (natural armor)
HP 76 (9d8 + 36; bloodied 38)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Proficiency +2; **Maneuver DC** 14
Saving Throws Dex +5, Wis +4
Skills Perception +4, Stealth +5
Damage Vulnerabilities radiant
Damage Resistances necrotic; damage from nonmagical, non-silvered weapons
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and hasn't taken radiant damage since its last turn.

Spider Climb. The vampire can climb even on difficult surfaces and upside down on ceilings.

Vampire Weaknesses. Vampires' most common weaknesses are sunlight and running water. When the vampire ends its turn in contact with one of its weaknesses (such as being bathed in sunlight or running water), it takes 20 radiant damage. While in contact with its weakness, it can't use its Regeneration trait.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Grab. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. The target is grappled (escape DC 14).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target that is grappled, incapacitated, restrained, or willing. *Hit:* 9 (1d10 + 4) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains this number of hit points. The reduction lasts until the target finishes a long rest. If the target is reduced to 0 hit points by this attack, it dies.

REACTIONS

Hissing Scuttle (1/Day). When the vampire takes radiant damage, it moves up to its Speed without provoking opportunity attacks.

Wight

Long ago, the word "wight" meant "person" in the language of an ancient culture. But then those who used the word were cursed with undeath for seeking immortality. Now wights haunt cold and desolate places, such as dusty tombs or barrow mounds blackened by dead plants. Wights shun daylight, emerging only at night to consume the life essence of living creatures.

Essence Eaters. The absence of life is a constant, clawing hunger. Wights desperately hunt living things in an effort to regain the spark of life they've lost. Their cold touch drains the living, and those they kill rise again as zombies. When a wight's hunger for life essence outpaces its ability to find victims, it may enter into the service of a more powerful undead creature such as a wraith or vampire.

Shades of Ancient Cultures. Wights retain their memories and motivations, but without the spark of life, they can't adapt to the world changing around them. They cling to long-lost habits, yearning to return things to the way they once were. A wight's lair is a time capsule, often containing otherwise forgotten lore; if it could overcome its eternal hunger, the wight might even choose to share some of its secrets.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Wights are former humanoids cursed with undeath. They hunger for the life force of living creatures.

DC 15 A creature killed by a wight might rise again the following night as a zombie.

DC 20 Wights aren't mindless, but their ambitions rarely extend beyond satisfying their eternal hunger. They sometimes serve more powerful undead.

Wight Encounters

Wights haunt their tombs during the day, venturing out at night.

CR 3–4 wight; wight with 2 zombies
Treasure 200 ep, 3 painted urns (25 gp each), *+1 dagger* (named *Shil-Pa*; the wielder is immune to effects that would reduce its maximum hit points)

CR 5–10 2 or 3 wights; wight, possibly riding a skeletal warhorse, with 1d8 + 3 ice mephits, skeletons, or zombies; wight with 2 zombie knights
Treasure 400 gp, ceremonial silver axe (75 gp), bronze and amber wristguard (250 gp), 6 sardonyx gemstones hidden in a secret compartment, *wand of secrets*

Signs

1	The air grows cold
2	Plants and moss are black and crumble at the touch
3	A dry, leathery smell
4	Open tombs or graves, smashed sarcophagi, and the like

Behavior

1	Draining the life from a dying creature, such as a pegasus
2	Lurking inside a tomb or barrow
3	Hiding in ambush
4	Willing to bargain; will trade information for a few drops of blood
5	Flat on its back, indistinguishable from a corpse, with snakes slithering into and out of empty eye sockets
6	In ambush under icy water, which it breaks through to pull victims in
7-10	Attacks on sight

WIGHT

CHALLENGE 3
MEDIUM UNDEAD
700 XP

AC 15 (brigandine leather)
HP 45 (6d8 + 18; bloodied 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3, Stealth +4
Damage Resistances cold, necrotic; damage from nonmagical, non-silvered weapons
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life

Cold Aura. A creature that starts its turn grappled by the wight, touches it, or hits it with a melee attack while within 5 feet takes 3 (1d6) cold damage. A creature can take this damage only once per turn. If the wight has been subjected to fire damage since its last turn, this trait doesn't function.

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Undead Nature. A wight doesn't require air, sustenance, or sleep.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 3 (1d6) cold damage.

Seize. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) cold damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the only attack the wight can make is Life Drain against the grappled target.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) cold damage.

BONUS ACTIONS

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) necrotic damage, and the target makes a DC 13 Constitution saving throw. On a failure, the target takes a level of strife and its hit points maximum is reduced by an amount equal to the necrotic damage dealt. The reduction lasts until the target finishes a long rest. A humanoid or beast reduced to 0 hit points by this attack dies. Its corpse rises 24 hours later as a zombie under the wight's control.

Combat

The wight targets spellcasters with Life Drain and its longsword, and uses Seize and Life Drain against foes wielding weapons. It prefers combat with a single foe while ordering its zombie minions to attack its opponent's allies. It fights until destroyed.



Will-o'-Wisp

Will-o'-wisps, also called corpse lights, are glowing balls of light that appear at night and lure travelers into danger. Seen from a distance, they resemble beckoning lanterns or cheery cottage windows—but those who pursue them are more likely to lose their lives than find their way.

Markers of Hidden Treasure. Will-o'-wisps are the undead spirits of misers who couldn't bear to leave their worldly wealth behind as they passed on to the afterlife. They haunt their former hoards, guarding secret caches or traveling a lonely circuit between buried treasures.

Some foolish souls may try to follow a wisp to its treasure trove. Such pursuits are dangerous: a will-o'-wisp, cunning in the defense of its hoard, travels over precipices, traps, and other hazards even when it believes itself alone. If a will-o'-wisp becomes aware of pursuers, it chooses an even deadlier route.

Malevolent Spirits. Will-o'-wisps have few thoughts beyond preserving and adding to their hoards. They rarely attack creatures directly except to defend their treasure, but they may lead travelers astray in order to acquire their wealth. Some will-o'-wisps lure creatures into bogs and quicksand: an enemy caught in a mire is self-burying treasure. Other will-o'-wisps prefer to lead creatures into the clutches of unintelligent monsters, gloating over the coins that accumulate in the monster's lair. Still others, the undead shades of greedy pirates, appear amidst storms, shining deceptive signals to lead ships onto deadly shoals.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Undead spirits known as will-o'-wisps take the form of glowing spheres of light to lead unwary travelers astray.

DC 15 Will-o'-wisps have no physical bodies, making them insubstantial and immune to most forms of damage.

DC 20 Every will-o'-wisp guards a secret cache of wealth that it coveted in life. The path to a will-o'-wisp's treasure, however, is fraught with peril.

Will-o'-Wisp Encounters

Will-o'-wisps can be found at night in deserted and dangerous places, particularly swamps and bodies of water.

CR 0–2 will-o'-wisp

Treasure 150 gp, 400 sp, 500 cp, *potion of greater healing*, *eyes of the eagle*

CR 3–4 2 will-o'-wisps; will-o'-wisp with 1 or 2 ghouls or shadows

Treasure 350 gp, 3 jasper gemstones (50 gp each), *spell scroll* of *locate object*, *+1 shortsword* (made of obsidian; doesn't conduct electricity)



CR 5–10 will-o'-wisp with flesh guardian, owlbear, or shambling mound

Treasure 50 pp, 600 gp, deeds of ownership to property in slums or ruins, unsigned last will and testament, 3 *potions of superior healing*, *ring of swimming*

Wilderness and Underground Signs

1	A distant flicker of blue light
2	Cheery orange light, like a bobbing lantern, on the horizon
3	A distant steady light
4	A flash like a bolt of lightning splits the sky

Wilderness and Underground Behavior

1-3	On its way to a treasure cache; if it notices travelers, it leads them through dangerous obstacles (monsters, bogs, traps, cliffs)
4	Attacks travelers directly: tries to do so in an area of standing water (it gains advantage on on shock attacks made against creatures in the water)
5	Hovering above its most recent victim
6	Circling a hazard such as a sinkhole, hunting pit trap, or pit trap

Sea Behavior

1	Masquerading as the signal lights of a ship, trying to lead vessels onto a dangerous reef
2	Blinking like a lighthouse beacon
3	Following a ship, pointing it out to enemies
4	Clinging to a mast, shocking anyone who climbs it

WILL-O'-WISP

CHALLENGE 2
450 XP

SMALL UNDEAD

AC 17
HP 28 (8d6; bloodied 14)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	24 (+7)	10 (+0)	12 (+1)	14 (+2)	12 (+1)

Proficiency +2; **Maneuver DC** 17
Damage Immunities lightning, poison
Damage Resistances acid, cold, fire, necrotic, thunder; damage from nonmagical weapons
Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life

Conductive. Each time a creature touches the will-o'-wisp or hits it with a metal melee weapon for the first time on a turn, the creature takes 7 (2d6) lightning damage. This trait doesn't function while the will-o'-wisp's glow is extinguished.

Insubstantial. The will-o'-wisp can't pick up or move objects or creatures. It can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

Treasure Sense. The will-o'-wisp knows the location of coins, gems, and other nonmagical wealth within 500 feet.

Undead Nature. A will-o'-wisp doesn't require air, sustenance, or sleep.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) lightning damage. The will-o'-wisp can't make this attack while its glow is extinguished.

BONUS ACTIONS

Illumination. The will-o'-wisp alters the radius of its glow (shedding bright light in a 5- to 20-foot radius and dim light for the same number of feet beyond that radius), changes the color of its glow, or extinguishes its glow (making it invisible).

Combat

The will-o'-wisp attacks, turns invisible, and then moves to safety. On its next turn it moves to melee range, turns visible, and attacks. It repeats this pattern. The will-o'-wisp fights only to preserve its treasure. It may retreat to summon allies or otherwise cause trouble.

Wraiths

A wraith is an incorporeal spirit of pure hatred and malice. Its very existence destroys life around it. It leaves a trail of desiccated plants in its wake, and fleeing wildlife precedes its passage.

Vile Transformation. A wraith is formed when a humanoid with an evil alignment dies. The humanoid's spirit, dedicated to cosmic evil and warped by depravity, becomes so suffused with negative energy that it is transformed at the moment of death into a font of cold, nullifying force. It turns its back on its former ambitions, dedicating itself to a new goal: the destruction of all life.

Sire of Specters. A wraith can create a specter from the spirit of a humanoid creature that has recently died by violence. This specter obeys the commands of the wraith that created it. A wraith left unchecked can create an army of undead that can devastate a countryside, leaving behind nothing but dead land and rotting corpses.

Undead Nature. A wraith doesn't require air, food, drink, or sleep.



Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Wraiths are the spirits of mortals so evil their malevolence endures into undeath.

DC 15 A wraith's touch drains the life essence from mortal creatures. A humanoid killed by a wraith may rise again as a specter under the wraith's control.

DC 20 Wraiths are resistant to mundane weapons, unless they are silvered. They dislike bright light, as well.

Wraith Encounters

Wraiths can dwell in any environment but favor subterranean lairs and cold climes.

CR 5–10 1 or 2 wraiths; wraith with 3 or 4 ghouls, shadows, or specters
Treasure 9 jet gemstones (100 gp each), *spell scrolls* of *false life* and *gentle repose*

CR 11–16 wraith lord; wraith with 3 or 4 wights; wraith with 1d6 + 4 ghouls or specters
Treasure 2,300 gp, *potion of mind reading*, *wand of magic missiles*

CR 17–22 wraith lord with 1 or 2 wraiths; wraith lord with 1d4 + 5 specters; wraith lord with wight and 10 or 20 skeletons or zombies
Treasure twisted platinum crown (7,500 gp), *potion of poison*, *oil of etherealness*, *+1 greatsword* (named *Zova Dul*; an attuned wielder gains resistance to radiant damage)

Signs

1	Nonmagical flames wink out
2	A patrolling specter
3	Travelers' skin prickles with goosebumps
4	Shadows cast by natural light are inky black
5	A path of blackened and withered plants
6	The air is cold; frost covers every surface

Behavior

1-3	Hunting for life to extinguish
4	On a mission to kill a particular individual
5	Raising an undead army or leading a raid
6	Studying a map or an evil tome

Names

Avanar, Chilblain, The Mist King, Lord Nihil, Queen Sundrelas, Winterthane

WRAITH

CHALLENGE 5
MEDIUM UNDEAD
1,800 XP

AC 13
HP 67 (9d8 + 27; bloodied 33)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Proficiency +3; **Maneuver DC** 14
Damage Immunities necrotic, poison
Damage Resistances acid, cold, lightning, thunder; damage from nonmagical, non-silvered weapons
Condition Immunities charmed, fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life

Aura of Fear. A creature that starts its turn within 10 feet of a wraith makes a DC 13 Wisdom saving throw. On a failure, it is frightened until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, it is immune to any wraith's Aura of Fear for 24 hours.

Evil. The wraith radiates an Evil aura.

Incorporeal. The wraith can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object. If it takes radiant damage, it loses this trait until the end of its next turn.

Light Sensitivity. While in sunlight or bright light cast by a fire, the wraith has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Life Drain. The wraith targets a creature within 5 feet, forcing it to make a DC 14 Constitution saving throw. On a failure, the target takes a level of strife. It also takes 14 (4d6) necrotic damage, or 21 (6d6) necrotic damage if it is frightened or surprised, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. It dies if its hit point maximum is reduced to 0.

Create Specter. The wraith touches a humanoid corpse it killed less than 1 day ago. The creature's spirit rises as a specter under the wraith's control.

Combat

The wraith strikes the weakest-looking or most isolated target, phasing through a solid object to attack if possible. It stays close to its target in order to inflict fear on it, thus gaining the most from its Life Drain. Once a creature is no longer frightened by it, it flies away (taking opportunity attacks if necessary) and tries to frighten and drain another target. It flees if it takes force, radiant, or psychic damage while bloodied.

Wraith Lord

Mortal champions of evil, such as high priests and sorcerer kings, can rise from death as wraith lords. Wraith lords are mighty agents of evil, whether they pursue their own ambitions or serve dread knights or greater powers.

While wraith lords are spectral in form, they often adopt physical bodies in order to do battle.

WRAITH LORD

CHALLENGE 13
10,000 XP

MEDIUM UNDEAD

AC 15

HP 171 (18d8 + 90; bloodied 85)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Proficiency +5; **Maneuver DC** 18

Damage Immunities cold, necrotic, poison

Damage Resistances acid, lightning, psychic, thunder; damage from nonmagical weapons

Condition Immunities charmed, fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 120 ft., passive Perception 14

Languages the languages it knew in life

Aura of Fear. A creature that starts its turn within 30 feet of a wraith lord makes a DC 17 Wisdom saving throw. On a failure, it is frightened until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, it is immune to any wraith or wraith lord's Aura of Fear for 24 hours.

Evil. The wraith lord radiates an Evil aura.

Incorporeal. The wraith lord can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object. If it takes radiant damage, it loses this trait until the end of its next turn.

Light Sensitivity. While in sunlight or bright light cast by a fire, the wraith lord has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Multiattack. The wraith lord can use Paralyzing Terror. It then uses Life Drain twice. If in corporeal form, it then makes a greatsword attack.

Life Drain. The wraith targets a creature within 5 feet, forcing it to make a DC 18 Constitution saving throw. On a failure, the target takes a level of strife. It also takes 17 (5d6) necrotic damage, or 24 (7d6) necrotic damage if it is frightened or surprised, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. It dies if its hit point maximum is reduced to 0.

Greatsword (Corporeal Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 17 (5d6) poison damage, and the target makes a DC 18 Constitution saving throw. On a failure, the target is poisoned for 24 hours. While poisoned in this way, the target can't regain hit points. If a creature dies while poisoned in this way, its spirit rises as a wraith under the wraith lord's control 1 minute after its death.

Paralyzing Terror. The wraith lord targets a frightened creature within 60 feet, forcing it to make a DC 18 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Create Wraith. The wraith lord touches a humanoid corpse it killed up to 1 day ago. The creature's spirit rises as a wraith under the wraith lord's control.

Corporeal Form (1/Day). The wraith lord takes on a material form. In material form, it loses its incorporeal trait, its fly speed, and its immunity to the grappled, prone, and restrained conditions. The wraith instantly reverts to its incorporeal form if it is bloodied, and it can do so voluntarily at any time as an action.

Combat

The wraith lord ambushes in corporeal form. It uses Paralyzing Terror on a frightened creature, then Life Drain and its greatsword on the same target (preferably a paralyzed one). It avoids creatures in sunlight or firelight if it can. When bloodied, it becomes incorporeal and continues using Paralyzing Terror and Life Drain. It flees if reduced to 40 hit points or fewer.



Wyvern



Sometimes referred to as false dragons, wyverns are easily differentiated from their larger, more intelligent kin by their limbs: whereas true dragons have four legs and a thick tail, the wyvern possesses only hind legs, and its whip-like tail is tipped with a poisonous stinger.

Bestial Cousins. While true dragons are wise, resourceful creatures, wyverns rely heavily on animal instinct and territorial aggression. Their single-minded pursuit of prey makes them difficult to escape but easy to outwit.

Vicious Mounts. In ages past, elite wyvern cavalry clashed with griffon riders and other aerial combatants. Nowadays, few chance the perils of capturing, raising, and taming wyverns. They're almost as dangerous to their riders as to their enemies. A captive wyvern's upkeep is also outrageously expensive: some wyverns eat as many as three cows a day, and sometimes a farmhand for dessert. Legend has it that a person who slips a gold ring onto the toe of a wyvern will win its lifelong devotion, but few wyvern wranglers are reckless enough to try.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Though related to dragons, wyverns are less intelligent than their true dragon counterparts.

DC 15 A wyvern's tail is tipped with a stinger that drips a deadly poison.

DC 20 Slipping a gold ring onto a wyvern's toe tames the beast.

Wyvern Encounters

Wyverns' shadows darken nearly every part of the world.

CR 5–10 wyvern; knight or veteran riding a wyvern

CR 11–16 2 wyverns
Treasure wyvern egg (7,000 gp)

Signs

1	Distant, hissing scream
2	Half-devoured corpse of a horse, elk, or more fantastic beast
3	A scale resembling a dragon scale
4	The corpse of an alchemist or assassin (along with a poisoner's kit and several empty vials)

Behavior

1	Overhead, carrying prey to its lair
2	In its lair, caring for eggs
3	Circling overhead; attacks on sight
4	Feeding on a dead griffon

WYVERN
LARGE DRAGON

CHALLENGE 6
2,300 XP

AC 13 (natural armor)

HP 110 (13d10 + 39; bloodied 55)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (–3)	12 (+1)	6 (–2)

Proficiency +3; **Maneuver DC** 15

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Imperfect Flight. While bloodied, the wyvern's fly speed is halved, and it can't gain altitude.

ACTIONS

Multiattack. The wyvern attacks once with its bite and once with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage. If the wyvern is attacking from above, the target is grappled by the wyvern (escape DC 15). While grappling a target in this way, the wyvern's walking speed is reduced to 0, it can't use its claws to attack any other creature, and it has advantage on attacks against the target.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target makes a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failure or half damage on a success.

Combat

A wyvern begins combat by attacking from above, using its claws and stinger. When bloodied, it lands and attacks with its bite and stinger. It flees only if it is blinded, poisoned, or afflicted with some other condition that reduces its combat capacity.

Xorn

Native to the Elemental Plane of Earth, the xorn is a tripodal creature with rocky skin. Its dominant feature is the toothy, gaping mouth atop its head. The mouth is surrounded by three clawed arms and three large eyes that allow it to see in all directions at once.

The xorn can travel through earth and rock as if moving through water. On the Plane of Earth, div sometimes employ xorn as surveyors, scouts, and spies.

Always Hungry. The xorn's diet consists of gemstones and precious metals. On the Elemental Plane of Earth, gemstone deposits and rich veins of precious metals are plentiful. Xorn that find themselves on the Material Plane, where such meals are harder to find, are forced to subsist on non-precious metal and ore.

Xorn are not naturally aggressive. They prefer to beg, steal, or bargain for coins and gems rather than take them by force. However, a starving or angry xorn might resort to violence, biting metal armor or buckles right off a foe's body.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Xorn are three-armed, three-legged creatures from the Elemental Plane of Earth. Their diet consists entirely of metal and gemstones.

DC 15 A xorn glides through stone as if swimming through water and can sense the presence of nearby creatures in contact with the ground.

DC 20 Xorn aren't naturally aggressive. A meal of gems or precious metals usually placates them.

Xorn Encounters

Xorn are most often encountered on the Elemental Plane of Earth but sometimes stray into other subterranean environments.

CR 5–10 1 or 2 xorn; xorn with 1d4 magmins or rust monsters

Treasure 5 garnets (100 gp each) in gullet

CR 11–16 3 xorn; xorn with 2 earth elementals

Treasure *Ioun stone of awareness*

Behavior

1	Guarding a hidden cache of precious metals and gems
2	Hungry; tries to bargain with gestures, offering the location of inedible magic items
3	Leads the party to an evil monster with a treasure hoard, then gobbles coins during the fight
4	Interested in a trade of information for gems, if communication is possible
5	Hiding; afraid of travelers but interested in their wealth
6	Starving and violent

Names

Cthrr, Kh'kh, Krgxx, Pchll

XORN

CHALLENGE 5
MEDIUM ELEMENTAL
1,800 XP

AC 19 (natural armor)
HP 73 (7d8 + 42; bloodied 36)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	22 (+6)	10 (+0)	10 (+0)	10 (+0)

Proficiency +3; **Maneuver DC** 15
Skills Perception +3 (+1d6), Stealth +3
Damage Resistances acid; damage from nonmagical, non-adamantine weapons
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages Terran

Camouflage. The xorn has advantage on Stealth checks made to hide in rocky terrain.

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone without disturbing it.

Treasure Sense. The xorn can locate by smell coins and gems within 500 feet.

ACTIONS

Multiattack. The xorn makes three claw attacks and then makes a bite attack if it can.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature that was hit by the xorn's claws at least twice this turn. *Hit:* 13 (2d8 + 4) piercing damage, and the xorn consumes one of the following nonmagical objects in the target's possession: a worn set of metal armor or a carried metal weapon or shield, a piece of metal equipment, a gem, or up to 1,000 coins. For 1 minute after an item is consumed, a creature can retrieve it from the gullet of a willing, incapacitated, or dead xorn, taking 7 (2d6) acid damage in the process.

Combat

The xorn targets creatures wearing metal armor or carrying coins or gems. After attacking, it burrows to safety, risking opportunity attacks, and then emerges to attack again on its next turn. It flees if it's bloodied and has consumed at least one item.



Yeti

Yetis are massive, hairy primates that dwell in caves at high altitudes. Given the severe weather of their preferred habitats, much of their nature is shrouded in mystery.

Unpredictable Behavior. Some travelers describe yetis as retiring, peaceful creatures that avoid contact with humanoids. A party of mountaineers once claimed to have been rescued from a howling blizzard by a clan of gentle yetis, who sheltered them in a warm cave and fed them edible fungus until the storm passed.

On the other hand, some mountain villages report frequent yeti attacks. There have even been sightings of rival yetis fighting each other so viciously that their skirmishes triggered an avalanche.

It's not known whether peaceful and aggressive yetis represent different subspecies, or if they are merely the same creatures observed under different circumstances. Some scholars posit yetis are passive when well-fed and belligerent when hungry, or are violent in defense of their territory but peaceful when far from home. Others link yeti behavior with the weather, noting that yeti attacks often take place during violent winter storms.

Legends and Lore

With an Arcana or Nature check, characters can learn the following:

DC 10 Yetis are reclusive primates that dwell in cold climates. Rumors of the creatures abound, but little is known about them for sure.

DC 15 Despite their fearsome appearance, yetis are intelligent and have a language of their own. Encounters with yetis are often violent, though some groups of yetis seem peaceful.

DC 20 Once a yeti spots you, it's already too late to flee. A yeti's gaze freezes most adventurers in their tracks.

Yeti Encounters

Yetis live in cold climes and atop mountains. They venture further afield during winter.

CR 3–4 yeti

CR 5–10 2 yetis; yeti with mammoth, polar bear, or winter wolf; abominable snowman
Treasure 2 furs (worth 100 gp each)

CR 11–16 3 or 4 yetis; abominable snowman with 2 yetis
Treasure *horn of winter* (as silver *horn of Valhalla* but it summons 2 yetis instead of berserker hordes)

Signs

1	A distant, lingering howl
2	Enormous footprints in the snow
3	The sudden onset of a blizzard
4	Frozen corpses



Behavior

1	Tracking you, howling to attract a larger group
2	Attacks on sight
3	Raiding a humanoid community
4	Peacefully gathering herbs
5	Hiding from travelers
6	Watches travelers from a distance; provides food or shelter to groups in need

Names

Areek, Guag, Ragh, Yeroo

YETI

LARGE MONSTROSITY — CHALLENGE 4 (1,100 XP)

AC 12 (natural armor)
HP 68 (8d10 + 24; bloodied 34)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (–1)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 14
Skills Perception +3, Stealth +3
Damage Immunities cold
Senses passive Perception 13
Languages Yeti

Camouflage. The yeti has advantage on Stealth checks made to hide in snowy terrain.

Fire Fear. When the yeti takes fire damage, it is rattled until the end of its next turn.

Storm Sight. The yeti's vision is not obscured by weather conditions.

ACTIONS

Multiattack. The yeti uses Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Chilling Gaze (Gaze). One creature within 30 feet that is not immune to cold damage makes a DC 13 Constitution saving throw. On a failure, the creature takes 10 (3d6) cold damage and is paralyzed for 1 minute. It repeats the saving throw at the end of each of its turns, ending the paralysis on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to any Chilling Gaze for 24 hours.

Combat

The yeti uses its Chilling Gaze and then claws the same target. On its next turn the yeti uses Chilling Gaze and its claws against a different target, if one is available. The yeti flees if it takes fire damage while bloodied.

Variant: Abominable Snowman

Travelers steer clear of certain mountains said to be haunted by abominable snowmen. Luckily, most of these immense yetis hunt alone or with a beast companion; a tribe of yetis led by an abominable snowman can endanger every settlement for miles around.

The abominable snowman is an elite monster, equivalent to two CR 4 monsters (2,200 XP). It is Huge and has 136 (16d10 + 48; bloodied 68) hit points. It has the following bonus actions, which it can use only while bloodied:

Elite Recovery. The snowman ends one negative effect currently affecting it. It can use this bonus action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Cold Breath. The snowman breathes a 30-foot cone of freezing wind. Each creature in the area makes a DC 13 Constitution saving throw, taking 21 (6d10) cold damage on a failed save or half damage on a success.

Blizzard (1/Day). The snowman summons a magical blizzard that affects a 500-foot-radius area for 10 minutes or until the snowman dies. The area is difficult terrain, and a creature's visibility is reduced to 20 feet; beyond this, vision is obscured by snow. A creature in the area that doesn't move from its space during its turn takes 7 (2d6) cold damage.

Roar (1/Day). Each creature of the snowman's choice within 120 feet that hears its roar makes a DC 13 Charisma saving throw. On a failure, a creature is frightened for 1 minute. While frightened in this way, a creature is paralyzed. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success.

Zombies

Zombies are animated corpses stripped of any spirit or intelligence they bore in life. Most often, zombies are created by necromancers or other evil spellcasters, although it's not unheard of for zombies to arise spontaneously in areas marked by profound evil or unholy energy.

Death In Action. Zombies bear whatever wounds or decay they suffered before their animation. Although the necromantic energies involved in animating a zombie greatly slow further decay, all zombies eventually molder away.

Unlive To Serve. Zombies can be given basic orders by their creators. "Guard this door," "attack that creature," and "defend me" are common commands. A zombie attempts to execute its orders in the most straightforward way possible, heedlessly exposing itself to danger. Without orders, a zombie either attacks nearby creatures or remains entirely motionless.

Undead Nature. A zombie doesn't require air, sustenance, or sleep.

Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Zombies are the mindless husks of formerly living creatures re-animated by foul necrotic energies.

DC 15 Even after defeating a zombie, it is best to burn or hack the body to pieces, to be sure that it remains dead.

Zombie Encounters

Zombies shamble through catacombs and tombs, or guard the lairs of undead creatures and evil spellcasters.

CR 0–2 1d4 zombies; ogre zombie

CR 3–4 ogre zombie flesh heap; zombie knight; 1d4 + 4 zombies; zombie horde
Treasure 2 *potions of healing*

CR 5–10 3 to 5 ogre zombies; 2 ogre zombie flesh heaps; 2 or 3 zombie knights; zombie knight with 1d8 + 8 zombies; zombie horde with ogre zombie or zombie knight
Treasure spell scrolls of *animate dead* and *false life*, *arrow-catching shield*

CR 11–16 young red dragon zombie; young red dragon zombie with 1d8 + 8 zombies or 2 ogre zombies
Treasure 1,500 gp, 3,000 sp, 8 flawed amethysts (50 gp each), 2 *potions of poison*

Signs

1	Distant groaning
2	Footprints left by decaying boots
3	A rotting smell
4	Disemboweled corpses

Behavior

1	Standing guard
2	Shambling aimlessly
3	Lying motionless on the ground; rise and attack if approached
4	Lying in coffins, graves, or burial niches; all attack if one is disturbed
5	Struggling to bash down a door or bend bars
6	Clawing themselves free from shallow graves

ZOMBIE

CHALLENGE 1/4
MEDIUM UNDEAD
50 XP

AC 8
HP 15 (2d8 + 6; bloodied 7)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (–2)	16 (+3)	3 (–4)	6 (–2)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak

Undead Fortitude (1/Day). If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Grab. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until the grapple ends, the zombie can't grab another target.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one grappled target. *Hit:* 6 (1d10 + 1) piercing damage, and the zombie regains the same number of hit points.

Zombie Template

Any beast, dragon, giant, humanoid, or monstrosity can be raised as a zombie. A zombified creature retains all its stats except as noted below.

Type. The zombie's type is undead. It does not require air, sustenance, or sleep.

Ability Scores. The zombie's ability scores are reduced to the following, unless they're already lower: Dex 6 (–2), Int 3 (–4), Wis 8 (–1), Cha 4 (–3).

Saving Throws. The zombie loses all saving throw proficiencies.

Speed. Any speed the creature has is reduced by 10, or to 30, whichever is lower.

Skills. The zombie loses all skill proficiencies.

Immunities. The zombie gains immunity to poison damage, fatigue, and the poisoned condition.

Senses. The zombie gains darkvision out to a distance of 60 feet.

Languages. The zombie understands the languages it knew in life but can't speak or take any action requiring vocalization.

Traits. The zombie loses all traits, but gains Undead Fortitude.

Actions and Abilities. The zombie loses all spellcasting abilities and any actions that create magical effects.

Actions. The zombie can gain the grab and bite attacks of the zombie if the base creature has the capability to grab and bite. If the creature has Multiattack, it can replace weapon attacks in its multiattack with a grab or bite. Both attacks use Strength for attack and damage rolls. The grab deals 1d6 bludgeoning damage plus 1d6 for each size category above Medium. The bite deals 1d10 piercing damage plus 1d10 for each size category above Medium. The escape DC for the zombie's grab is equal to its maneuver DC. It loses any ranged attacks that require the use of a weapon more complex than a rock. It also loses any legendary actions and bonus actions.

Variants: More Zombie Traits

In place of (or in addition to) Undead Fortitude, you can give a zombie one of the following traits:

Infectious Bite. A creature bitten by the zombie takes 2 (1d4) ongoing necrotic damage until it regains hit points or a creature makes a DC 15 Medicine check to treat the wound. If a beast, dragon, giant, humanoid, or monstrosity dies while suffering from this effect, it becomes a zombie after 1 minute, gaining the zombie template.

Vile Discharge. The zombie's melee attacks deal an extra 2 (1d4) poison damage. Additionally, when it's reduced to 0 hit points, it explodes. Creatures within 5 feet make a Dexterity saving throw against the zombie's maneuver DC, taking 5 (2d4) poison damage on a failure.

Vigor Mortis. The zombie can take the Dash action as a bonus action. It can't do so again until it moves 0 feet on one of its turns.



OGRE ZOMBIE

CHALLENGE 2
450 XP

LARGE UNDEAD

AC 11 (natural armor)
HP 59 (7d10 + 28; bloodied 29)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	18 (+4)	3 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 14
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Giant but can't speak

Undead Fortitude (1/Day). If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw, falling prone on a failure.

Sweeping Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., all creatures within 5 feet. *Hit:* 8 (1d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw. On a failure, it is pushed 10 feet away from the ogre.

Grab. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled if it's Medium or smaller (escape DC 14). Until the grapple ends, the zombie can't grab another target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target grappled by a zombie. *Hit:* 15 (2d10 + 4) piercing damage, and the zombie regains hit points equal to the damage dealt.

Ogre Zombie Variant: Ogre Flesh Heap

An ogre's dense, resilient bones allow its frame to support a surprising amount of weight. For this reason, some necromancers integrate flesh from other bodies into their ogre zombies, creating an ogre zombie made from a patchwork of other creatures. The deadliness of the resulting heap is matched only by its repulsiveness.

The ogre flesh heap is CR 4 (1,100 XP). It has the following additional reactions:

Bodyblock. If the ogre flesh heap is grappling a creature when it is hit with a weapon attack by a creature it can see, it uses the creature as a shield, adding 2 to its AC against the attack. If this causes the attack to miss, the attack hits the grappled creature instead.

Corpulent Expulsion (Recharge 6, While Bloodied). When it takes damage, the ogre flesh heap's belly splits and releases a torrent of caustic gore in a 30-foot cone. Creatures in this area make a DC 14 Dexterity saving throw, taking 14 (4d6) acid damage on a failure or half damage on a success. The flesh heap then takes 10 (3d6) acid damage.

YOUNG RED DRAGON ZOMBIE

CHALLENGE 11
7,200 XP

LARGE UNDEAD

AC 16 (natural armor)
HP 178 (17d10 + 85; bloodied 89)
Speed 30 ft., climb 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (–2)	20 (+5)	3 (–4)	8 (–1)	4 (–3)

Proficiency +4; **Maneuver DC** 18
Damage Immunities fire, poison
Condition Immunities fatigue, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 9
Languages understands Common and Draconic but can't speak

Undead Fortitude (1/Day). If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire that fills a 30-foot cone. Each creature in that area makes a DC 17 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save or half damage on a success. A creature that fails the saving throw also suffers 5 (1d10) ongoing fire damage. While affected by this ongoing damage, it is frightened of the dragon. A creature can use an action to end the ongoing damage.

ZOMBIE KNIGHT

CHALLENGE 3
MEDIUM UNDEAD
700 XP

AC 16 (full plate)
HP 52 (8d8 + 16; bloodied 26)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (–2)	14 (+2)	3 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands one language but can't speak

Undead Fortitude (1/Day). If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Multiattack. The zombie makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Grab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the creature is grappled if it's Medium or smaller (escape DC 13). Until the grapple ends, the zombie can't grab another target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature grappled by a zombie. *Hit:* 8 (1d10 + 3) piercing damage, and the zombie regains hit points equal to the damage dealt.

ZOMBIE HORDE

CHALLENGE 4
LARGE GROUP OF MEDIUM UNDEAD
1,100 XP

AC 8
HP 75 (10d8 + 30; bloodied 37)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (–2)	16 (+3)	3 (–4)	6 (–2)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak

Area Vulnerability. The horde takes double damage from any effect that targets an area.

Horde. The horde is composed of 5 or more zombies. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The horde can move through any opening large enough for one Medium creature without squeezing.

Horde Dispersal. When the horde is reduced to 0 hit points, it turns into 2 (1d4) zombies with 7 hit points each.

ACTIONS

Grab. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11).

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one grappled target. *Hit:* 32 (5d10 + 5) piercing damage, and the horde regains the same number of hit points.

Appendix A: Beasts and Creatures

APE

CHALLENGE 1/2
MEDIUM BEAST
100 XP

AC 12
HP 19 (3d8 + 6; bloodied 9)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (–2)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 13
Skills Athletics +5, Perception +3
Senses passive Perception 13
Languages —

ACTIONS

Multiattack. The ape attacks twice with its fists.
Fists. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

AWAKENED SHRUB

CHALLENGE 0
SMALL PLANT
10 XP

AC 9
HP 7 (2d6; bloodied 3)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	8 (–1)	10 (+0)	10 (+0)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 9
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 10
Languages one language known by its creator
False Appearance. While motionless, the shrub is indistinguishable from a normal shrub.

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

AWAKENED TREE

CHALLENGE 2
HUGE PLANT
450 XP

AC 13 (natural armor)
HP 51 (6d12 + 12; bloodied 25)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	14 (+2)	10 (+0)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 14
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 10
Languages one language known by its creator
False Appearance. While motionless, the tree is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

AXE BEAK

CHALLENGE 1/4
LARGE BEAST
50 XP

AC 11
HP 16 (3d10; bloodied 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses passive Perception 10
Languages —

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

BABOON

CHALLENGE 0
SMALL BEAST
10 XP

AC 12 (natural armor)
HP 3 (1d6; bloodied 1)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	4 (–3)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Senses passive Perception 11
Languages —
Pack Tactics. The baboon has advantage on attack rolls against a creature if at least one of the baboon's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

BADGER

CHALLENGE 0
10 XP

TINY BEAST

AC 10

HP 3 (1d4 + 1; bloodied 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	10 (+0)	12 (+1)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 10

Senses darkvision 30 ft., passive Perception 11

Languages —

Keen Smell. The badger has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.



BAT

CHALLENGE 0
10 XP

TINY BEAST

AC 12

HP 1 (1d4 – 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses blindsight 60 ft., passive Perception 11

Languages —

Echolocation. The bat can't use blindsight while deafened.

Keen Hearing. The bat has advantage on Perception checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

BLACK BEAR

CHALLENGE 1/2
100 XP

MEDIUM BEAST

AC 11 (natural armor)

HP 19 (3d8+6; bloodied 9)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The bear attacks once with its bite and once with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

BLINK DOG

CHALLENGE 1/4
MEDIUM FEY
50 XP

AC 13
HP 22 (4d8+4; bloodied 11)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages Blink Dog; understands but can't speak Sylvan

Keen Hearing and Smell. The blink dog has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Teleport (Recharge 4–6). The blink dog magically teleports up to 40 feet to an unoccupied space it can see.

BLOOD HAWK

CHALLENGE 1/8
SMALL BEAST
25 XP

AC 11
HP 7 (2d6; bloodied 3)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	12 (+1)	10 (+0)	2 (–4)	14 (+2)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Skills Perception +4
Senses passive Perception 12
Languages —

Keen Sight. The hawk has advantage on Perception checks that rely on sight.

Pack Tactics. The hawk has advantage on attack rolls against a creature if at least one of the hawk's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

BOAR

CHALLENGE 1/4
MEDIUM BEAST
50 XP

AC 11 (natural armor)
HP 11 (2d8 + 2; bloodied 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Senses passive Perception 10
Languages —

Relentless (1/Day). If the boar takes 5 or less damage that would reduce it to 0 hit points, it is instead reduced to 1 hit point.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. If the boar moves at least 20 feet straight towards the target before the attack, the attack deals an extra 3 (1d6) slashing damage and the target makes a DC 11 Strength saving throw, falling prone on a failure.

BROWN BEAR

CHALLENGE 1
LARGE BEAST
200 XP

AC 11 (natural armor)
HP 34 (4d10 + 12; bloodied 17)
Speed 30 ft. (40 ft., climb 30 ft.)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 14
Skills Perception +3
Senses passive Perception 13
Languages —

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the bear can't attack a different target with its claws.

BUNYIP

CHALLENGE 8
HUGE BEAST
3,900 XP

AC 14 (natural armor)
HP 150 (12d12 + 72; bloodied 75)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	3 (–4)	12 (+1)	8 (–1)

Proficiency Bonus +3; **Maneuver DC** 17
Saving Throws Dex +5, Wis +4
Skills Athletics +9, Perception +4 (+1d4), Stealth +5 (+1d4), Survival +4
Damage Resistances cold, thunder
Senses darkvision 120 ft., passive Perception 16
Languages —

Brave. The bunyip has advantage on saving throws against being frightened.
Hold Breath. The bunyip can hold its breath for 1 hour.
Keen Hearing and Smell. The bunyip has advantage on Perception checks that rely on hearing or smell.

ACTIONS

Multiattack. The bunyip makes a bite attack and two slam attacks.
Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the bunyip can't bite another target.
Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

BONUS ACTIONS

Terrifying Howl. The bunyip unleashes a terrifying howl. Each creature of its choice within 120 feet that can see and hear it makes a DC 17 Wisdom saving throw, becoming frightened for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bunyip's Terrifying Howl for the next 24 hours.

CAMEL

CHALLENGE 1/8
MEDIUM BEAST
25 XP

AC 10
HP 15 (2d10 + 4; bloodied 7)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Senses passive Perception 9
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

CAT

CHALLENGE 0
TINY BEAST
10 XP

AC 12
HP 2 (1d4; bloodied 1)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	10 (+0)	3 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3, Stealth +4
Senses darkvision 30 ft., passive Perception 13
Languages —

Keen Smell. The cat has advantage on Perception checks that rely on smell.
Safe Landing. The cat takes no falling damage from the first 10 feet that it falls.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

CONSTRICTOR SNAKE

CHALLENGE 1/4
LARGE BEAST
50 XP

AC 11
HP 13 (2d10 + 2; bloodied 6)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses blindsight 10 ft., passive Perception 10
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.
Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the snake can't constrict a different target.

CRAB

CHALLENGE 0
10 XP

TINY BEAST

AC 12 (natural armor)
HP 2 (1d4; bloodied 1)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	10 (+0)	10 (+0)	1 (–5)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 10
Senses blindsight 30 ft., passive Perception 9
Languages —

Amphibious. The crab can breathe air and water.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

CROCODILE

CHALLENGE 1/2
100 XP

LARGE BEAST

AC 12 (natural armor)
HP 19 (3d10 + 3; bloodied 9)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Skills Stealth +2
Senses passive Perception 10
Languages —

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the crocodile can't bite a different target.

DEATH DOG

CHALLENGE 1
200 XP

MEDIUM MONSTROSITY

AC 12
HP 32 (5d8 + 10; bloodied 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3 (see Two Heads), Stealth +4
Senses darkvision 120 ft., passive Perception 18
Languages —

Two Heads. The death dog has advantage on Perception checks and on Saving Throws made to resist being blinded, charmed, deafened, frightened, stunned, or knocked unconscious, and it can't be flanked.

ACTIONS

Multiattack. The death dog attacks twice with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it makes a DC 12 Constitution saving throw. On a failure, it becomes infected with a disease. Until this disease is cured, the target is poisoned. While diseased, the target makes a DC 12 Constitution saving throw every 24 hours, reducing its hit point maximum by 5 (1d10) on a failure and ending the disease on a success. This hit point maximum reduction lasts until the disease is cured. The target dies if its hit point maximum is reduced to 0.

DEER

CHALLENGE 0
10 XP

MEDIUM BEAST

AC 13
HP 4 (1d8; bloodied 2)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	2 (–4)	14 (+2)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Senses passive Perception 12
Languages —

Keen Smell. The deer has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Headbutt. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

DIRE CENTIPEDE

CHALLENGE 2
LARGE BEAST
450 XP

AC 13 (natural armor)
HP 45 (6d10 + 12; bloodied 22)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Proficiency +2; **Maneuver DC** 12
Senses blindsight 30 ft., passive Perception 10
Languages —

Spider Climb. The centipede can climb even on difficult surfaces and upside down on ceilings.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target makes a DC 11 Constitution saving throw. On a failure, the target takes 10 (3d6) poison damage and is poisoned for 1 minute. The target is paralyzed while poisoned in this way. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

DIRE WOLF

CHALLENGE 1
LARGE BEAST
200 XP

AC 13 (natural armor)
HP 30 (4d10 + 8; bloodied 15)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3, Stealth +4
Senses darkvision 30 ft., passive Perception 13
Languages —

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure.

DRAFT HORSE

CHALLENGE 1/4
LARGE BEAST
50 XP

AC 10
HP 22 (3d10 + 6; bloodied 11)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	2 (–4)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 14
Senses passive Perception 10
Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

EAGLE

CHALLENGE 0
SMALL BEAST
10 XP

AC 12
HP 3 (1d6; bloodied 1)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	10 (+0)	2 (–4)	14 (+2)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +4
Senses passive Perception 14
Languages —

Keen Sight. The eagle has advantage on Perception checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

ELEPHANT

CHALLENGE 4
HUGE BEAST
1,100 XP

AC 12 (natural armor)
HP 76 (8d12 + 24; bloodied 38)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	16 (+3)	4 (–3)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 16
Senses passive Perception 10
Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the elephant moves at least 20 feet straight towards the target before the attack, the target makes a DC 16 Strength saving throw, falling prone on a failure.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

BONUS ACTIONS

Trample Underfoot. The elephant makes a stomp attack against a prone creature.

ELK

LARGE BEAST — CHALLENGE 1/4 — 50 XP

AC 10

HP 15 (2d10 + 4; bloodied 7)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (−4)	10 (+0)	4 (−3)

Proficiency +2; **Maneuver DC** 12

Senses passive Perception 10

Languages —

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a creature and the elk moves at least 20 feet straight towards the target before the attack, the target makes a DC 12 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one prone creature. *Hit:* 7 (2d4 + 2) bludgeoning damage.

FLYING SNAKE

TINY BEAST — CHALLENGE 1/8 — 25 XP

AC 13

HP 7 (2d4 + 2; bloodied 3)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	16 (+3)	12 (+1)	2 (−4)	12 (+1)	4 (−3)

Proficiency +2; **Maneuver DC** 13

Senses blindsight 10 ft., passive Perception 11

Languages —

Flyby. The snake doesn't provoke opportunity attacks when it flies out of a creature's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage.

FROG

TINY BEAST — CHALLENGE 0 — 0 XP

AC 11

HP 1 (1d4 − 1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (−5)	12 (+1)	8 (−1)	2 (−4)	12 (+1)	4 (−3)

Proficiency +2; **Maneuver DC** 11

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 11

Languages —

Amphibious. The frog can breathe air and water.

Jumper. The frog can jump up to 10 feet horizontally and 5 feet vertically without a running start.

GIANT APE

HUGE BEAST — CHALLENGE 7 — 2,900 XP

AC 14 (natural armor)

HP 115 (11d12 + 44; bloodied 57)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (−2)	12 (+1)	6 (−2)

Proficiency +3; **Maneuver DC** 16

Skills Athletics +8, Perception +4

Senses passive Perception 14

Languages —

ACTIONS

Multiattack. The ape attacks twice with its fists.

Fists. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 50/100 ft., one target. *Hit:* 26 (6d6 + 5) bludgeoning damage.

GIANT BADGER

MEDIUM BEAST — CHALLENGE 1/4 — 50 XP

AC 10

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	2 (−4)	12 (+1)	4 (−3)

Proficiency +2; **Maneuver DC** 11

Senses darkvision 30 ft., passive Perception 11

Languages —

Keen Smell. The badger has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

GIANT BAT

CHALLENGE 1/4
LARGE BEAST
50 XP

AC 13
HP 16 (3d10; bloodied 8)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Senses blindsight 60 ft., passive Perception 11
Languages —

Echolocation. The bat can't use blindsight while deafened.

Keen Hearing. The bat has advantage on Perception checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT BOAR

CHALLENGE 2
LARGE BEAST
450 XP

AC 12 (natural armor)
HP 47 (5d10 + 20; bloodied 23)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	2 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Senses passive Perception 9
Languages —

Relentless (1/Day). If the boar takes 10 or less damage that would reduce it to 0 hit points, it is instead reduced to 1 hit point.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the boar moves at least 20 feet straight towards the target before the attack, the attack deals an extra 7 (2d6) slashing damage and the target makes a DC 13 Strength saving throw, falling prone on a failure.

GIANT CENTIPEDE

CHALLENGE 1/4
SMALL BEAST
50 XP

AC 12
HP 9 (2d6 + 2; bloodied 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	14 (+2)	12 (+1)	1 (–5)	6 (–2)	3 (–4)

Proficiency +2; **Maneuver DC** 12
Senses blindsight 30 ft., passive Perception 8
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failure. If the poison damage reduces the target to 0 hit points, it is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

GIANT CONSTRICTOR SNAKE

CHALLENGE 2
HUGE BEAST
450 XP

AC 12
HP 52 (7d12 + 7; bloodied 26)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 14
Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the snake can't constrict a different target.

GIANT CRAB

CHALLENGE 1/8
25 XP

MEDIUM BEAST

AC 15 (natural armor)
HP 9 (2d8; bloodied 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	1 (–5)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Skills Stealth +4
Senses blindsight 30 ft., passive Perception 9
Languages —

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and the target is grappled (escape DC 11). The crab has two claws and can grapple one creature with each.

GIANT CROCODILE

CHALLENGE 5
1,800 XP

HUGE BEAST

AC 14 (natural armor)
HP 85 (9d12 + 27; bloodied 42)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (–4)	10 (+0)	6 (–2)

Proficiency +3; **Maneuver DC** 16
Skills Stealth +3 (+1d4)
Senses passive Perception 10
Languages —

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile attacks with its bite and its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the crocodile can't bite a different target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target makes a DC 18 Strength saving throw, falling prone on a failure.

GIANT EAGLE

CHALLENGE 1
200 XP

LARGE BEAST

AC 12
HP 26 (4d10 + 4; bloodied 13)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (–1)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Skills Perception +4
Senses passive Perception 14
Languages Giant Eagle, understands but can't speak Common and Auran

Keen Sight. The eagle has advantage on Perception checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage and the target is grappled (escape DC 13). Until this grapple ends, the giant eagle can't attack a different target with its talons.

BONUS ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one grappled creature. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT ELK

CHALLENGE 2
450 XP

HUGE BEAST

AC 13 (natural armor)
HP 42 (5d12 + 10; bloodied 21)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	6 (–2)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 14
Senses passive Perception 12
Languages Giant Elk, understands but can't speak Common, Elvish, and Sylvan

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature and the elk moves at least 20 feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 9 (2d4 + 4) bludgeoning damage.

GIANT FIRE BEETLE

CHALLENGE 0
10 XP

SMALL BEAST

AC 13 (natural armor)
HP 4 (1d6 + 1; bloodied 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	12 (+1)	1 (–5)	6 (–2)	4 (–3)

Proficiency +2; **Maneuver DC** 10
Senses blindsight 30 ft., passive Perception 8
Languages —

Fire Glands. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

GIANT FROG

CHALLENGE 1/4
50 XP

MEDIUM BEAST

AC 11
HP 18 (4d8; bloodied 9)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Skills Perception +2, Stealth +3
Senses darkvision 30 ft., passive Perception 12
Languages —

Amphibious. The frog can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target is grappled (escape DC 11). Until this grapple ends, the frog can't bite another target.

Swallow. The frog makes a bite attack against a Small or smaller creature it is grappling. If the attack hits and the frog has not swallowed another creature, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the frog, it is blinded and restrained, and it takes 5 (2d4) acid damage at the beginning of each of the frog's turns. If the frog dies, the target is no longer swallowed.

Vaulting Leap. The frog jumps up to 10 feet horizontally and 5 feet vertically. If it's within 5 feet of a creature that it is not grappling at the end of this movement, it may make a bite attack against that creature with advantage.

GIANT GOAT

CHALLENGE 1/2
100 XP

LARGE BEAST

AC 11 (natural armor)
HP 22 (3d10 + 6; bloodied 11)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	3 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +5
Skills Athletics +5
Senses passive Perception 11
Languages —

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a creature and the goat moves at least 20 feet straight towards the target before the attack, the target takes an additional 5 (2d4) bludgeoning damage and makes a DC 13 Strength saving throw, falling prone on a failure.

GIANT HYENA

CHALLENGE 1
200 XP

LARGE BEAST

AC 12
HP 34 (4d10 + 12; bloodied 17)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3
Senses darkvision 30 ft., passive Perception 13
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If this damage reduces the target to 0 hit points, the hyena can use its bonus action to move half its Speed and make a second bite attack.

GIANT LIZARD

CHALLENGE 1/4
50 XP

LARGE BEAST

AC 12 (natural armor)
HP 19 (3d10 + 3; bloodied 9)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses darkvision 30 ft., passive Perception 10
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GIANT OCTOPUS

CHALLENGE 1
200 XP

LARGE BEAST

AC 11
HP 32 (5d10+5; bloodied 16)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	4 (–3)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Skills Stealth +3 (+1d4)
Senses darkvision 60 ft., passive Perception 11
Languages —

Camouflage. The octopus has advantage on Stealth checks.

Water Breathing. The octopus breathes water and can hold its breath for 1 hour while in air.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the octopus can't attack a different target with its tentacles.

BONUS ACTIONS

Ink Cloud (1/Day). If underwater, the octopus exudes a cloud of ink in a 20-foot-radius sphere, extending around corners. The area is heavily obscured for 1 minute unless dispersed by a strong current.



GIANT OWL

CHALLENGE 1/4
50 XP

LARGE BEAST

AC 12
HP 19 (3d10 + 3; bloodied 9)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (–1)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Skills Perception +4, Stealth +4
Senses darkvision 120 ft., passive Perception 14
Languages Giant Owl; understands but can't speak Common, Elvish, and Sylvan

Flyby. The owl doesn't provoke opportunity attacks when it flies out of a creature's reach.

Keen Hearing and Sight. The owl has advantage on Perception checks that rely on hearing and sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

GIANT POISONOUS SNAKE

CHALLENGE 1/4
50 XP

MEDIUM BEAST

AC 13
HP 11 (2d8 + 2; bloodied 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Senses blindsight 10 ft., passive Perception 11
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failure or half damage on a success.

GIANT RAT

CHALLENGE 1/8
SMALL BEAST
25 XP

AC 12
HP 7 (2d6; bloodied 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	10 (+0)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses darkvision 60 ft., passive Perception 10
Languages —

Keen Smell. The rat has advantage on Perception checks that rely on smell.

Pack Tactics. The giant rat has advantage on attack rolls against a creature if at least one of the rat's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Variant: Diseased Giant Rat

Giant rats who dwell in sewers and filth can carry debilitating disease. A creature bitten by a diseased giant rat makes a DC 10 Constitution saving throw or it becomes infected with sewer plague (see Diseases in Chapter 7: Maladies in Trials & Treasures).

GIANT SCORPION

CHALLENGE 3
LARGE BEAST
700 XP

AC 15 (natural armor)
HP 52 (7d10 + 14; bloodied 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses blindsight 60 ft., passive Perception 9
Languages —

ACTIONS

Multiattack. The scorpion attacks once with its claws and once with its sting.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the scorpion can't attack a different target with its claws.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target makes a DC 12 Constitution saving throw, taking 16 (3d10) poison damage on a failure or half damage on a success.

GIANT SEAHORSE

CHALLENGE 1/2
LARGE BEAST
100 XP

AC 13 (natural armor)
HP 22 (4d10; bloodied 11)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses passive Perception 11
Languages —

Water Breathing. The seahorse breathes only water.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage. If the seahorse moves at least 20 feet straight towards the target before the attack, the attack deals an extra 5 (2d4) bludgeoning damage and the target makes a DC 11 Strength saving throw, falling prone on a failure.

GIANT SHARK

CHALLENGE 5
HUGE BEAST
1,800 XP

AC 13 (natural armor)
HP 105 (10d12 + 40; bloodied 52)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (–4)	10 (+0)	4 (–3)

Proficiency +3; **Maneuver DC** 16
Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —

Water Breathing. The shark breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. On a hit, the shark can make a second bite attack as a bonus action.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the shark can swim 20 feet without provoking opportunity attacks.



GIANT SPIDER

CHALLENGE 1
LARGE BEAST
200 XP

AC 14 (natural armor)

HP 26 (4d10 + 4; bloodied 13)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the spider knows the location of other creatures touching that web.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target makes a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failure. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

BONUS ACTIONS

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 20/60 feet., one Large or smaller creature. *Hit:* The creature is restrained by a web. As an action, a creature can make a DC 12 Strength check, breaking the web on a success. The effect also ends if the web is destroyed. The web is an object with AC 10, 1 hit point, and immunity to all forms of damage except slashing, fire, and force.

GIANT TOAD

CHALLENGE 1
LARGE BEAST
200 XP

AC 11

HP 33 (6d10; bloodied 16)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 30 ft., passive Perception 10

Languages —

Amphibious. The toad can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 4 (1d8) poison damage and the target is grappled (escape DC 12). Until this grapple ends, the toad can't bite another target.

Swallow. The toad makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits and the toad has not swallowed another creature, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the toad, it is blinded and restrained, and it takes 7 (2d6) acid damage at the beginning of each of the toad's turns. If the toad dies, the target is no longer swallowed.

Vaulting Leap. The toad jumps up to 20 feet horizontally and 10 feet vertically. If it's within 5 feet of a creature that it is not grappling at the end of this movement, it can make a bite attack against that creature with advantage.

GIANT VULTURE

CHALLENGE 1
LARGE BEAST
200 XP

AC 12
HP 22 (3d10 + 6; bloodied 11)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (–2)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3
Senses passive Perception 13
Languages —

Keen Sight and Smell. The vulture has advantage on Perception checks that rely on sight and smell.

ACTIONS

Multiattack. The vulture attacks with its beak and its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

REACTIONS

Retreat. When the vulture would be hit by a melee attack, the vulture can move 5 feet away from the attacker. If this moves the vulture out of the attacker's reach, the attacker has disadvantage on its attack.

GIANT WASP

CHALLENGE 1/2
MEDIUM BEAST
100 XP

AC 12
HP 18 (4d8; bloodied 9)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (–5)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses passive Perception 10
Languages —

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target makes a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failure or half damage on a success. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

GIANT WEASEL

CHALLENGE 1/8
MEDIUM BEAST
25 XP

AC 12
HP 9 (2d8; bloodied 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	4 (–3)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages —

Keen Hearing and Smell. The weasel has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, or 7 (2d4 + 2) piercing damage against a creature the weasel is grappling.

Grab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 12).

GIANT WOLF SPIDER

CHALLENGE 1/4
MEDIUM BEAST
50 XP

AC 13
HP 13 (3d8; bloodied 6)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3, Stealth +5
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the spider knows the location of other creatures touching that web.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and the target makes a DC 11 Constitution saving throw, taking 5 (2d4) poison damage on a failure or half damage on a success. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

GOAT

CHALLENGE 0
10 XP

MEDIUM BEAST

AC 10
HP 4 (1d8; bloodied 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 10
Skills Athletics +2
Senses passive Perception 10
Languages —

ACTIONS

Ram. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. If the target is a creature and the goat moves at least 20 feet straight towards the target before the attack, the target takes an extra 2 (1d4) bludgeoning damage and makes a DC 10 Strength saving throw, falling prone on a failure.

GRIMALKIN

CHALLENGE 1/2
MEDIUM MONSTROSITY (SHAPECHANGER) 100 XP

AC 13
HP 22 (4d8 + 4; bloodied 11)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	6 (–2)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Skills Perception +4, Stealth +5 (+1d4)
Senses darkvision 60 ft., passive Perception 14
Languages —

Keen Smell. The grimalkin has advantage on Perception checks that rely on smell.

ACTIONS

Claws (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the grimalkin moves at least 20 feet straight towards the target before the attack, the target makes a DC 12 Strength saving throw, falling prone on a failure.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BONUS ACTIONS

Opportune Bite (True Form Only). The grimalkin makes a bite attack against a prone creature.

Shapeshift. The grimalkin changes its form to a Tiny cat or into its true form, which resembles a panther. While shapeshifted, its statistics are unchanged except for its size. It reverts to its true form if it dies.

HAWK

CHALLENGE 0
10 XP

TINY BEAST

AC 13
HP 1 (1d4 – 1)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	8 (–1)	2 (–4)	14 (+2)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Skills Perception +4
Senses passive Perception 14
Languages —

Keen Sight. The hawk has advantage on Perception checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

HUNTER SHARK

CHALLENGE 2
450 XP

LARGE BEAST

AC 12 (natural armor)
HP 45 (6d10 + 12; bloodied 22)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 14
Skills Perception +2
Senses blindsight 30 ft., passive Perception 12
Languages —

Water Breathing. The shark breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. On a hit, the shark can use a bonus action to make a second bite attack.

HYENA

CHALLENGE 0
10 XP

MEDIUM BEAST

AC 11
HP 4 (1d8; bloodied 2)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Skills Perception +3
Senses darkvision 30 ft., passive Perception 13
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. If this damage reduces the target to 0 hit points, the hyena can use its bonus action to move half its Speed and make a second bite attack.

JACKAL

CHALLENGE 0
10 XP

SMALL BEAST

AC 12
HP 3 (1d6; bloodied 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3
Senses passive Perception 13
Languages —

Keen Hearing and Smell. The jackal has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

JACKALOPE

CHALLENGE 3
700 XP

TINY BEAST

AC 14
HP 55 (10d4 + 30; bloodied 27)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	16 (+3)	6 (–2)	17 (+3)	14 (+2)

Proficiency Bonus +2; **Maneuver DC** 14
Saving Throws Str +2, Dex +6, Con +5
Skills Athletics +2 (+1d4), Deception +4, Perception +5 (+1d4), Stealth +6, Survival +5
Damage Resistances lightning
Condition Immunities stunned
Senses passive Perception 17
Languages understands Common but cannot speak

Evasion. If the jackalope is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the jackalope instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Hearing. The jackalope has advantage on Perception checks that rely on hearing.

Mimicry. The jackalope can imitate sounds it hears frequently, such as a simple phrase or an animal noise. Recognizing the sounds as imitation requires a DC 14 Insight check.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the jackalope moves at least 20 feet straight towards the target before the attack, the attack deals an extra 7 (2d6) piercing damage.

BONUS ACTIONS

Nimble Escape. The jackalope takes the Disengage or Hide action.

REACTIONS

Uncanny Dodge. When an attacker the jackalope can see hits it with an attack, the jackalope halves the attack's damage against it.

KILLER WHALE

CHALLENGE 3
700 XP

HUGE BEAST

AC 12 (natural armor)
HP 75 (10d12 + 10; bloodied 37)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	3 (–4)	14 (+2)	6 (–2)

Proficiency +2; **Maneuver DC** 14
Senses blindsight 120 ft., passive Perception 12
Languages —

Echolocation. The whale can't use blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on Perception checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the whale can't bite another target and it has advantage on bite attacks against the creature it is grappling.

LION

CHALLENGE 1
200 XP

LARGE BEAST

AC 12
HP 30 (4d10 + 8; bloodied 15)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —

Keen Smell. The lion has advantage on Perception checks that rely on smell.

Long Jump. The lion can long jump up to 25 feet.

Pack Tactics. The lion has advantage on attack rolls against a creature if at least one of the lion's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the lion moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

BONUS ACTIONS

Opportune Bite. The lion makes a bite attack against a prone creature.

LIZARD

CHALLENGE 0
10 XP

TINY BEAST

AC 10
HP 2 (1d4; bloodied 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	10 (+0)	10 (+0)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 10
Senses darkvision 30 ft., passive Perception 10
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

MAMMOTH

CHALLENGE 6
2,300 XP

HUGE BEAST

AC 13 (natural armor)
HP 115 (10d12 + 50; bloodied 57)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (–1)	20 (+5)	4 (–3)	10 (+0)	6 (–2)

Proficiency +3; **Maneuver DC** 18
Senses passive Perception 10
Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the elephant moves at least 20 feet straight towards the target before the attack, the target makes a DC 18 Strength saving throw, falling prone on a failure.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

BONUS ACTIONS

Trample. The mammoth makes a stomp attack against a prone creature.

Trunk Fling. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is pushed 10 feet away from the mammoth and knocked prone.

MASTIFF

CHALLENGE 1/8
25 XP

MEDIUM BEAST

AC 12
HP 9 (2d8; bloodied 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	3 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3
Senses passive Perception 13
Languages —

Keen Hearing and Smell. The mastiff has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a creature, it makes a DC 11 Strength saving throw, falling prone on a failure.

MULE

CHALLENGE 1/8
MEDIUM BEAST
25 XP

AC 10
HP 11 (2d8 + 2; bloodied 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Saving Throws Str +3
Senses passive Perception 10
Languages —

Beast of Burden. The mule is considered Large when calculating its carrying capacity.

ACTIONS

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

OCTOPUS

CHALLENGE 0
TINY BEAST
10 XP

AC 12
HP 3 (1d6; bloodied 1)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	14 (+2)	10 (+0)	3 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Skills Stealth +4
Senses darkvision 30 ft., passive Perception 10
Languages —

Camouflage. The octopus has advantage on Stealth checks.

Water Breathing. The octopus breathes water and can hold its breath for 30 minutes while in air.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 1 bludgeoning damage. If the target is a creature, it is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the octopus can't attack a different target with its tentacles.

BONUS ACTIONS

Ink Cloud (1/Day). If underwater, the octopus exudes a cloud of ink in a 5-foot-radius sphere, extending around corners. The area is heavily obscured for 1 minute unless dispersed by a strong current.

OWL

CHALLENGE 0
TINY BEAST
10 XP

AC 11
HP 1 (1d4 – 1)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	12 (+1)	8 (–1)	2 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 11
Skills Perception +3, Stealth +3
Senses darkvision 120 ft., passive Perception 13
Languages —

Flyby. The owl doesn't provoke opportunity attacks when it flies out of a creature's reach.

Keen Hearing and Sight. The owl has advantage on Perception checks that rely on hearing and sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

PANTHER

CHALLENGE 1/4
MEDIUM BEAST
50 XP

AC 12
HP 13 (3d8; bloodied 6)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	3 (–4)	14 (+2)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +4, Stealth +4 (+1d4)
Senses darkvision 30 ft., passive Perception 14
Languages —

Keen Smell. The panther has advantage on Perception checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. If the panther moves at least 20 feet straight towards the target before the attack, the target makes a DC 12 Strength saving throw, falling prone on a failure.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BONUS ACTIONS

Opportune Bite. The panther makes a bite attack against a prone creature.

PHASE SPIDER

CHALLENGE 3
700 XP

LARGE MONSTROSITY

AC 14 (natural armor)
HP 39 (6d10 + 6; bloodied 19)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	6 (–2)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Skills Stealth +4 (+1d4)
Senses darkvision 60 ft., passive Perception 10
Languages —

Ethereal Sight. The spider can see into both the Material Plane and Ethereal Plane.

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target makes a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failure or half damage on a success. If the poison damage reduces the target to 0 hit points, the target is made stable but poisoned for 1 hour, even if it regains hit points, and it is paralyzed while poisoned in this way.

BONUS ACTIONS

Ethereal Jaunt. The spider magically shifts from the Material Plane to the Ethereal Plane or vice versa.

POISONOUS SNAKE

CHALLENGE 1/8
25 XP

TINY BEAST

AC 12
HP 2 (1d4; bloodied 1)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	10 (+0)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Senses blindsight 10 ft., passive Perception 10
Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failure or half damage on a success.

POLAR BEAR

CHALLENGE 2
450 XP

LARGE BEAST

AC 12 (natural armor)
HP 42 (5d10 + 15; bloodied 21)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 15
Skills Perception +3
Senses passive Perception 13
Languages —

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The bear makes two melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the bear can't attack a different target with its claws.

Variant: Cave Bear

Some cave bears hunt in high mountain passes while others spend their lives in sunless caverns. Cave bears have darkvision 90 ft. and no swim speed.

Variant: Drop Bear

Drop bears hide in trees and attack their prey by falling upon them from above. Numerous folk tales suggest outlandish methods to avoid these attacks, but the only proven tactic is simply not to pass beneath the trees where the bears make their homes. Drop bears have no swim Speed but gain a climb Speed of 40 feet and advantage on Stealth checks in forested areas. They take no damage from falling 40 feet or fewer, and deal an extra 7 (2d6) damage when they hit with an attack after falling at least 20 feet. A creature that takes this extra damage is knocked prone. A drop bear's challenge rating increases to 3.

PONY

CHALLENGE 1/8
25 XP

MEDIUM BEAST

AC 10
HP 11 (2d8 + 2; bloodied 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (–4)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Senses passive Perception 10
Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

QUIPPER

CHALLENGE 0
10 XP

TINY BEAST

AC 13
HP 1 (1d4 – 1)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	8 (–1)	2 (–4)	6 (–2)	4 (–3)

Proficiency +2; **Maneuver DC** 13
Senses darkvision 60 ft., passive Perception 8
Languages —
Water Breathing. The quipper breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. On a hit, the quipper can use a bonus action to make a second bite attack.

RAT

CHALLENGE 0
10 XP

TINY BEAST

AC 11
HP 1 (1d4 – 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	12 (+1)	8 (–1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Senses darkvision 30 ft., passive Perception 10
Languages —
Keen Smell. The rat has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



RAVEN

CHALLENGE 0
10 XP

TINY BEAST

AC 12
HP 1 (1d4 –1)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3
Senses passive Perception 13
Languages —
Mimicry. The raven can imitate sounds it hears frequently, such as a simple phrase or an animal noise. Recognizing the sounds as imitation requires a DC 10 Insight check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

REEF SHARK

CHALLENGE 1/2

MEDIUM BEAST

100 XP

AC 12 (natural armor)

HP 22 (4d8 + 4; bloodied 11)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Pack Tactics. The shark has advantage on attack rolls against a creature if at least one of the shark's allies is within 5 feet of the creature and not incapacitated.

Water Breathing. The shark breathes only water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

RHINOCEROS

CHALLENGE 2

LARGE BEAST

450 XP

AC 12 (natural armor)

HP 45 (6d10 + 12; bloodied 22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	14 (+2)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 15

Senses passive Perception 11

Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the rhinoceros moves at least 20 feet straight towards the target before the attack, the attack deals an extra 4 (1d8) bludgeoning damage and the target makes a DC 15 Strength saving throw, falling prone on a failure.

RIDING HORSE

CHALLENGE 1/4

LARGE BEAST

50 XP

AC 10

HP 19 (3d10 + 3; bloodied 9)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	2 (–4)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 13

Senses passive Perception 10

Languages —



ACTIONS

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage

ROC

CHALLENGE 13

GARGANTUAN BEAST

10,000 XP

AC 15 (natural armor)

HP 232 (15d20 + 75; bloodied 116)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (–4)	12 (+1)	8 (–1)

Proficiency +5; **Maneuver DC** 22

Saving Throws Dex +5, Con +10, Wis +6, Cha +4

Skills Perception +6

Senses passive Perception 16

Languages —

Keen Sight. The roc has advantage on Perception checks that rely on sight.

Siege Monster. The roc deals double damage to objects and structures.

ACTIONS

Multiattack. The roc attacks once with its beak and once with its talons, or makes a beak attack and drops a grappled creature or held object.

Beak. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the roc can't attack a different target with its talons.

REACTIONS

Retributive Strike. When a creature the roc can see hits it with a melee weapon attack, the roc makes a beak attack against its attacker.

ROC JUVENILE

CHALLENGE 8
HUGE BEAST
3,900 XP

AC 14 (natural armor)
HP 147 (14d12 + 56; bloodied 73)
Speed 25 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	3 (–4)	12 (+1)	8 (–1)

Proficiency Bonus +3; **Maneuver DC** 17
Saving Throws Con +7, Wis +4
Skills Perception +4
Senses passive Perception 14
Languages —

Keen Sight. The roc has advantage on Perception checks that rely on sight.

ACTIONS

Multiattack. The roc attacks once with its beak and once with its talons, or makes a beak attack and drops a grappled creature or held object.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the roc can't attack a different target with its talons.

REACTIONS

Retributive Strike. When a creature the roc can see hits it with a melee weapon attack, the roc makes a beak attack against its attacker.

SABER-TOOTHED TIGER

CHALLENGE 2
LARGE BEAST
450 XP

AC 12
HP 45 (6d10 + 12; bloodied 22)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	3 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 15
Skills Perception +3, Stealth +4 (+1d4)
Senses passive Perception 13
Languages —

Keen Smell. The tiger has advantage on Perception checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. If the tiger moves at least 20 feet straight towards the target before the attack, the target makes a DC 15 Strength saving throw, falling prone on a failure.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

BONUS ACTIONS

Opportune Bite. The tiger makes a bite attack against a prone creature.

SCORPION

CHALLENGE 0
TINY BEAST
10 XP

AC 11 (natural armor)
HP 1 (1d4 – 1)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	10 (+0)	8 (–1)	1 (–5)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 10
Senses blindsight 10 ft., passive Perception 9
Languages —

ACTIONS

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 9 Constitution save, taking 4 (1d8) poison damage on a failure or half damage on a success.

SEAHORSE

CHALLENGE 0
TINY BEAST
0 XP

AC 11
HP 1 (1d4 – 1)
Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	12 (+1)	8 (–1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 11
Senses passive Perception 10
Languages —

Water Breathing. The seahorse breathes only water.

SPIDER

CHALLENGE 0
TINY BEAST
10 XP

AC 12
HP 1 (1d4 – 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	1 (–5)	10 (+0)	2 (–4)

Proficiency +2; **Maneuver DC** 12
Skills Stealth +4
Senses darkvision 30 ft., passive Perception 10
Languages —

Spider Climb. The spider can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the spider knows the location of other creatures touching that web.

Web Walker. The spider ignores movement restrictions imposed by webs.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target makes a DC 9 Constitution saving throw, taking 2 (1d4) poison damage on a failure.

SWARM OF BATS

CHALLENGE 1/4
MEDIUM SWARM OF TINY BEASTS
50 XP

AC 12
HP 18 (4d8; bloodied 9)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	14 (+2)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious
Senses blindsight 60 ft., passive Perception 11
Languages —

Echolocation. The swarm can't use blindsight while deafened.

Keen Hearing. The swarm has advantage on Perception checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm is bloodied.

SWARM OF INSECTS

CHALLENGE 1/2
MEDIUM SWARM OF TINY BEASTS
100 XP

AC 12 (natural armor)
HP 22 (5d8; bloodied 11)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	10 (+0)	1 (–5)	6 (–2)	4 (–3)

Proficiency +2; **Maneuver DC** 12
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious
Senses blindsight 10 ft., passive Perception 8
Languages —

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 11 (2d10) piercing damage, or 5 (1d10) piercing damage if the swarm is bloodied.

Venom. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 5 (2d4) piercing damage plus 7 (2d6) poison damage, or 2 (1d4) piercing damage plus 3 (1d6) poison damage if the swarm is bloodied.

VARIANT: INSECT SWARMS

Swarms composed of different insects may have slightly different characteristics based on the traits, movement modes, and attacks of a member of that swarm. Below are examples of common swarms.

Swarm of Beetles. A swarm of beetles has no venom attack and gains a burrowing Speed of 5 feet.

Swarm of Centipedes. A swarm of centipedes has no bite attack.

Swarm of Spiders. A swarm of spiders gains the following traits:

Spider Climb. The swarm can climb even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the swarm knows the location of other creatures touching that web.

Web Walker. The swarm ignores movement restrictions imposed by webs.

Swarm of Wasps. A swarm of wasps gains a flying Speed of 30 feet, but has no climbing Speed or bite attack.

SWARM OF POISONOUS SNAKES

CHALLENGE 2

MEDIUM SWARM OF TINY BEASTS 450 XP

AC 14

HP 45 (10d8; bloodied 22)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	10 (+0)	1 (–5)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 14

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses blindsight 10 ft., passive Perception 10

Languages —

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage plus 14 (4d6) poison damage, or 3 (1d6) poison damage plus 7 (2d6) poison damage if the swarm is bloodied.

SWARM OF QUIPPERS

CHALLENGE 1

MEDIUM SWARM OF TINY BEAST 200 XP

AC 13

HP 28 (8d8 – 8; bloodied 14)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	8 (–1)	2 (–4)	6 (–2)	4 (–3)

Proficiency +2; **Maneuver DC** 13

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 8

Languages —

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

Water Breathing. The swarm breathes only water.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm is bloodied. On a hit, the swarm can use a bonus action to make a second bites attack.

SWARM OF RATS

CHALLENGE 1/4

MEDIUM SWARM OF TINY BEASTS 50 XP

AC 11

HP 17 (5d8 – 5; bloodied 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	8 (–1)	2 (–4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver DC** 11

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses darkvision 30 ft., passive Perception 10

Languages —

Keen Smell. The swarm has advantage on Perception checks that rely on smell.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm is bloodied.

SWARM OF RAVENS

CHALLENGE 1/4

MEDIUM SWARM OF TINY BEASTS 50 XP

AC 12

HP 17 (5d8 – 5; bloodied 8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	4 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses passive Perception 13

Languages —

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm is bloodied.

TIGER

CHALLENGE 1
200 XP

LARGE BEAST

AC 12

HP 30 (4d10 + 8; bloodied 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (−4)	12 (+1)	4 (−3)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +4 (+1d4)

Senses darkvision 60 ft., passive Perception 13

Languages —

Keen Smell. The tiger has advantage on Perception checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the tiger moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Opportune Bite. The tiger makes a bite attack against a prone creature.

VULTURE

CHALLENGE 0
10 XP

MEDIUM BEAST

AC 10

HP 4 (1d8; bloodied 2)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	10 (+0)	10 (+0)	2 (−4)	12 (+1)	6 (−2)

Proficiency +2; **Maneuver DC** 10

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Sight and Smell. The vulture has advantage on Perception checks that rely on sight and smell.

ACTIONS

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

REACTIONS

Retreat. When the vulture would be hit by a melee attack, the vulture can move 5 feet away from the attacker. If this moves the vulture out of the attacker's reach, the attacker has disadvantage on its attack.

WARHORSE

CHALLENGE 1/2
100 XP

LARGE BEAST

AC 11

HP 30 (4d10 + 8; bloodied 15)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (−4)	12 (+1)	6 (−2)

Proficiency +2; **Maneuver DC** 14

Senses passive Perception 11

Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the horse moves at least 20 feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

WEASEL

CHALLENGE 0
10 XP

TINY BEAST

AC 13

HP 1 (1d4 − 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	16 (+3)	8 (−1)	2 (−4)	12 (+1)	4 (−3)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +5

Senses darkvision 30 ft., passive Perception 13

Languages —

Keen Hearing and Smell. The weasel has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If this damage would reduce a Small or larger target to 0 hit points, the target takes no damage from this attack.

WINTER WOLF

CHALLENGE 3
LARGE MONSTROSITY
700 XP

AC 13 (natural armor)
HP 67 (9d10 + 18; bloodied 33)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (–2)	12 (+1)	8 (–1)

Proficiency +2; **Maneuver DC** 14
Skills Perception +3, Stealth +3
Damage Immunities cold
Senses darkvision 30 ft., passive Perception 13
Languages Common, Giant, Winter Wolf

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and not incapacitated.

Camouflage. The wolf has advantage on Stealth checks made to hide in snow.

ACTIONS

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 makes a DC 14 Strength saving throw, falling prone on a failure.

Cold Breath (Recharge 5–6). The wolf exhales frost in a 15-foot cone. Each creature in the area makes a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failure or half damage on a success.

WOLF

CHALLENGE 1/4
MEDIUM BEAST
50 XP

AC 12
HP 11 (2d8 + 2; bloodied 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12
Skills Perception +3, Stealth +4
Senses darkvision 30 ft., passive Perception 13
Languages —

Keen Hearing and Smell. The wolf has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and not incapacitated.



ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it makes a DC 12 Strength saving throw, falling prone on a failure.

WORG

CHALLENGE 1/2
LARGE MONSTROSITY
100 XP

AC 13 (natural armor)
HP 22 (4d10; bloodied 11)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	6 (–2)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver DC** 12
Skills Perception +2, Stealth +3
Senses darkvision 60 ft., passive Perception 12
Languages Goblin, Worg

Keen Hearing and Smell. The worg has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure.

Appendix B: Nonplayer Characters

This appendix contains statistics for many of the humanoids who inhabit the game world. These nonplayer characters (NPCs) may act as allies or adversaries during the characters' adventures. An NPC may be of any humanoid ancestry: for instance, an archmage could be a human, a gnome, an orc, or even a merfolk or gnoll.

You can alter an NPC stat block in order to better represent a specific individual in your campaign. Most such changes do not require a change to the NPC's Challenge Rating.

Varying Heritage. Heritage describes a creature's innate, inherited abilities. You can add specificity to an NPC by assigning them signature following abilities and traits related to their heritage. This list is not exhaustive; most humanoid species can use an NPC stat block.

- *Dragonborn*: A dragonborn gains a breath weapon which they can use once per rest as an action. Each creature within either a 30-foot-long, 5-foot-wide line or a 15-foot cone (determined by draconic lineage) makes a Dexterity saving throw with a DC of 8 + Constitution modifier + proficiency bonus. On a failure, a creature takes acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage (determined by draconic lineage). The damage dealt is 3 (1d6) per point of the dragonborn's Challenge Rating, with a minimum of 1d6 and a maximum of 6d6.
- *Dwarf*: A dwarf gains darkvision out to a distance of 60 feet. Their Speed is 25 feet.
- *Elf*: An elf gains darkvision out to a distance of 60 feet. They can't be put to sleep by magic.
- *Gnome*: A gnome gains darkvision out to a distance of 60 feet. They are Small and their Speed is 25 feet. They know the *minor illusion* cantrip, using their choice of Intelligence, Wisdom, or Charisma as their spellcasting ability.
- *Halfling*: A halfling is Small and their Speed is 25 feet. When they roll a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.
- *Human*: A human gains proficiency with one extra skill of their choice.
- *Orc*: An orc gains darkvision out to a distance of 60 feet. When they score a critical hit with a melee weapon attack, they can roll one of the weapon's damage dice an additional time and add it to the extra damage of the critical hit.
- *Planetouched*: A planetouched creature gains darkvision out to a distance of 60 feet. Once per long rest, when they would be reduced to 0 hit points, they are reduced to 1 hit point instead.

Varying Culture. An NPC's culture represents the society in which they were raised or trained, and may grant new traits or abilities. This appendix includes NPC variants that add cultural features, producing such variants as orcish wildling minstrels or cosmopolitan alchemists. While many cultures are associated with a particular heritage, any culture may include a person of any ancestry. For instance, a dragonborn may have been raised among shadow elves and have been trained as a shadow elf mage.

Varying Spells and Equipment. You can swap an NPC's weapons or armor for others with which they are likely to be proficient. For spellcasting NPCs, you can swap out a spell for another spell of the same level on a spell list available to the NPC. If such a change increases a NPC's Armor Class by 4 or more, or allows

them to increase their maximum possible damage on one turn by 20 percent or more, then increase the monster's Challenge Rating by one step (for instance, from 1/8 to 1/4 or from 5 to 6).

Ascetic Grandmaster

Ascetic grandmasters lead the finest monasteries in the world or travel alone seeking worthy challenges and students. They often appear unassuming, but challenging the speed and strength of these legendary martial artists is akin to challenging a hurricane.

Ascetic Grandmaster Encounters

CR 11–16 ascetic grandmaster
Treasure 2 *potions of superior healing*, *ring of jumping*

CR 17–22 ascetic grandmaster with 1 or 2 pugilists; ascetic grandmaster with 1d4 priests
Treasure rare prayer book (5,000 gp), *boots of speed*, *cloak of protection*

ASCETIC GRANDMASTER

CHALLENGE 14

MEDIUM HUMANOID

13,000 XP

AC 20 (Wisdom)
HP 172 (23d8 + 69; bloodied 86)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	10 (+0)	20 (+5)10	(+0)

Proficiency +5; **Maneuver DC** 18
Saving Throws Str +8, Dex +10, Con +8, Int +5, Wis +10, Cha +5
Skills Acrobatics +10 (+1d4), Athletics +8, Perception +10 (+1d4), Stealth +10
Damage Resistances damage from nonmagical weapons
Damage Immunity poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 22
Languages any one

Athlete. The grandmaster only uses 5 feet of movement when standing from prone and can make a running jump after moving only 5 feet rather than 10.

Evasion. When the grandmaster makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Magic Resistance. The grandmaster has advantage on saving throws against spells and magical effects.

Mobile. After the grandmaster makes a melee attack against a creature on their turn, until the end of their turn they do not provoke opportunity attacks from that creature.

Reactive. The grandmaster can take a reaction on each creature's turn.

Stunning Strike (1/Turn). When the grandmaster hits a creature with a melee attack, they can force it to make a DC 18 Constitution saving throw. On a failure, it is stunned until the end of the grandmaster's next turn.

Unarmored Defense. The grandmaster's AC equals 10 + their Dexterity modifier + their Wisdom modifier.

ACTIONS

Multiattack. The grandmaster attacks six times.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

BONUS ACTIONS

Trained Dash. The grandmaster takes the Dash action.

REACTIONS

Deft Dodge (1/Round). When an attacker that the grandmaster can see hits them with an attack, the grandmaster halves the attack's damage against them.

Alchemist

Alchemists brew concoctions with potent magical and chemical properties, ranging from healing potions to flammable oil. Some alchemists perform dangerous experiments to perfect new alchemical recipes, while others fabricate guardians and other constructs in pursuit of the creation of life itself.

Alchemist Encounters

CR 5–10 alchemist with animated armor, flesh guardian, gear spider, hound guardian, thug, or veteran
Treasure 10 1-pound gold bars (50 gp each), 10 1-pound lead bars (1 sp each), recipes for 1d4 potions, *manual of guardians*

Squad Template

You can treat a group of 5 to 10 identical NPCs or other monsters as a single creature by applying the Squad template to the base creature's stat block. This allows high-level characters to battle large numbers of enemies without bogging down the game in dozens of die rolls each turn.

The squad template is best used on intelligent, organized creatures with a Challenge Rating 3 or lower that are size Small or larger. Creatures with short, simple stat blocks make the best squads. Depending on the nature and organization of the creatures, the squad may be called a unit, squad, or horde of creatures.

A squad retains all the statistics of one of its members except as noted below.

Size. The squad's Size increases by one category. If the base creature is Small, the squad's Size instead increases to Large.

Type. The squad's new type is "group of [the original creature's size and type]."

Challenge Rating. You can recalculate the squad's CR using the information in Appendix C: Designing Monsters, or you can use the following shortcut: new CR = (old CR x 4) + 2, rounded up. An altered Challenge Rating may cause the squad's Proficiency Bonus to change as well.

HP. The squad's hit points, bloodied hit points, and number of hit dice are multiplied by 5.

Traits. The squad gains the following traits:

Area Vulnerability. The squad takes double damage from any effect that targets an area.

Squad Dispersal. When the squad is reduced to 0 hit points, it turns into 2 (1d4) base creatures, each of which are bloodied.

Squad. The squad is composed of 5 or more creatures. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The squad can move through any opening large enough for one base creature without squeezing.

Damage and Healing. Any action or trait that deals damage deals five times the usual damage, or half that if the squad is bloodied. Any action or trait that restores hit points restores five times the usual hit points, or half that if the squad is bloodied.

ALCHEMIST

CHALLENGE 6
2,300 XP

MEDIUM HUMANOID

AC 14 (cloth)
HP 91 (14d8 + 28; bloodied 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	19 (+4)	14 (+2)	13 (+1)

Proficiency +3; **Maneuver DC** 14
Saving Throws Dex +6, Con +5, Wis +5
Skills Arcana +7 (+1d4), Investigation +7, Nature +7 (+1d6), Perception +5
Damage Resistances fire, poison
Senses passive Perception 15
Languages any four

Alchemy Schooling. The alchemist gains their proficiency bonus and an expertise die (+1d6) on checks made with alchemist's supplies.

Crafting. So long as the alchemist has the required components and equipment, they are able to craft potions of up to legendary rarity and other magic items of up to very rare rarity.

Potion Crafter. The alchemist has the following potions on hand:

- *Potion of climbing*: For 1 hour, the drinker gains a climb speed equal to its Speed and has advantage on Athletics checks made to climb.
- *Potion of greater healing (3)*: Restores 14 (4d4 + 4) hit points.
- *Potion of superior healing*: Restores 28 (8d4 + 8) hit points.
- *Potion of water breathing*: For 1 hour, the drinker can breathe underwater.

ACTIONS

Multiattack. The alchemist attacks twice with their dagger.

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 10 (3d6) poison damage.

Bomb (3/Day). The alchemist lobs a bomb at a point they can see within 80 feet. Upon impact, the bomb explodes in a 10-foot radius. Creatures in the area make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failure or half damage on a success.

BONUS ACTIONS

Alter Bomb. The alchemist quickly swaps reagents to change the damage dealt by their next bomb to acid, cold, lightning, poison, or thunder.

Potion. The alchemist drinks or administers a potion.

REACTIONS

Desperate Drink (1/Day, While Bloodied). When the alchemist is dealt damage, they drink a potion.

ALCHEMIST VARIANT: COSMOPOLITAN ALCHEMIST

In the biggest cities, there are potion brewers as superbly skilled as they are suspicious and skeptical, keen to the thieving hands of adventurers and other ne'er-do-wells.

The cosmopolitan alchemist gains proficiency in Insight (+5) and Sleight of Hand (+6), and an expertise die (+1d6) on Perception checks and checks made to conceal weapons. A typical cosmopolitan alchemist employs a trusted underling, such as a hired veteran or hound guardian, for protection.

Assassins

Assassins specialize in dealing quiet, sudden death. While some kill for pay, others do so for ideological or political reasons.

Assassin Encounters

CR 0–2 1 or 2 cutthroats; cutthroat with 1d4 bandits; cutthroat with thug; 1 or 2 spies
Treasure 60 gp, 300 sp, *potion of climbing*



CR 3–4 3 or 4 cutthroats or spies; cutthroat with 2 or 3 thugs; cutthroat with berserker, doppelganger, minstrel, or veteran
Treasure 120 gp, costume jewelry and pair of silver and onyx earrings (75 gp) in a silver jewelry box (200 gp) trapped with a poison needle (opener succeeds on a DC 14 Dexterity saving throw or takes 1 piercing and 10 [3d6] poison damage)

CR 5–10 assassin; assassin with 2 thugs or cutthroats; assassin with 1d4 + 4 bandits; spymaster; spymaster with 2 spies
Treasure 1,000 gp, single name on a piece of paper, *potion of poison*, *hat of disguise*

CR 11–16 2 assassins; assassin with blackguard, duelist, mage, or shadow demon; assassin with 1d6 + 2 thugs or cutthroats
Treasure 5 well-hidden yellow sapphires (1,000 gp each), *potion of invisibility*, *dagger of venom*

CR 17–22 master assassin; master thief
Treasure 1,000 pp, list of 10 names (6 crossed off), 2 doses pale tincture poison (650 gp each), *potion of invisibility*, *boots of elvenkind*, *sword of life stealing* (shortsword)

CR 23–30 master assassin or master thief with archmage, assassin, half-shadow dragon assassin, or shield guardian
Treasure 15,000 gp, platinum ruby ring (7,500 gp), 3 doses purple worm poison (2,000 gp each), lock of hair in a vial, *potion of invisibility*, 2 *potions of supreme healing*, *bag of holding*, *cloak of the bat*, *rod of security*

ASSASSIN

CHALLENGE 7
MEDIUM HUMANOID
2,300 XP

AC 16 (leather brigandine)
HP 97 (15d8 + 30; bloodied 48)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Proficiency +3; **Maneuver DC** 14
Saving Throws Dex +6, Int +4, Wis +4
Skills Acrobatics +6 (+1d6), Deception +4 (+1d6), Perception +4, Stealth +6 (+1d6)
Senses blindsight 10 ft., darkvision 30 ft., passive Perception 14

Languages any two

Assassinate. During the first turn of combat, the assassin has advantage on attack rolls against any creature that hasn't acted. On a successful hit, each creature of the assassin's choice that can see the assassin's attack is rattled until the end of the assassin's next turn.

Dangerous Poison. As part of making an attack, the assassin can apply a dangerous poison to their weapon (included below). The assassin carries 3 doses of this poison. A single dose can coat one melee weapon or up to 5 pieces of ammunition.

Evasion. When the assassin makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The assassin deals an extra 21 (6d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the assassin's target is within 5 feet of an ally of the assassin while the assassin doesn't have disadvantage on the attack.

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage.

BONUS ACTIONS

Cunning Action. The assassin takes the Dash, Disengage, Hide, or Use an Object action.

Rapid Attack. The assassin attacks with their shortsword.

Assassin Variant: Spymaster

Dashing secret agents, stolid investigators, or sinister masterminds, spymasters use cunning and observation to achieve their ends.

A spymaster's attacks do not deal poison damage. The spymaster gains the following bonus actions:

Don Disguise. The spymaster uses a disguise kit, making a Deception check to create the disguise. While the spymaster is wearing a disguise, their true identity can't be determined even if the disguise fails.

Study Adversary. The spymaster studies the defenses of a creature engaged in combat. The spymaster gains advantage on all attacks and contested ability checks against that creature for 24 hours or until they study a different creature.

Cutthroat

Cutthroats range from back-alley murderers to guild thieves to dungeon delvers. They prefer a surprise attack to a frontal assault.

CUTTHROAT

CHALLENGE 1
MEDIUM HUMANOID
200 XP

AC 12

HP 27 (6d8; bloodied 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	14 (+2)	14 (+2)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4, Wis +4

Skills Deception +4, Insight +4, Investigation +3, Perception +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages any two

Sneak Attack (1/Turn). The cutthroat deals an extra 7 (2d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the cutthroat's target is within 5 feet of an ally of the cutthroat while the cutthroat doesn't have disadvantage on the attack.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Cunning Action. The cutthroat takes the Dash, Disengage, Hide, or Use an Object action.

Rapid Attack. The cutthroat attacks with their shortsword.

Cutthroat Variant: Spy

Spies use cunning and stealth to secretly gather information for nations, guilds, or other powerful organizations.

A spy has proficiency and an expertise die (1d6) on ability checks using disguise kits and forgery kits and has an expertise die (1d6) on skill checks using Deception, Investigation, and Perception.

Master Assassin

Master assassins always get their mark. These killers never play fair, and aim to kill before they are ever seen. They have far more money and resources than the average contract killer, allowing them access to rare, potent poisons.

MASTER ASSASSIN

CHALLENGE 17
MEDIUM HUMANOID
18,000 XP

AC 18 (leather brigandine)
HP 143 (22d8 + 44; bloodied 71)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	14 (+2)	15 (+2)	12 (+1)	12 (+1)

Proficiency +6; **Maneuver DC** 19
Saving Throws Dex +11, Int +8, Wis +7
Skills Acrobatics +11, Deception +7 (+1d6), Perception +7, Sleight of Hand +11, Stealth +11 (+1d8)
Senses blindsight 20 ft., darkvision 60 ft., passive Perception 17
Languages any three

Crossbow Expert. The master assassin ignores the loading quality of light crossbows, and being within 5 feet of a hostile creature doesn't impose disadvantage on the master assassin's ranged attack rolls.

Deadly Poison. As part of making an attack, the master assassin can apply a deadly poison to their weapons (included below). The master assassin carries 3 doses of this poison. A single dose can coat two melee weapons or up to 10 pieces of ammunition.

Death Strike (1/Turn). When the master assassin scores a critical hit against a living creature that is surprised, that creature makes a DC 18 Constitution saving throw. On a failure, it is reduced to 0 hit points. The creature dies if it fails two death saves before it stabilizes.

Epic Assassinate. During the first turn of combat, the master assassin has advantage on attack rolls against any creature that hasn't acted. Any hit the master assassin scores against a surprised creature is a critical hit, and every creature that can see the master assassin's attack is rattled until the end of the master assassin's next turn.

Evasion. When the master assassin makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The master assassin deals an extra 28 (8d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the master assassin's target is within 5 feet of an ally of the master assassin while the master assassin doesn't have disadvantage on the attack.

ACTIONS

Multiattack. The master assassin attacks twice.

Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. The target makes a DC 19 Constitution saving throw, taking 17 (5d6) poison damage on a failure, or half as much damage on a success.

Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. The target makes a DC 19 Constitution saving throw, taking 17 (5d6) poison damage on a failure, or half as much damage on a success.

BONUS ACTIONS

Cunning Action. The assassin takes the Dash, Disengage, Hide, or Use an Object action.

Rapid Attack. The assassin attacks with their shortsword.

Master Assassin Variant: Master Thief

Master thieves pride themselves on being able to steal anything, no matter how well-guarded. Many master thieves avoid killing when possible.

A master thief doesn't have the Death Strike or Epic Assassinate traits. A creature reduced to 0 hit points by their poison damage is stable but unconscious for 1 hour or until a creature uses an action to shake it awake. The master thief has the following additional trait:

Cunning Celerity. The master thief takes two bonus actions on each of their turns.

Bandits

Bandits are outlaws who live by violence. Most are highway robbers, though a few are principled exiles or freedom fighters.

Bandit Encounters

CR 0–2 1d8 bandits; 1d4 bandits with cutthroat, apprentice mage, or thug
Treasure 40 gp, 200 sp, 300 cp; 1d8 pirates

CR 3–4 bandit captain with 2 to 4 bandits; pirate captain with 2 to 4 pirates
Treasure 150 gp, 600 sp, 8 turquoise gemstones (10 gp each), piece of a treasure map

CR 5–10 bandit captain with 1d10 + 5 bandits or 1d6 + 1 thugs; bandit captain with 1d10 + 5 bandits and apprentice mage, minstrel, or priest; pirate captain with 1d10 + 5 pirates

Treasure 350 gp, 500 sp, 10 pieces of cheap jewelry (25 gp each), 40 pounds of trade goods (200 gp), treasure map, 3 *potions of healing*

BANDIT

CHALLENGE 1/8
MEDIUM HUMANOID
25 XP

AC 12 (leather armor)
HP 9 (2d8; bloodied 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Senses passive Perception 10
Languages any one

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

Bandit Variant: Pirate

Pirates rob merchant ships on the high seas and in coastal waters. Pirate statistics can also be used to represent armed sailors.

Pirates have proficiency in Acrobatics (+2) and with vehicles (water).



Bandit Captain

A bandit captain uses threats, force of will, and the promise of treasure to rule over a company of lawless bandits. Although a bandit captain may appear to rule their crew absolutely, they can't reveal weakness without risking a mutiny.

BANDIT CAPTAIN

CHALLENGE 3
MEDIUM HUMANOID
700 XP

AC 15 (leather armor)
HP 65 (10d8 + 20; bloodied 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 13
Saving Throws Con +4, Dex +5
Skills Athletics +4, Deception +4, Intimidation +4 (+1d4), Stealth +5, Survival +3
Senses passive Perception 11
Languages any two

ACTIONS

Multiattack. The bandit captain attacks twice with their scimitar and once with their dagger, or throws two daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 feet, one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. If the bandit captain is wielding a melee weapon and can see their attacker, they add 2 to their AC against one melee attack that would hit them.

Bandit Captain Variant: Pirate Captain

Pirate captain statistics can be used to represent any ship captain.

Pirate captains have proficiency in Acrobatics (+5) and with vehicles (water). Additionally, they have an expertise die (1d4) on skill checks made to handle or navigate a ship.



Commoners

Commoners are humanoids who are not trained in combat. Typical commoners include farmers, herders, artisans, servants, and scholars.

Commoner Encounters

CR 0–2 1d10 commoners; 1 or 2 commoners with 1 or 2 camels, draft horses, mastiffs, or mules
Treasure 50 sp, 50 cp; commoner mob

CR 3–4 2d20 commoners or commoner mob with acolyte, minstrel, or noble
Treasure 500 sp, 500 cp

COMMONER

CHALLENGE 0
MEDIUM HUMANOID
10 XP

AC 10
HP 4 (1d8; bloodied 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 10
Skills any one +2 (+1d4)
Senses passive Perception 10 (14 if proficient)
Languages any one

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Stone. *Ranged Weapon Attack:* +2 to hit, range 10/30 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Commoner Mob

When riled up by strident voices, angry people may coalesce into a group that acts like a single organism. A mob might commit acts of violence its individual members would otherwise shun.

COMMONER MOB

CHALLENGE 2
HUGE GROUP OF MEDIUM HUMANOIDS
700 XP

AC 10
HP 45 (10d8; bloodied 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 10
Senses passive Perception 10
Languages any one

Area Vulnerability. The mob takes double damage from any effect that targets an area.

Mob Dispersal. When the mob is reduced to 0 hit points, it turns into 5 (1d6 + 2) commoners with 2 hit points.

Mob. The mob is composed of 10 or more commoners. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The mob can move through any opening large enough for one Medium creature.

ACTIONS

Clubs. *Melee Weapon Attack:* +2 to hit, reach 5 ft., up to two targets. *Hit:* 10 (4d4) bludgeoning damage, or half damage if the mob is bloodied.

Stones. *Ranged Weapon Attack:* +2 to hit, range 10/30 ft., up to two targets. *Hit:* 10 (4d4) bludgeoning damage, or half damage if the mob is bloodied.

Cultists

Cultists worship forbidden gods, devils, demons, and other sinister beings. Many cultists work to summon the object of their devotion to the world so it might grant them power and destroy their enemies.

Cult Fanatic Encounters

CR 0–2 1d8 cultists; cult fanatic; dragon cultist
Treasure 2 forbidden books (50 gp each), 2 *potions of clairvoyance*

CR 3–4 cult fanatic or dragon cultist with 1d6 + 2 cultists; cult fanatic with 1d4 cultists and animated armor, death dog, dretch, or imp

Treasure disturbing silver idol (250 gp), *eyes of charming*

CULTIST

CHALLENGE 1/8
MEDIUM HUMANOID
25 XP

AC 12
HP 9 (2d8; bloodied 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one

Fanatic. The cultist has advantage on saving throws against being charmed or frightened by creatures not in their cult.

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.

Cult Fanatic

Cult fanatics are leaders who recruit for and command forbidden cults. They have either been granted real spellcasting abilities by the dark forces they serve, or they have twisted their pre-existing magical abilities to the service of their cause.

CULT FANATIC

CHALLENGE 2
MEDIUM HUMANOID
450 XP

AC 12
HP 39 (6d8 + 12; bloodied 19)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	14 (+2)

Proficiency +2; **Maneuver DC** 12
Saving Throws Wis +4
Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 12
Languages any one

Fanatic. The cult fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The cult fanatic is a 4th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st-level (4 slots): *ceremony, command, detect evil and good, inflict wounds*
2nd-level (3 slots): *blindness/deafness, hold person*

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.

Sacred Flame (Cantrip; V, S). One creature the cult fanatic can see within 60 feet makes a DC 12 Dexterity saving throw, taking 4 (1d8) radiant damage on a failure. This spell ignores cover.

Command (1st-Level; V). One non-undead creature the cult fanatic can see within 60 feet that can hear and understand them makes a DC 12 Wisdom saving throw. On a failure, the target uses its next turn to grovel (falling prone and then ending its turn).

Inflict Wounds (1st-Level; V, S). *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 16 (3d10) necrotic damage.

Blindness/Deafness (2nd-Level; V). One creature the cult fanatic can see within 30 feet makes a DC 12 Constitution saving throw. On a failure, the creature is blinded or deafened (cult fanatic's choice) for 1 minute. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Hold Person (2nd-Level; V, S, M, Concentration). One humanoid the cult fanatic can see within 60 feet makes a DC 12 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.



CULT FANATIC VARIANT: DRAGON CULTIST

Some humanoids worship and serve a dragon. Dragonborn and kobolds are most likely to do so, but any humanoid can be compelled into a dragon's service.

A dragon cultist is immune to one damage type dealt by their draconic master's breath weapon.

Druid

Some druids live in the wilderness with only the beasts and trees for companions. Others serve as spiritual leaders for nomads or farmers, healing the sick and praying for fortunate weather.

Druid Encounters

CR 0–2 druid

Treasure incomplete herbalism manuscript (75 gp), *potion of animal friendship*, 2 *potions of greater healing*

CR 3–4 druid with brown bear, dire wolf, faerie dragon, giant boar, giant spider, scout, or tiger

Treasure silver sickle (125 gp), *figurine of wondrous power* (silver raven)

CR 5–10 3 to 5 druids; druid with giant scorpion, owlbear, earth elemental, or tyrannosaurus rex

Treasure hippogriff egg (2,000 gp), *staff of the woodlands*

DRUID

CHALLENGE 2
MEDIUM HUMANOID
450 XP

AC 11 (16 with barkskin)
HP 39 (6d8 + 12; bloodied 19)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Saving Throws Str +2, Wis +4
Skills Animal Handling +4, Medicine +4, Nature +3 (+1d6), Perception +4
Senses passive Perception 14
Languages Druidic plus any two

Spellcasting. The druid is a 4th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*
1st-level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd-level (3 slots): *animal messenger, barkskin*

ACTIONS

Shillelagh (True Form Only). *Melee Spell Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8 + 2) magical bludgeoning damage.

Bite (Medium or Large Beast Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 11 (2d8 + 2) piercing damage.

Beast Form. The druid magically transforms into a Large or smaller beast or back into their true form. While in beast form, they retain their game statistics and can only cast spells with a range of self or touch. The druid's Speed increases by 10 feet, and when appropriate to their beast form they gain climb, fly, or swim speeds of 40 feet. Any equipment the druid is wearing or wielding merges into their new form.

Produce Flame (Cantrip; V, S). *Ranged Spell Attack:* +4 to hit, range 30 ft, one target. *Hit:* 4 (1d8) fire damage.

Entangle (1st-Level; V, S, Concentration). Vines erupt in a 20-foot square centered on a spot on the ground within 120 feet. The area is difficult terrain for 1 minute. Each creature in the area when the spell is cast makes a DC 12 Strength saving throw. On a failure, it is restrained by vines. A creature restrained in this way can use its action to make a Strength check (DC 12), freeing itself on a success.

Thunderwave (1st-Level; V, S). Thunder rolls from the druid in a 15-foot cube. Each creature in the area makes a DC 12 Constitution saving throw. On a failure, a creature takes 9 (2d8) thunder damage and is pushed 10 feet from the druid. On a success, a creature takes half damage and is not pushed.

Druid Variant: Mustbairn Halfling Druid

Members of a clan of mustbairn halflings hear the voice of the earth speaking to them. They recognize no other authority.

A mustbairn halfling druid ignores difficult terrain caused by earth or stone. Additionally, they can cast the *augury* spell once per day while touching the earth.

Gladiator

Gladiators battle monsters and each other for the entertainment of the public. Gladiators train with a variety of fighting styles and weapons; their techniques are as flashy as they are deadly.

Gladiator Encounters

CR 5–10 1 or 2 gladiators; gladiator with 1 or 2 veterans; gladiator with minstrel and 2d10 commoners

Treasure 50 pp, topaz ring (750 gp), love note from a noble, *+1 shield* (emits a shower of sparks when struck)

GLADIATOR

CHALLENGE 6
MEDIUM HUMANOID
2,300 XP

AC 16 (leather armor, shield)
HP 105 (14d8 + 42; bloodied 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +7, Con +6
Skills Athletics +7, Intimidation +5, Performance +5
Senses passive Perception 11
Languages any one

Combat Expertise. The damage of the gladiator's attacks includes a d6 expertise die.

ACTIONS

Multiattack. The gladiator makes two melee attacks with their spear or throws two javelins.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Shield. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

BONUS ACTIONS

Shield Rush. The gladiator makes an attack with their shield. On a hit, the target makes a DC 15 Dexterity saving throw, falling prone on a failure.

REACTIONS

Shield Block. If the gladiator is wielding a shield and can see their attacker, they add 3 to their AC against one melee or ranged attack that would hit them.

Gladiator Variants: Gladiatorial Maneuvers

There are as many gladiatorial fighting styles as there are gladiators. The Narrator can grant the gladiator an additional bonus action, reaction, or both from the lists below.

BONUS ACTIONS

Disarming Strike. The gladiator makes a melee attack with their spear. On a hit, the target makes a DC 15 Strength saving throw. On a failure, an item of the gladiator's choice that the target is holding (including a shield) flies from its grip to land in a space of the gladiator's choice 10 feet away.

Net Throw. *Ranged Weapon Attack:* +7 to hit, range 5/15 ft., one target. *Hit:* A Large, Medium, or Small target is restrained in a net until it is freed. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The net is an object with AC 10, 5 hit points, and immunity to bludgeoning damage.

Wound Foe. The gladiator makes a melee attack with their spear. On a hit, the target takes a wound that deals 5 (1d10) ongoing piercing damage. A creature can end the ongoing damage by stanching the wound as an action or by giving the target magical healing.

REACTIONS

Counter Critical. When a creature the gladiator can see scores a critical hit against the gladiator with a melee weapon attack, the gladiator makes a spear attack against it.

Dodge and Roll. When a creature the gladiator can see misses the gladiator with a melee weapon attack, the gladiator moves 15 feet without provoking opportunity attacks.

Throw Foe. When a creature the gladiator can see misses the gladiator with a melee weapon attack, the creature makes a DC 15 Dexterity saving throw. On a failure, it is pushed up to 15 feet from the gladiator.



Knights

Knight Encounters

CR 3–4 knight; knight with 1d4 guards; knight mounted on riding horse or warhorse

Treasure 200 gp

CR 5–10 2 or 3 knights; knight with 1d10 + 10 guards; knight with 1d4 soldiers, all on riding horses; blackguard; blackguard riding griffon, nightmare, warhorse, or winter wolf; blackguard with 1d5 + 5 gnolls, soldiers, skeletons, or zombies; holy knight; holy knight mounted on warhorse

Treasure star ruby (1,000 gp), half of a broken gold locket (37 gp), *adamantine plate armor* (knight or holy knight) or *sword of life stealing* (blackguard)

CR 11–16 knight captain; mountain dwarf lord; 2 blackguards riding griffons, nightmares, or skeletal warhorses; blackguard with 1d4 + 1 berserkers, gargoyles, ghasts, or ogres; 2 holy knights mounted on hippogriffs or warhorses

Treasure 200 pp, local map with several village names circled, *potion of greater healing*, *javelin of lightning*, *sun blade* (knight captain or holy knight) or *sword of wounding* (blackguard)

CR 17–23 knight captain with 1 to 3 knights, mounted on warhorses; knight captain with 1 or 2 holy knights; 3 holy knights mounted on griffons or pegasi; mountain dwarf lord with 2 mountain dwarf defenders and 1d5 + 5 mountain dwarf soldiers

Treasure 500 pp, 1,200 gp, gold and ruby necklace (7,500 gp), 2 *potions of greater healing*, *+1 full plate armor*, *holy avenger* (greatsword)

Blackguard

Blackguards rule baronies and command undead and other sinister forces. Some are forsworn holy knights, while others are armored brutes who serve supernatural villains.

BLACKGUARD

CHALLENGE 5

MEDIUM HUMANOID

1,800 XP

AC 18 (full plate)

HP 82 (11d8 + 33; bloodied 41)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Proficiency +3; **Maneuver DC** 14

Saving Throws Str +6, Con +6, Wis +5

Skills Athletics +6, Intimidation +5, Perception +5

Senses passive Perception 15

Languages any two

Aura of Anger. While the knight is conscious, allies within 10 feet gain a +2 bonus to melee weapon damage. A creature can benefit from only one Aura of Anger at a time.

ACTIONS

Multiattack. The knight attacks three times with their greatsword.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Lance (Mounted Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the knight moves at least 20 feet straight towards the target before the attack, they deal an extra 13 (2d12) piercing damage, and the target makes a DC 14 Strength saving throw, falling prone on a failure. This attack is made at disadvantage against targets within 5 feet.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 10 (3d6) poison damage.

Vile Curse (1/Day). The knight utters hellish words that scald the soul. Living creatures of the knight's choice within 30 feet that can hear and understand them are magically cursed for 1 minute. A d4 is subtracted from attack rolls and saving throws made by a cursed creature. A creature immune to the frightened condition is immune to this curse.

Holy Knight

Holy knights are dedicated to a sacred temple or a righteous principle. While they obey the mandates of the monarchs they serve, they are sworn to fight evil wherever they find it.

HOLY KNIGHT

CHALLENGE 6
MEDIUM HUMANOID
2,300 XP

AC 18 (full plate)
HP 93 (11d8 + 44; bloodied 46)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +7, Con +7, Wis +5, Cha +5
Skills Athletics +7, Insight +5, Perception +5, Religion +4
Condition Immunities frightened
Senses passive Perception 15
Languages any two

Aura of Courage. While the knight is conscious, allies within 10 feet are immune to being frightened.

ACTIONS

Multiattack. The knight attacks twice with their greatsword.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (2d8) radiant damage.

Lance (Mounted Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the knight moves at least 20 feet straight towards the target before the attack, they deal an extra 13 (2d12) piercing damage, and the target makes a DC 14 Strength saving throw, falling prone on a failure. This attack is made at disadvantage against targets within 5 feet.

Lay On Hands (1/Day). The knight touches a willing creature or themself and restores 30 hit points.

Knightly Inspiration (1/Day). The knight inspires creatures of their choice within 30 feet that can hear and understand them. For the next minute, inspired creatures gain an expertise die on attack rolls and saving throws. A creature can benefit from only one Knightly Inspiration at a time, and the knight cannot target themselves.

Knight

The typical knight is a highly-trained, heavily-armored cavalry soldier who has sworn allegiance to a noble, monarch, or faith. Not every knight, however, is forged from the same iron. Some knights fight on foot or on griffon-back, and some owe allegiance to none but themselves.

KNIGHT

CHALLENGE 3
MEDIUM HUMANOID
700 XP

AC 18 (full plate)
HP 52 (8d8 + 16; bloodied 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +5, Con +4, Wis +2
Skills Athletics +5, History + 2, Perception +2
Senses passive Perception 12
Languages any two

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight attacks twice with their greatsword.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Lance (Mounted Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the knight moves at least 20 feet straight towards the target before the attack, they deal an extra 6 (1d12) piercing damage, and the target makes a DC 13 Strength saving throw, falling prone on a failure. This attack is made at disadvantage against targets within 5 feet.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Knightly Inspiration (1/Day). The knight inspires creatures of their choice within 30 feet that can hear and understand them. For the next minute, inspired creatures gain an expertise die on attack rolls and saving throws. A creature can benefit from only one Knightly Inspiration at a time, and the knight cannot target themselves.

Knight Variant: Mountain Dwarf Defender

Mountain dwarf defenders are champions who stand fast in battle, never surrendering an inch of ground. A line of mountain dwarf defenders offers more protection than a wall of solid stone.

The mountain dwarf defender wears a medium shield, increasing their Armor Class to 20. The defender has the following additional trait:

Steadfast. When a defender would be pushed, pulled, or knocked prone, they are not knocked prone, and the distance of any push or pull is reduced by 10 feet.

The defender has the following attacks, which replace Multiattack and Greatsword.

Multiattack. The defender attacks twice with their warhammer.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Knight Captain

Knight captains are battle-hardened warriors with countless victories to their names. Their mere presence inspires even the most novice warrior, and their peerless swordplay can turn the tide of any battle.

KNIGHT CAPTAIN

CHALLENGE 14
MEDIUM HUMANOID
11,500 XP

AC 20 (full plate, medium shield)
HP 171 (18d8 + 90; bloodied 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	12 (+1)	12 (+1)	16 (+3)

Proficiency +5; **Maneuver DC** 18
Saving Throws Con +10, Wis +6
Skills Athletics +10, History +6, Perception +6 (+1d4)
Condition Immunities frightened
Senses passive Perception 18
Languages any two

Magic Resistance. The knight captain has advantage on saving throws against spells and magical effects.

Superior Heavy Armor Master. While wearing heavy armor, the knight captain reduces bludgeoning, piercing, or slashing damage they take from nonmagical weapons by 5.

ACTIONS

Multiattack. The knight captain attacks four times.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage.

Composite Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Command the Attack (1/Day). The knight captain issues a command to all nonhostile creatures within 30 feet. Creatures who can see or hear the knight captain can use their reaction to make a single weapon attack with advantage.

Knightly Inspiration (1/Day). The knight captain inspires creatures of their choice within 30 feet that can hear and understand them. For the next minute, inspired creatures gain an expertise die on attack rolls and saving throws. A creature can benefit from only one Knightly Inspiration at a time, and the knight captain cannot target themselves.

Knight Captain Variant: Mountain Dwarf Lord

Mountain dwarf lords rule underground strongholds, venturing out only at the head of an army.

The mountain dwarf lord has the following attacks, which replace Multiattack, Longsword, and Composite Longbow.

Multiattack. The mountain dwarf lord attacks four times with their battleaxe.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

The mountain dwarf lord has the following additional reaction:

Shield Block. When a creature attacks the mountain dwarf lord or a target within 5 feet, the mountain dwarf lord imposes disadvantage on that attack. To do so, the mountain dwarf lord must see the attacker and be wielding a shield.

Mages

Mage Encounters

CR 0–2 1 or 2 apprentice mages; apprentice mage with acolyte, grimalkin, owl, or quasit

Treasure 8 pp, spellbook, *spell scroll* of *unseen servant*, *+1 wand of the war mage* (sentient, named Mentor, with Intelligence, Wisdom and Charisma scores of 14; speaks 6 languages; lectures its owner on the right way to do everything)

CR 5–10 mage; mage with 1 or 2 apprentice mages; mage with animated armor, elemental, gargoyle, grimalkin, or imp; forest gnome illusionist with faerie dragon or scout; necromancer with 1d8 skeletons or zombies; shadow elf mage with 1d10 shadow elf warriors; shadow elf mage with shadow elf champion warrior

Treasure jade and onyx chessboard (250 gp), tiny gold chess pieces (750 gp), spellbook, *spell scroll* of *magic mouth*, *winged boots*, twisted iron wand which acts as a *ring of spell storing*

CR 11–16 archmage; 2 mages; archmage with elemental; mage with clay guardian, bone devil, giant elemental, invisible render, or shield guardian; necromancer with skeletal horde, zombie horde, skeletal tyrannosaurus rex, or 2 skeletal veterans

Treasure 700 gp, ceremonial gold skullcap (2,500 gp), spellbook, *spell scrolls* of *fire shield* and *secret chest*, *ring of mind shielding*, cracked *crystal ball* which displays a flickering image of its user near any scrying sensor it creates

CR 17–22 arcane blademaster; 2 archmages; archmage with djinn, giant elemental, mage, shield guardian, or stone guardian

Treasure 3 emeralds (1,000 gp each), pseudodragon egg (5,000 gp), spellbook, *potion of clairvoyance*, *spell scrolls* of *circle of death* and *eyebite*, *ring of free action*, *staff of power*

CR 23–30 arcane blademaster with 3 knights; archmage with 5 or 6 ghasts, hellhounds, knights, mummies, or ogre zombies

Treasure 8,000 gp, vial of powdered diamond (5,000 gp), copper dragon egg (10,000 gp), spellbook, 2 *potions of supreme healing*, *spell scrolls* of *prismatic wall* and *sunburst*, *ring of mind shielding*, *robe of the archmagi* (archmage) *or dwarven plate* (arcane blademaster)

Varied Spellbooks

Besides the spells listed in the mage, archmage, or arcane blademaster's stat block, they may also know one of the following spells:

1. *find familiar*, and has a familiar
2. *magic mouth*, and has cast lots of magic mouths in the area
3. *alter self*, and is in disguise
4. *detect thoughts*, and uses it irresponsibly
5. *animate dead*, and has a pet zombie or skeleton
6. *glyph of warding*, and has cast Explosive Runes
7. *nondetection*, and is on the run
8. *polymorph*, and often transforms into a hawk or rat
9. *scrying*, and has been watching you
10. *animate objects*, and has several animated pieces of furniture

Apprentice Mage

Whether a student attending a wizard college or serving a crotchety master, the apprentice mage knows just enough magic to be (slightly) dangerous. Apprentice mage statistics can also be used to represent an older hedge wizard of limited accomplishments.

APPRENTICE MAGE CHALLENGE 1/2
MEDIUM HUMANOID 100 XP

AC 10
HP 11 (2d8 + 2; bloodied 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	14 (+2)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 10
Skills Arcana +4 (+1d4), History +4
Senses passive Perception 10
Languages any one

Spellcasting. The apprentice mage is a 2nd level spellcaster. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, prestidigitation*

1st-level (3 slots): *detect magic, magic missile, shield*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Fire Bolt (Cantrip; V, S). *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Magic Missile (1st-Level; V, S). Three glowing arrows fly from the mage simultaneously, unerringly hitting up to 3 creatures within 120 feet. Each arrow deals 3 (1d4 + 1) force damage.

REACTIONS

Shield (1st-Level; V, S). When the mage is hit by an attack or targeted by *magic missile*, they gain a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile.* These benefits last until the start of their next turn.

Arcane Blademaster

Years of practicing magic and combat are not enough to make an arcane blademaster. Only those rare individuals with a talent for both spells and swordplay have that potential, and even they must undergo decades of training to master the weaving of combat and magic.

ARCANE BLADEMASTER CHALLENGE 19

MEDIUM HUMANOID 22,000 XP

AC 20 (full plate, medium shield)

HP 256 (27d8 + 135; bloodied 128)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	20 (+5)	14 (+2)	12 (+1)

Proficiency +6; **Maneuver DC** 19

Saving Throws Con +11, Int +11, Wis +8

Skills Arcana +11 (+1d4), Athletics +11 (+1d4)

Senses passive Perception 12

Languages any six

Duelist. When the blademaster is wielding a single melee weapon, their weapon attacks deal an extra 2 damage (included below).

Magic Resistance. The blademaster has advantage on saving throws against spells and magical effects.

Steel Focus. The blademaster has advantage on Constitution saving throws made to maintain concentration on spells.

Spellcasting. The arcane blademaster is a 20th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The arcane blademaster has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, shocking grasp, true strike*

1st-level (4 slots): *burning hands, charm person, magic missile, sleep*

2nd-level (3 slots): *magic weapon, misty step, see invisibility*

3rd-level (3 slots): *dispel magic, fireball, fly, l ightning bolt, tongues*

4th-level (3 slots): *fire shield, stoneskin, wall of fire*

5th-level (3 slots): *cone of cold, conjure elemental, hold monster, telekinesis*

6th-level (2 slots): *globe of invulnerability, sunbeam*

7th-level (2 slots): *teleport, unholy star*

8th-level (1 slot): *power word stun*

9th-level (1 slot): *meteor swarm*

Superior Heavy Armor Master. While wearing heavy armor, the blademaster reduces any bludgeoning, piercing, or slashing damage they take from nonmagical weapons by 5.

ACTIONS

Multiattack. The arcane blademaster attacks four times and casts a cantrip.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Composite Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Shocking Grasp (Cantrip; V, S). *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) lightning damage, and the target can't take reactions until the start of its next turn.

Fire Bolt (Cantrip; V, S). *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

Globe of Invulnerability (6th-Level; V, S, M, Concentration). A glimmering 10-foot-radius sphere appears around the blademaster. It remains for 1 minute and doesn't move with the blademaster. Any 5th-level or lower spell cast from outside the sphere can't affect anything inside the sphere, even if cast with a higher level spell slot. Targeting something inside the sphere or including the sphere's space in an area has no effect on anything inside.

Teleport (7th-Level; V). The blademaster teleports to a location they are familiar with on the same plane of existence.

Unholy Star (7th-Level; V, S). A meteor explodes at a point the blademaster can see 100 feet directly above them. Each creature within 120 feet that can see the meteor (other than the blademaster) makes a DC 19 Dexterity saving throw. On a failure, it is blinded until the end of the blademaster's next turn. Four fiery chunks of the meteor then plummet to the ground at different points chosen by the blademaster that are within range, to explode in 5-foot-radius areas. Each creature in an area makes a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) necrotic damage on a failed save or half damage on a successful one. A creature in more than one area is affected only once. Flammable unattended objects catch fire.

Power Word Stun (8th-Level; V). The blademaster utters a powerful word that stuns one creature that has 150 hit points or less and is within 60 feet (if it has more hit points, it is instead rattled until the end of its next turn). The creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Meteor Swarm (9th-Level; V, S). Scorching 40-foot-radius spheres of flame strike the ground at 4 different points chosen by the blademaster within 1 mile. The effects of a sphere reach around corners. Creatures and objects in the area make a DC 19 Dexterity saving throw, taking 49 (14d6) fire damage and 49 (14d6) bludgeoning damage on a failure or half damage on a success. A creature in more than one area is affected only once. Flammable unattended objects catch fire.

BONUS ACTIONS

Improved War Magic. When the blademaster uses an action to cast a spell, they can make one weapon attack.

Misty Step (2nd-Level; V). The blademaster teleports to an unoccupied space they can see within 30 feet. The blademaster can't cast this spell and a 1st-level or higher spell on the same turn.

Archmage

As rare as mages are, far fewer still go on to become archmages, gaining a mastery over magic that approaches the very heights of mortal power. These powerful spellcasters enact ancient rituals and conduct potentially disastrous experiments in their endless pursuit of arcane excellence.

ARCHMAGE

CHALLENGE 11
7,200 XP

MEDIUM HUMANOID

AC 12 (15 with mage armor)
HP 117 (18d8 + 36; bloodied 58)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	20 (+5)	16 (+3)	14 (+2)

Proficiency +4; **Maneuver DC** 14
Saving Throws Int +9, Wis +7
Skills Arcana +9 (+1d8), Insight +7, History +9, Perception +7
Damage Immunities psychic (with mind blank)
Condition Immunities charmed (with mind blank)
Senses passive Perception 17
Languages any four

Foresight. When the *foresight* spell is active, the archmage can't be surprised and has advantage on ability checks, attack rolls, and saving throws. In addition, other creatures have disadvantage on attack rolls against the archmage.

Mind Blank. When the *mind blank* spell is active, the archmage is immune to psychic damage, any effect that would read their emotions or thoughts, divination spells, and the charmed condition.

Spellcasting. The archmage is an 18th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *shield* at level 1 and *alter self* at level 2 without expending a spell slot. They have the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt, light, mage hand, message, prestidigitation*
- **1st-level (4 slots):** *detect magic, identify, mage armor, shield*
- **2nd-level (4 slots):** *alter self, detect thoughts, suggestion*
- **3rd-level (3 slots):** *counterspell, lightning bolt, sending*
- **4th-level (3 slots):** *confusion, hallucinatory terrain, locate creature*
- **5th-level (3 slots):** *cone of cold, mislead, scrying*
- **6th-level (1 slot):** *globe of invulnerability, true seeing*
- **7th-level (1 slot):** *teleport*
- **8th-level (1 slot):** *mind blank*
- **9th-level (1 slot):** *foresight*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fire Bolt (Cantrip; V, S). *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

Lightning Bolt (3rd-Level; V, S, M). A bolt of lightning 5 feet wide and 100 feet long arcs from the archmage. Each creature in the area makes a DC 17 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Confusion (4th-Level; V, S, M, Concentration). Each creature within 10 feet of a point the archmage can see within 120 feet makes a DC 17 Wisdom saving throw, becoming rattled until the end of its next turn on a success. On a failure, a creature is confused for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cone of Cold (5th-Level; V, S, M). Frost blasts from the archmage in a 60-foot cone. Each creature in the area makes a DC 17 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

Mislead (5th-Level; S, Concentration). The archmage becomes invisible for 1 hour. At the same time, an illusory copy of the archmage appears in their space. The archmage can use an action to move the copy up to 60 feet and have it speak or gesture. The copy is revealed as an illusion with any physical interaction, as solid objects and creatures pass through it. The archmage can use a bonus action to switch between their copy's senses or their own; while using their copy's senses, the archmage's body is blind and deaf. The invisibility, but not the duplicate, ends if the archmage casts another spell.

Globe of Invulnerability (6th-Level; V, S, M, Concentration). A glimmering, 10-foot-radius sphere appears around the archmage. It remains for 1 minute and doesn't move with the archmage. Any 5th-level or lower spell cast from outside the sphere can't affect anything inside the sphere, even if cast with a higher level spell slot. Targeting something inside the sphere or including the sphere's space in an area has no effect on anything inside.

Teleport (7th-Level; V). The archmage teleports to a location they are familiar with on the same plane of existence.

REACTIONS

Counterspell (3rd-Level; S). When a creature the archmage can see within 60 feet casts a spell, the archmage attempts to interrupt it. If the creature is casting a 2nd-level spell or lower, the spell fails. If the creature is casting a 3rd-level or higher spell, the archmage makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails, and the spellcasting creature can use its reaction to try to cast a second spell with the same casting time so long as it uses a spell slot level equal to or less than half the original spell slot. If the archmage casts *counterspell* with a higher spell slot, the interrupted spell fails if its level is less than that of *counterspell*.

Shield (1st-Level; V, S). When the archmage is hit by an attack or targeted by *magic missile*, they gain a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile.* These benefits last until the start of their next turn.



Mage

Mages are as varied as the forces of magic they wield. Some study in colleges or isolated towers, while others rule kingdoms or advise monarchs. Still others use their powers to slay their enemies or unearth forbidden secrets.

MAGE

CHALLENGE 6
2,300 XP

MEDIUM HUMANOID

AC 12 (15 with mage armor)
HP 67 (9d8 + 27; bloodied 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	16 (+3)	12 (+1)	10 (+0)

Proficiency +3; **Maneuver DC** 13
Saving Throws Int +6, Wis +4
Skills Arcana +6 (+1d4), History +6, Investigation +6, Perception +4
Senses passive Perception 14
Languages any three

Spellcasting. The mage is a 9th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They have the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt, light, mage hand, prestidigitation*
- **1st-level (4 slots):** *detect magic, identify, mage armor, shield*
- **2nd-level (3 slots):** *alter self, misty step*
- **3rd-level (3 slots):** *clairvoyance, counterspell, fireball*
- **4th-level (3 slots):** *dimension door, greater invisibility*
- **5th-level (1 slot):** *cone of cold*

ACTIONS

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.

Fire Bolt (Cantrip; V, S). *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Fireball (3rd-Level; V, S, M). Fire streaks from the mage to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Dimension Door (4th-Level; V). The mage teleports to a location within 500 feet. They can bring along one willing Medium or smaller creature within 5 feet. If a creature would teleport to an occupied space, it takes 14 (4d6) force damage, and the spell fails.

Greater Invisibility (4th-Level; V, S, Concentration). The mage or a creature they touch is invisible for 1 minute.

Cone of Cold (5th-Level; V, S, M). Frost blasts from the mage in a 60-foot cone. Each creature in the area makes a DC 17 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

BONUS ACTIONS

Misty Step (2nd-Level; V). The mage teleports to an unoccupied space they can see within 30 feet. The mage can't cast this spell and a 1st-level or higher spell on the same turn.

REACTIONS

Counterspell (3rd-Level; S). When a creature the mage can see within 60 feet casts a spell, the mage attempts to interrupt it. If the creature is casting a 2nd-level spell or lower, the spell fails. If the creature is casting a 3rd-level or higher spell, the mage makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails, and the spellcasting creature can use its reaction to try to cast a second spell with the same casting time so long as it uses a spell slot level equal to or less than half the original spell slot. If the mage casts *counterspell* with a higher spell slot, the interrupted spell fails if its level is less than that of *counterspell*.

Shield (1st-Level; V, S). When the mage is hit by an attack or targeted by *magic missile*, they gain a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile.* These benefits last until the start of their next turn.

Mage Variant: Forest Gnome Illusionist

Mages who study the subtle illusion magic of the forest gnomes are exceedingly difficult to pin down or even to find.

The illusionist can communicate with Small and Tiny beasts, and can innately cast *blur*, *disguise self*, and *major image* once each per long rest with no material components.

Instead of preparing *clairvoyance*, the illusionist prepares *hypnotic pattern*.

Hypnotic Pattern (3rd-Level; S, M, Concentration). A swirling pattern of light appears at a point within 120 feet. Each creature within 10 feet of the pattern that can see it makes a DC 17 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. While charmed, the creature is incapacitated and its Speed is 0. The effect ends on a creature if it takes damage or if another creature uses an action to shake it out of its daze.

Mage Variant: Necromancer

The practice of animating the dead is at best distasteful and often forbidden outright. Mages drawn to necromancy usually live in isolated places near catacombs, tombs, or ancient battlefields.

Instead of preparing *clairvoyance*, the necromancer prepares *animate dead*. The necromancer can turn the intact corpses of creatures up to CR 5 into skeletons and zombies (applying the skeleton or zombie template to the base creature).

Mage Variant: Shadow Elf Mage

Shadow elf mages study spells that are useful underground. The lightning bolts and poisonous gases they evoke wreak incredible destruction in narrow catacombs and tunnels.

The mage gains darkvision out to a range of 120 feet, and can innately cast *dancing lights* as a cantrip and *faerie fire* and *darkness* once each per long rest with no material components, using Intelligence as their spellcasting ability.

Instead of preparing *fireball*, the mage prepares *lightning bolt*. Instead of *cone of cold*, the mage prepares *cloudkill*.

Lightning Bolt (3rd-Level; V, S, M). A bolt of lightning 5 feet wide and 100 feet long arcs from the mage. Each creature in the area makes a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Cloudkill (5th-Level; V, S, Concentration). A 20-foot-radius sphere of poisonous, sickly green fog appears centered on a point within 120 feet. It lasts for 10 minutes. It spreads around corners, heavily obscures the area, and can be dispersed by a strong wind, ending the spell early. Until the spell ends, when a creature starts its turn in the area or enters it for the first time on a turn, it makes a DC 17 Constitution saving throw, taking 22 (5d8) poison damage on a failure or half damage on a success. The fog moves away from the mage 10 feet at the start of each of its turns, sinking to the level of the ground in that space.

Minstrel

Minstrels are musicians who weave magic into their performances. Minstrels make themselves welcome wherever they go with a mix of entertainment, storytelling, and when necessary, magical charm.

Minstrel Encounters

CR 0–2 minstrel; orc wildling minstrel
Treasure 30 gp, 50 sp, silver earrings (25 gp), rare songbook (50 gp), *dust of disappearance*

CR 3–4 minstrel with 1d4 nobles or commoners; minstrel or orc wildling minstrel with druid, faerie dragon, pixie, or satyr
Treasure 80 gp, masterwork lute (250 gp), *pipes of the sewers*



MINSTREL

CHALLENGE 2
450 XP

MEDIUM HUMANOID

AC 15 (leather)

HP 32 (5d8 + 10; bloodied 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Proficiency +2; **Maneuver DC** 13

Saving Throws Dex +5, Cha +5

Skills Deception +5, Performance +5 (+1d4), Persuasion +5

Senses passive Perception 11

Languages any three

Spellcasting. The minstrel is a 5th level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following bard spells prepared:

- **Cantrips (at will):** *light, mage hand, minor illusion, vicious mockery*
- **1st-level (4 slots):** *charm person, disguise self, healing word*
- **2nd-level (3 slots):** *enthrall, invisibility, shatter*
- **3rd-level (2 slots):** *hypnotic pattern, major image*

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Vicious Mockery (Cantrip; V). A creature within 60 feet that can hear the minstrel makes a DC 14 Wisdom saving throw. On a failure, it takes 7 (2d6) psychic damage and has disadvantage on the first attack roll it makes before the end of its next turn.

Invisibility (2nd-Level; V, S, M, Concentration). The minstrel or a creature they touch is invisible for 1 hour. The spell ends if the invisible creature attacks or casts a spell.

Shatter (2nd-Level; V, S, M). An ear-splitting ringing sound fills a 10-foot-radius sphere emanating from a point the minstrel can see within 60 feet. Creatures in the area make a DC 14 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save or half damage on a success. A creature made of stone, metal, or other inorganic material has disadvantage on its saving throw. Unattended objects in the area also take the damage.

Hypnotic Pattern (3rd-Level; S, M, Concentration). A swirling pattern of light appears at a point within 120 feet. Each creature within 10 feet of the pattern that can see it makes a DC 14 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. While charmed, the creature is incapacitated and its Speed is 0. The effect ends on a creature if it takes damage or if another creature uses an action to shake it out of its daze.

BONUS ACTIONS

Martial Encouragement. Until the beginning of the minstrel's next turn, one creature within 30 feet that can hear the minstrel deals an extra 3 (1d6) damage whenever it deals weapon damage.

Healing Word (1st-Level; V). The minstrel or a living creature within 60 feet regains 5 (1d4 + 3) hit points. The minstrel can't cast this spell and a 1st-level or higher spell on the same turn.

Minstrel Variant: Orcish Wildling Minstrel

Many orc tribes use song to preserve a communal memory of history, geography, and the rhythms of nature. Minstrels are the keepers of the tribes' wisdom and identity.

The orcish wildling minstrel is proficient in History (+3), Nature (+3), and Survival (+3) and has an expertise die (+1d4) in each. Once every 30 days, they can innately cast *legend lore* with no material component.

Noble

Nobles were raised to wealth, education, and privilege, and they wield their power effortlessly. A noble is trained in swordsmanship, but their greatest defense is their entourage of armed protectors.

In non-feudal societies, the noble stat block can represent the families of wealthy merchants, elected politicians, and high-ranking officials. Nobles are primarily noncombatants: the knight or veteran stat block better represents an aristocrat with extensive military experience.

Noble Encounters

CR 0–2 noble with soldier, thug, animated armor, or 1d6 guards; high elf noble with 2 elf scouts
Treasure 35 gp, silver hatpin (25 gp), signet ring (50 gp), gold bracelet (75 gp)

CR 3–4 1 or 2 nobles or high elf nobles with doppelganger, knight, veteran, or 3 soldiers
Treasure 10 pp, 20 gp, gold-hilted rapier (250 gp), silver and moonstone necklace (75 gp), deed to property, *potion of healing*



CR 5–10 1d4 nobles with knight, pugilist, or veteran and 1d6 soldiers; 1d4 nobles with assassin, gladiator, pugilist, or mage; 1d4 nobles with 2d6 guards and 2d6 commoners, all mounted on riding horses

Treasure 200 gp, 3 spinel gemstones (100 gp each), silver jewelry box (250 gp), pearl earrings (250 gp), fine clothing (300 gp), 3 gold rings (75 gp each), pair of platinum dice (75 gp), silver snuff box (75 gp) containing *dust of sneezing and choking*

NOBLE

CHALLENGE 1/4
50 XP

MEDIUM HUMANOID

AC 15 (breastplate)

HP 13 (3d8; bloodied 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 11

Skills Deception +4 (+1d4), History +2, Insight +3 (+1d4), Intimidation +4, Performance +4, Persuasion +4

Senses passive Perception 11

Languages any two

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. If the noble is wielding a melee weapon and can see their attacker, they add 2 to their AC against one melee attack that would hit them.

Noble Variant: High Elf Noble

High elf nobles pride themselves on the cultural accomplishments of their waning or extinct empires. Highly educated, many high elf nobles see themselves as peacemakers, leaders, or preservers of ancient traditions.

The high elf noble gains an expertise die (+1d4) on History and Persuasion checks. Additionally, the high elf noble can cast the *ray of frost* cantrip, using Charisma as their spellcasting ability (+4 to hit with spell attacks).

Ray of Frost (Cantrip; V, S). *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature. *Hit:* 4 (1d8) cold damage, and the target's Speed is reduced by 10 feet until the start of the noble's next turn.

Priests

Priest Encounters

CR 0–2 1d4 acolytes; priest; warhordling orc eye; trickster priest; acolyte with 1d4 commoners

Treasure 10 gp, silver ring etched with holy symbol (25 gp), 3 *potions of healing*

CR 3–4 2 priests; priest with 1d4 acolytes; priest with 1d8 commoners or 1d4 guards; warhordling orc eye with 1d4 warhordling orc warriors; trickster priest with cutthroat or 1d6 bandits

Treasure 50 gp, fine vestments (100 gp), 3 prayer books (25 gp each), *staff of the python*

CR 5–10 high priest with 1d8 acolytes, 1d6 cultists, or 2 priests; high priest with bearded devil, elemental, knight, or walking statue; priest with 2 knights or 1d8 soldiers; shadow elf high priest with 1d8 shadow elf warriors

Treasure 200 gp, garnet-topped staff (150 gp), 3 rare holy books (200 gp each), 2 *potions of superior healing*, *pearl of power*

CR 11–16 archpriest; high priest with holy knight and 4 soldiers; high priest with bone devil, clay guardian, deva, or forgotten god; shadow elf high priest with shadow elf champion warrior and 1d20 shadow elf warriors

Treasure gold-plated treasure box (200 gp) containing 1,000 gp and 4 tourmaline gemstones (100 gp each), gold holy symbol (250 gp), 2 *spell scrolls* of *greater restoration*, *ring of protection*

CR 17–22 archpriest with couatl, elemental, or holy knight; archpriest with 2 knights or priests; shadow elf high priest with shadow elf mage and 1 or 2 shadow elf champion warriors

Treasure 500 pp, only existing copy of a holy book (5,000 gp), *spell scrolls* of *create undead* or *conjure celestial*, *candle of invocation*, *staff of healing*



CR 23–30 archpriest with holy knight and 3 knights; archpriest with high priest and 3 priests; archpriest with clay guardian, deva, or guardian naga

Treasure 2,000 gp, gold chalice (2,500 gp), gold-and-diamond holy symbol (7,500 gp), gem prayer beads (10,000 gp), holy relic (10,000 gp), 2 *potions of supreme healing*, *Ioun stone of insight*, *ring of spell turning*

Acolyte

An acolyte is a priest in training or an assistant to a more senior member of the clergy. While acolytes may be found acting as servants or messengers in major temples, an acolyte may also be the only representative of their faith serving a village or roadside shrine.

ACOLYTE

CHALLENGE 1/4
MEDIUM HUMANOID
50 XP

AC 10

HP 11 (2d8 + 2; bloodied 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 10

Skills Medicine +4, Religion +2 (+1d4)

Senses passive Perception 12

Languages any one

Spellcasting. The acolyte is a 2nd level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st-level (3 slots): bless, cure wounds, sanctuary

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Sacred Flame (Cantrip; V, S). One creature the acolyte can see within 60 feet makes a DC 12 Dexterity saving throw, taking 4 (1d8) radiant damage on a failure. This spell ignores cover.

Bless (1st-Level; V, S, M, Concentration). Up to three creatures within 30 feet add a d4 to attack rolls and saving throws for 1 minute.

Cure Wounds (1st-Level; V, S). The acolyte touches a willing living creature, restoring 6 (1d8 + 2) hit points to it.

Archpriest

Archpriests head religious orders and often serve on a monarch's council. Sometimes an archpriest is the highest-ranking leader in the land, and they are often considered the direct mouthpieces of their gods by those who worship.

ARCHPRIEST

CHALLENGE 16
MEDIUM HUMANOID
15,000 XP

AC 20 (full plate, heavy shield)
HP 150 (20d8 + 60; bloodied 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	14 (+2)	20 (+5)	16 (+3)

Proficiency +5; **Maneuver DC** 17
Saving Throws Int +7, Wis +10, Cha +8
Skills Insight +10 (+1d4), Medicine +10, Persuasion +8, Religion +10 (+1d8)
Damage Resistances radiant
Senses passive Perception 15
Languages any three

Anointed Healing. Whenever the archpriest casts a spell that restores hit points, that spell restores an extra 11 (2d10) hit points.

Magic Resistance. The archpriest has advantage on saving throws against spells and magical effects.

Spellcasting. The archpriest is a 20th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The archpriest has the following cleric spells prepared.

- **Cantrips (at will):** *light, mending, sacred flame, spare the dying, thaumaturgy*
- **1st-level (4 slots):** *bane, bless, cure wounds, inflict wounds*
- **2nd-level (3 slots):** *hold person, lesser restoration, spiritual weapon*
- **3rd-level (3 slots):** *bestow curse, dispel magic, revivify*
- **4th-level (3 slots):** *banishment, guardian of faith, stone shape*
- **5th-level (3 slots):** *contagion, flame strike, greater restoration, mass cure wounds*
- **6th-level (2 slots):** *blade barrier, planar ally, true seeing*
- **7th-level (2 slots):** *conjure celestial, divine word, fire storm*
- **8th-level (1 slot):** *antimagic field*
- **9th-level (1 slot):** *mass heal*

ACTIONS

Multiattack. The archpriest attacks twice.

Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 10 (3d6) radiant damage.

Flame Strike (5th-Level; V, S, M). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 18 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

Fire Storm (7th-Level; V, S). Flames roar from areas within 120 feet in a contiguous group of ten 10-foot cubes in an arrangement the archpriest chooses. Creatures in the area make a DC 18 Dexterity saving throw, taking 38 (7d10) fire damage on a failure or half damage on a success. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Holy Aura (8th-Level; V, S, M, Concentration). Holy radiance emanates from the archpriest and fills a 30-foot radius around them, targeting creatures in the area of the archpriest's choice. Targets shed dim light in a 5-foot radius and have advantage on saving throws. Attacks made against a target have disadvantage. When a fiend or undead hits a target, the aura erupts into blinding light, forcing the attacker to succeed on a DC 18 Constitution saving throw or be blinded until the spell ends (up to 1 minute).

Mass Heal (9th-Level; V, S). Healing energy erupts from the archpriest and restores up to 700 hit points amongst any number of creatures within 60 feet that are not constructs or undead. Creatures healed in this way are also cured of any diseases, and any effect causing them to be blinded or deafened. In addition, on subsequent turns within the next minute the archpriest can use a bonus action to distribute any unused hit points.

BONUS ACTIONS

Divine Word (7th-Level; V). The archpriest utters a primordial imprecation that targets other creatures within 30 feet. A target suffers an effect based on its current hit points.

- Fewer than 50 hit points: deafened for 1 minute.
- Fewer than 40 hit points: blinded and deafened for 10 minutes.
- Fewer than 30 hit points: stunned, blinded, and deafened for 1 hour.
- Fewer than 20 hit points: instantly killed outright.

Additionally, any celestial, elemental, fey, or fiend affected by this spell is immediately forced back to its home plane, and for 24 hours it is unable to return to the archpriest's current plane by any means less powerful than a *wish* spell. Such a creature does not suffer this effect if it is already on its plane of origin. The archpriest can't cast this spell and a 1st-level or higher spell on the same turn.

Priest

Priests are ordained followers of a deity whose faith grants them spellcasting abilities. In a small community lucky enough to have one, a priest is the primary spiritual leader, healer, and defender against supernatural evil. In a city, a priest might lead prayers at a temple, sometimes under the guidance of a high priest.

PRIEST

CHALLENGE 2
MEDIUM HUMANOID
450 XP

AC 14 (scale)
HP 32 (5d8 + 10; bloodied 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Proficiency +2; **Maneuver DC** 11
Saving Throws Wis +5, Cha +3
Skills Medicine +5, Insight +5, Persuasion +3, Religion +3 (+1d4)
Senses passive Perception 13
Languages any two

Spellcasting. The priest is a 5th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st-level (4 slots): *ceremony*, *detect evil and good*, *guiding bolt*, *healing word*
2nd-level (3 slots): *lesser restoration*, *zone of truth*
3rd-level (2 slots): *dispel magic*, *spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. On a hit, the priest can expend a spell slot to deal 7 (2d6) radiant damage, plus an extra 3 (1d6) radiant damage for each level of the spell slot expended above 1st.

Sacred Flame (Cantrip; V, S). One creature the priest can see within 60 feet makes a DC 13 Dexterity saving throw, taking 9 (2d8) radiant damage on a failure. This spell ignores cover.

Guiding Bolt (1st-Level; V, S). *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 14 (4d6) radiant damage, and the next attack roll made against the target before the end of the priest's next turn has advantage.

Dispel Magic (3rd-Level; V, S). The priest scours the magic from one creature, object, or magical effect within 120 feet that they can see. A spell ends if it was cast with a 3rd-level or lower spell slot. For spells using a 4th-level or higher spell slot, the priest makes a Wisdom ability check (DC 10 + the spell's level) for each one, ending the effect on a success.

Spirit Guardians (3rd-Level; V, S, M, Concentration). Spectral forms surround the priest in a 10-foot radius for 10 minutes. The priest can choose creatures they can see to be unaffected by the spell. Other creatures treat the area as difficult terrain, and when a creature enters the area for the first time on a turn or starts its turn there, it makes a DC 13 Wisdom saving throw, taking 10 (3d6) radiant or necrotic damage (priest's choice) on a failure or half damage on a success.

BONUS ACTIONS

Healing Word (1st-Level; V). The priest or a living creature within 60 feet regains 5 (1d4 + 3) hit points. The priest can't cast this spell and a 1st-level or higher spell on the same turn.

Priest Variant: Trickster Priest

Priests devoted to trickster gods cast spells of deception that make them more akin to rogues than other priests.

The priest wears leather armor (AC 12), and is proficient in Deception (+3) and Stealth (+2). The priest has the following trait:

Trickster Priest Spellcasting. Instead of preparing *light*, *guiding bolt*, *zone of truth*, and *dispel magic*, the priest prepares *minor illusion*, *disguise self*, *invisibility*, and *major image*, all of which are cleric spells for them.

The priest has the following additional action:

Invisibility (2nd-Level; V, S, M, Concentration). The priest or a creature they touch is invisible for 1 hour. The spell ends if the invisible creature attacks or casts a spell.

Priest Variant: Warhordling Orc Eye

The priests of orcish war hordes act as counselors and magical scouts. Some even put out their own eyes, trusting in their magical senses and intuition to lead the horde.

The eye gains blindsight out to a range of 10 feet. They gain the following traits:

Aggressive Charge. The eye moves up to their Speed towards an enemy they can see or hear.

Warhordling Orc Eye Spellcasting. Instead of preparing *light*, *healing word*, and *zone of truth*, the eye prepares *guidance*, *bless*, and *arcane eye*. *Arcane eye* is a cleric spell for them, and they have advantage on attack rolls made against targets they can see with *arcane eye*.

High Priest

High priests lead major temples and shrines. Their ability to command angelic forces and return the dead to life make them important political players, whether they seek that role or not. Good high priests protect communities or battle fiends, while evil high priests seek empire or secretly command legions of cultists.

HIGH PRIEST

CHALLENGE 6
MEDIUM HUMANOID
2,300 XP

AC 18 (full plate)
HP 82 (11d8 + 33; bloodied 41)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	12 (+1)	18 (+4)	16 (+3)

Proficiency +3; **Maneuver DC** 13
Saving Throws Int +4, Wis +7, Cha +6
Skills Medicine +7, Insight +7, Persuasion +6, Religion +4 (+1d8)
Senses passive Perception 14
Languages any three

Spellcasting. The priest is an 11th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). They have the following cleric spells prepared:

- **Cantrips (at will):** *light*, *sacred flame*, *thaumaturgy*
- **1st-level (4 slots):** *ceremony*, *detect evil and good*, *healing word*
- **2nd-level (3 slots):** *augury*, *hold person*, *zone of truth*
- **3rd-level (3 slots):** *daylight*, *remove curse*
- **4th-level (3 slots):** *divination*, *guardian of faith*, *revivify*
- **5th-level (2 slots):** *flame strike*, *greater restoration*, *raise dead*
- **6th-level (1 slots)**: *heal*

ACTIONS

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. On a hit, the priest can expend a spell slot to deal 7 (2d6) radiant damage, plus an extra 3 (1d6) radiant damage for each level of the spell slot expended above 1st.

Sacred Flame (Cantrip; V, S). One creature the priest can see within 60 feet makes a DC 15 Dexterity saving throw, taking 13 (3d8) radiant damage on a failure. This spell ignores cover.

Hold Person (2nd-Level; V, S, M, Concentration). One humanoid the priest can see within 60 feet makes a DC 15 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Guardian of Faith (4th-Level; V). A Large, indistinct spectral guardian appears in an unoccupied space within 30 feet and remains for 8 hours. Creatures of the priest's choice that move to a space within 10 feet of the guardian for the first time on a turn make a DC 15 Dexterity saving throw, taking 20 radiant or necrotic damage (high priest's choice) on a failed save or half damage on a success. The spell ends when the guardian has dealt 60 total damage.

Flame Strike (5th-Level; V, S, M). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

BONUS ACTIONS

Healing Word (1st-Level; V). The priest or a living creature within 60 feet regains 6 (1d4 + 4) hit points. The priest can't cast this spell and a 1st-level or higher spell on the same turn.

High Priest Variant: Shadow Elf High Priest

In vast catacombs beneath the earth, some shadow elf societies live in perpetual darkness. Ignoring and ignored by the upper world, they revere demons or dark gods.

The high priest gains darkvision out to a range of 120 feet and can innately cast *dancing lights* as a cantrip and *darkness* and *faerie fire* once each per long rest with no material components, using Wisdom as their spellcasting ability. The high priest's Spellcasting trait is replaced with the following:

Spellcasting. The priest is an 11th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). They have the following cleric spells prepared:

- **Cantrips (at will):** *guidance*, *spare the dying*, *thaumaturgy*
- **1st-level (4 slots):** *animal friendship*, *ceremony*, *detect poison and disease*
- **2nd-level (3 slots):** *augury*, *lesser restoration*, *web*
- **3rd-level (3 slots):** *bestow curse*, *remove curse*
- **4th-level (3 slots):** *divination*, *freedom of movement*, *guardian of faith*
- **5th-level (2 slots):** *greater restoration*, *insect plague*, *raise dead*
- **6th-level (1 slots):** *word of recall*

The priest has the following additional actions:

Web (2nd-Level; V, S, M, Concentration). Thick, sticky webs fill a 20-foot cube within 60 feet, lightly obscuring it and making it difficult terrain. The webs must either be anchored between two solid masses (such as walls) or layered 5 feet deep over a flat surface. Each creature that starts its turn in the webs or that enters them during its turn makes a DC 15 Dexterity saving throw. On a failure, it is restrained. A creature can escape by making a DC 15 Strength check. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 5 (2d4) fire damage to any creature that starts its turn in the fire. The webs remain for 1 hour.

Insect Plague (5th-Level; V, S, M, Concentration). A 20-foot-radius sphere of biting and stinging insects appears centered on a point the priest can see within 300 feet and remains for 10 minutes. The cloud spreads around corners, and the area is lightly obscured and difficult terrain. Each creature in the area when the cloud appears, and each creature that enters it for the first time on a turn or ends its turn there, makes a DC 15 Constitution saving throw, taking 22 (4d10) piercing damage on a failed save or half damage on a success. The priest is immune to this damage.



Scouts

Scouts are hunters, explorers, and wilderness travelers. Some act as guides or lookouts, while others hunt to support themselves or their tribes.

CR 0–2 1 or 2 scouts, deep gnome scouts, forest gnome scouts, or wood elf scouts; scout with blood hawk, mastiff, or wolf

Treasure 10 gp, silvered shortsword (100 gp)

CR 3–4 3 or 4 scouts; 2 scouts mounted on axe beaks, dire wolves, elk, or riding horses; 3 forest gnome scouts mounted on wolves; 3 wood elf scouts mounted on stags (use elk statistics); 4 deep gnome scouts

Treasure 7 obsidian gemstones worth 10 gp each, pair of amber dice (200 gp), detailed local map (100 gp), 3 packets of herbs (act as *potions of healing*)

CR 5–10 strider; strider with 1d6 scouts; strider with cave bear, druid, griffon, or saber-toothed tiger; 2 striders; wood elf sharpshooter with 1d6 wood elf scouts

Treasure silver and amethyst ring etched with a wolf's head (250 gp), detailed maps of several faraway locations (500 gp), *potion of animal friendship*, *boots of the winterlands*

SCOUT

CHALLENGE 1/2
100 XP

MEDIUM HUMANOID

AC 15 (leather)
HP 19 (3d8 + 6; bloodied 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Saving Throws Dex +5
Skills Nature +2, Perception +4 (+1d4), Stealth +5, Survival +4
Senses passive Perception 16
Languages any one

Keen Hearing and Sight. The scout has advantage on Perception checks that rely on hearing or sight.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Scout Variant: Deep Gnome Scout

Far underground, deep gnomes use stealth to survive amidst warlike deep dwarves and imperious shadow elves. Deep gnome scouts hunt and forage, search for gems, and set ambushes for enemies who approach their settlements.

The scout has the following additional traits:

Camouflage. The scout has advantage on Stealth checks made to hide in rocky terrain.

Deep Gnome Resistance. The scout has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Deep Gnome Magic. The deep gnome can innately cast *blindness/deafness* (blindness only), *disguise self*, and *nondetection* once per long rest without using material components, using Intelligence for their spellcasting ability.

The scout's actions are replaced with the following actions:

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Blindness (2nd-Level; V). A creature within 30 feet makes a DC 10 Constitution saving throw. On a failure, the target is blinded for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on a success.

Scout Variant: Forest Gnome Scout

Forest gnome scouts patrol the boundaries of their hidden villages, leading trespassers astray and attacking those they can't distract.

The scout can communicate with Small and Tiny beasts, and can innately cast *blur*, *disguise self*, and *major image* once each per long rest with no material components.

Scout Variant: Wood Elf Scout

Wood elf scouts form the bulk of wood elf raiding parties and armies. When they can, they fight from hiding, sniping with their longbows.

The scout has a Speed and a climb speed of 35.

Strider

The most experienced scouts range over hill and dale, able to survive in the trackless wilderness. Some striders protect settled folks, while others seek to avoid them.

STRIDER

CHALLENGE 5
MEDIUM HUMANOID
1,800 XP

AC 16 (leather)
HP 90 (12d8 + 36; bloodied 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	12 (+1)	18 (+4)	12 (+1)

Proficiency +3; **Maneuver DC** 15
Saving Throws Dex +7, Wis +7
Skills Nature +4 (+1d6), Perception +7 (+1d6), Stealth +7 (+1d4), Survival +7 (+1d6)
Senses passive Perception 20
Languages any two

Keen Hearing and Sight. The strider has advantage on Perception checks that rely on hearing or sight.

Trackless Travel. The strider can't be tracked by nonmagical means.

Trained Accuracy. The strider's weapon attacks deal an extra 7 (2d6) damage (included below).

ACTIONS

Multiattack. The strider attacks twice.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

BONUS ACTIONS

Aimed Strike. The strider gains advantage on their next attack made before the end of their turn.

Skirmish Step. The strider moves up to half their Speed without provoking opportunity attacks.

Strider Variant: Wood Elf Sharpshooter

Wood elf sharpshooters pride themselves on winning a battle without ever coming within range of their enemy's weapons.

The sharpshooter has the following additional attacks:

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8+4) piercing damage plus 7 (2d6) damage. This attack ignores half or three-quarters cover, and long range doesn't impose disadvantage on the attack roll.

Soldiers

Soldier Encounters

CR 0–2 1d8 guards; 1d4 guards on camels, ponies, or riding horses; 1 or 2 soldiers; 1d8 stout halfling guards; 1 or 2 deep dwarf or mountain dwarf soldiers

Treasure 800 sp

CR 3–4 guard squad with acolyte, noble, or soldier; 1d4 soldiers; 1 to 3 soldiers on riding horses or other mounts; veteran; veteran with 2 to 4 guards; 1d4 + 4 stout halfling guards mounted on mastiffs; 3 or 4 deep dwarf or mountain dwarf soldiers

Treasure 200 gp, 5 assorted pieces of jewelry (25 gp each), sealed orders

CR 5–10 knight, priest, or veteran with soldier squad or 2 guard squads; veteran with 1d4 + 1 soldiers, all mounted on riding horses or other mounts; 2 or 3 veterans mounted on warhorses; 1d8 deep dwarf or mountain dwarf soldiers with champion warrior

Treasure 1,100 gp, tactical maps of the surroundings (100 gp), 2 *potions of healing*

CR 11–16 2 soldier squads with blackguard, champion warrior, high priest, holy knight, knight, mage, or veteran

Treasure 2,000 gp, *+1 full plate armor*, *rod of rulership*

Guard

Guards patrol city gates or accompany caravans. Most guards are not as well trained or equipped as army soldiers, but their presence can deter bandits and opportunistic monsters.

GUARD

CHALLENGE 1/8

MEDIUM HUMANOID

50 XP

AC 15 (leather brigandine, light shield)

HP 11 (2d8 + 2; bloodied 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Perception +2

Senses passive Perception 12

Languages any one

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage.

Guard Variant: Stout Halfling Guard

Though stout halfling communities rarely muster armies, they are served well by alert sentries who can battle fiercely in a pinch.

The guard is proficient in Insight (+2) and Nature (+2) and has an expertise die (+1d4) in Perception. The guard's passive Perception score is 14.

Guard Squad

Guard squads patrol city streets and accompany caravans along trade routes.

GUARD SQUAD

CHALLENGE 3

LARGE GROUP OF MEDIUM HUMANOIDS

450 XP

AC 15 (brigandine leather, light shield)

HP 55 (10d8 + 10; bloodied 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Perception +2

Senses passive Perception 12

Languages any one

Area Vulnerability. The squad takes double damage from any effect that targets an area.

Squad Dispersal. When the squad is reduced to 0 hit points, it turns into 2 (1d4) guards with 5 hit points each.

Squad. The squad is composed of 5 or more guards. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The squad can move through any opening large enough for one Medium creature without squeezing.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 feet, one target. *Hit:* 17 (5d6) piercing damage, or half damage if the squad is bloodied.

Soldier

Soldiers march against monsters and rival nations. Soldiers are tougher and more organized than city guards.

SOLDIER CHALLENGE 1/2
MEDIUM HUMANOID 100 XP

AC 16 (leather brigandine, medium shield)
HP 19 (3d8 + 6; bloodied 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +4, Con +4
Skills Perception +2, Survival +2
Senses passive Perception 12
Languages any one

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage if within 5 feet of an ally that is not incapacitated.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

BONUS ACTIONS

Tactical Movement. Until the end of the soldier's turn, their Speed is halved and their movement doesn't provoke opportunity attacks.

Soldier Variant: Deep Dwarf Soldier

Deep dwarves march grimly to battle from huge underground cities, fighting and dying in wars that never reach the surface, even in rumor.

The deep dwarf's CR is 1 (200 XP). They have darkvision out to a distance of 120 feet. They have the following additional traits:

Deep Dwarf Resistance. The soldier has advantage on saving throws against illusions and to resist being charmed or paralyzed.

Deep Dwarf Magic. The deep dwarf can innately cast *enlarge/reduce* (self only, enlarge only) and *invisibility* (self only) once per long rest without using material components, using Intelligence for their spellcasting ability.

Instead of a spear attack, the deep dwarf soldier has the following actions:

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage if within 5 feet of an ally that is not incapacitated, plus 2 (1d4) damage when Enlarged.

Enlarge (2nd-Level; V, S, Concentration). The soldier and their equipment grow to Large size for 1 minute. They have advantage on Strength checks and Strength saving throws, and their attacks deal an extra 2 (1d4) damage (included in their War Pick attack).

Invisibility (2nd-Level; V, S, Concentration). The soldier is invisible for 1 hour. The spell ends if the soldier attacks or casts a spell.

Soldier Variant: Mountain Dwarf Soldier

Mountain dwarf soldiers patrol the caverns and tunnels near dwarf settlements. They have AC 16 (breastplate, medium shield) and resistance to fire damage. Instead of a spear attack, they have the following attack:

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 9 (2d6 + 2) slashing damage if within 5 feet of an ally that is not incapacitated.



Soldier Squad

Soldier squads march to war and garrison fortifications.

SOLDIER SQUAD

CHALLENGE 5
LARGE GROUP OF MEDIUM HUMANOIDS 1,800 XP

AC 16 (leather brigandine, medium shield)
HP 97 (15d8 + 30; bloodied 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +3; **Maneuver DC** 12
Skills Perception +3, Survival +3
Senses passive Perception 13
Languages any one

Area Vulnerability. The squad takes double damage from any effect that targets an area.

Squad Dispersal. When the squad is reduced to 0 hit points, it turns into 2 (1d4) soldiers with 9 hit points each.

Squad. The squad is composed of 5 or more soldiers. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The squad can move through any opening large enough for one Medium creature without squeezing.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 31 (6d6 + 10) piercing damage, or half damage if the squad is bloodied.

BONUS ACTIONS

Tactical Movement. Until the end of the squad's turn, their Speed is halved and their movement doesn't provoke opportunity attacks.

Veteran

Hard-bitten and experienced soldiers, veterans are usually found commanding troops. Sometimes a veteran works as a bodyguard or strikes out on their own as an adventurer.

VETERAN

CHALLENGE 3
MEDIUM HUMANOID 700 XP

AC 16 (hauberk)
HP 58 (9d8 + 18; bloodied 29)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +5, Dex +3, Con +4
Skills Athletics +5, Intimidation +2 (+1d4), Perception +2, Survival +2
Senses passive Perception 12
Languages any two

ACTIONS

Multiattack. The veteran makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

BONUS ACTIONS

Tactical Movement. Until the end of the veteran's turn, their Speed is halved and their movement doesn't provoke opportunity attacks.

REACTIONS

Off-Hand Counter. When the veteran is missed by a melee attack by an attacker they can see within 5 feet, the veteran makes a shortsword attack against the attacker.

Thugs

Thugs are tough street brawlers, as deadly with their fists as with weapons. Thieves' guilds and villainous nobles employ thugs to collect money and exert power. Merchants and nobles hire thugs to guard warehouses and shops.

Thug Encounters

CR 0–2 1 or 2 thugs; thug with 1d4 bandits; thug with cutthroat
Treasure 70 gp, 400 sp, gold ring (25 gp)

CR 3–4 3 or 4 thugs; 2 thugs with 1d4 + 4 bandits; 2 thugs with apprentice mage, cult fanatic, or cutthroat; pugilist; hill dwarf wrestler
Treasure 200 gp, 50 ep, 300 sp, glass eye (25 gp), threatening letter, *vicious brass knuckles*

CR 5–10 crime boss with 4 thugs or 4 cutthroats; crime boss with bandit captain, pugilist, or veteran; 2 pugilists; pugilist with 1d6 bandits, guards, or thugs; 2 hill dwarf wrestlers with 1d20 commoners

Treasure 800 gp, 5 rings (75 gp each), incriminating letters, *gauntlets of ogre power*

CR 11–16 crime boss with 3 thugs and assassin, blackguard, gladiator, or mage

Treasure 500 pp, incriminating account book, letter to the crime boss about the characters, *crystal ball*

THUG

CHALLENGE 1
MEDIUM HUMANOID
200 XP

AC 14 (leather)
HP 32 (5d8 + 10; bloodied 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Skills Intimidation +2
Senses passive Perception 10
Languages any one

ACTIONS

Multiattack. The thug attacks twice with their brass knuckles.

Brass Knuckles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If this damage reduces the target to 0 hit points, it is unconscious and stable.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 feet, one target. *Hit:* 7 (1d10 + 2) piercing damage.

Pugilist

Pugilists include skilled boxers, wrestlers, and pit fighters. They sometimes work as bodyguards or gangsters, though they're most often found in the ring, challenging all comers.

PUGILIST

CHALLENGE 4
MEDIUM HUMANOID
1,100 XP

AC 14 (Wisdom)
HP 75 (10d8 + 30; bloodied 37)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 13
Saving Throws Str +5, Dex +4
Skills Athletics +5, Intimidation +2
Senses passive Perception 12
Languages any one

Unarmored Defense. The pugilist's AC equals 10 + their Dexterity modifier + their Wisdom modifier.

ACTIONS

Multiattack. The pugilist attacks three times with their fists.

Fists. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

BONUS ACTIONS

Haymaker (1/Day). The pugilist attacks with their fists. On a hit, the attack deals an extra 7 (2d6) damage.

Head Shot (1/Day). The pugilist attacks with their fists. On a hit, the target makes a DC 13 Constitution saving throw. On a failure, it is stunned until the end of the pugilist's next turn.

REACTIONS

Opportune Jab. If a creature attempts to grapple the pugilist, the pugilist attacks that creature with their fists.

Pugilist Variant: Hill Dwarf Wrestler

The hill dwarven sport of wrestling has grown wildly popular, attracting dwarves and non-dwarves as both participants and spectators.

The wrestler has the following additional actions:

Grab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the pugilist can't grapple a different target.

Pin. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled creature. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the target is restrained until the grapple ends.

Body Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled creature. *Hit:* 20 (5d6 + 3) bludgeoning damage, and the grapple ends.

Crime Boss

A crime boss has risen to the top of a criminal gang or guild. They're tough in a fight but too smart to do their own dirty work unless absolutely necessary.

CRIME BOSS

CHALLENGE 6
200 XP

MEDIUM HUMANOID

AC 15 (chain shirt)

HP 127 (15d8 + 60; bloodied 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	16 (+3)	16 (+3)	16 (+3)

Proficiency +3; **Maneuver DC** 15

Skills Deception +6 (+1d4), Insight +6, Intimidation +6 (+1d6), Perception +6, Persuasion +6, Stealth +5

Senses passive Perception 16

Languages any two

ACTIONS

Multiattack. The boss attacks three times with their shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing 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.

Mark for Death. The boss targets a creature within 30 feet that can see or hear them. For 1 minute or until the boss threatens a different target, the target takes an extra 7 (2d6) damage whenever the boss hits it with a weapon attack.

REACTIONS

Command Bodyguard. When the boss would be hit by an attack, they command an ally within 5 feet to use its reaction to switch places with the boss. The ally is hit by the attack instead of the boss.

Offhand Dagger. When missed by an attack, the boss makes a dagger attack.

Warriors

Warrior Encounters

CR 0–2 1d8 warriors; 1d4 dragonbound, shadow elf, or warhordling orc warriors; berserker; orc urk

Treasure ivory hunting horn (75 gp), *potion of animal friendship*

CR 3–4 1d4 + 4 dragonbound, shadow elf, or warhordling orc warriors; warrior band; 2 berserkers; berserker with 1d6 + 2 warriors; berserker with black bear, dire wolf, or druid; orc urk with 1d6 + 2 warhordling orc warriors



Treasure dragon-tooth necklace (250 gp), *eyes of the eagle*

CR 5–10 3 to 4 berserkers riding axe beaks, camels, elk, or riding horses; berserker with 2 warrior bands and brown bear, druid, or saber-toothed tiger; 3 to 5 orc urks; orc urk with 1d10 + 10 warhordling orc warriors; warhordling orc war chief with 1d10 + 2 warhordling orc warriors; champion warrior; shadow elf champion warrior; duelist; shadow elf champion warrior with 1d10 + 2 shadow elf warriors

Treasure silver drinking ewer (250 gp), gold and spinel gemstone necklace (250 gp), 2 gold rings (75 gp each), 3 amber gemstones (100 gp each), *potion of stone giant strength*, *boots of speed*

CR 11–16 champion warrior with 4 to 6 berserkers; warhordling orc war chief with warhordling orc eye, 2 orc urks, and 1d10 + 2 warhordling orc warriors; 2 shadow elf champion warriors with 1d10 + 5 shadow elf warriors

Treasure 1,400 gp, 5 amethyst gemstones (100 gp each), silver and topaz crown (2,500 gp), 2 *potions of invisibility*, *Horn of Valhalla* (bronze)

Berserker

Berserkers are lightly-armored and heavily-armed shock troops. In battle, they tend to prefer charges and heroic single combats over formations and disciplined marches.

BERSERKER

CHALLENGE 2
MEDIUM HUMANOID
450 XP

AC 13 (Constitution)
HP 45 (6d8 + 18; bloodied 22)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Proficiency +2; **Maneuver DC** 12
Saving Throws Str +4, Dex +2, Con +5
Skills Athletics +4, Intimidation +3, Perception +2, Survival +2
Senses passive Perception 12
Languages any one

Bloodied Frenzy. While the berserker is bloodied, they make all attacks with advantage and all attacks against them are made with advantage.

Unarmored Defense. The berserker's AC equals 10 + their Dexterity modifier + their Constitution modifier.

ACTIONS

Multiattack. The berserker attacks twice.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Berserker Variant: Orc Urk

Warriors who fight on the front lines of an orc war horde gain a special title: "urk", meaning "doomed." Other orc warriors treat urks with the deference due the sacred nature of their rage and sacrifice.

An orc urk has the following additional bonus action:

Aggressive Charge. The urk moves up to their Speed towards an enemy they can see or hear.

Champion Warrior

Champion warriors are the champions and chiefs who lead lightly-armed warriors on skirmishes and raids.

CHAMPION WARRIOR

CHALLENGE 5
MEDIUM HUMANOID
1,800 XP

AC 16 (leather)
HP 90 (12d8 + 36; bloodied 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Proficiency +3; **Maneuver DC** 15
Saving Throws Str +7, Dex +7, Con +6, Wis +4
Skills Athletics +7, Intimidation +5, Perception +4, Stealth +7, Survival +4
Senses passive Perception 14
Languages any one

ACTIONS

Multiattack. The warrior attacks twice.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. If the warrior has moved this turn, this attack is made with advantage.

Champion Warrior Variant: Duelist

In cities and royal courts, nimble and quick-witted warriors challenge one another to duels for fame and honor.

Instead of a greataxe, the duelist has the following attack:

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

The duelist has the following reaction:

Riposte. When the duelist is missed by a melee attack by an attacker they can see within 5 feet, the duelist makes a rapier attack against the attacker with advantage.

Champion Warrior Variant: Warhordling Orc War Chief

The generals and elite fighters of a war horde hew through the front lines of battle with broad-bladed axes. The statistics of a warhordling orc war chief can also be used to represent the leaders of a war horde composed of humans or other heritages.

The war chief has the following additional bonus actions:

Aggressive Charge. The war chief moves up to their Speed towards an enemy they can see or hear.

Whirling Axe. The war chief attacks with their greataxe.

Champion Warrior Variant: Shadow Elf Champion Warrior

In the caverns and tunnels of the underworld, shadow elves conduct raids on rival settlements, using stealth and poison to gain the upper hand.

The champion warrior gains darkvision out to a range of 120 feet, and is proficient in Stealth (+7). They have the following additional trait:

Shadow Elf Spellcasting. The warrior's spellcasting ability is Charisma (spell save DC 13). The warrior can innately cast the following spells, requiring no material components:

At Will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Instead of a greataxe, the warrior has the following actions:

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. As part of this attack, the warrior can poison the blade, causing the attack to deal an extra 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature, it makes a DC 13 Constitution saving throw. On a failure, the target is poisoned for 1 hour. If it fails the saving throw by 5 or more, it falls unconscious until it is no longer poisoned, it takes damage, or a creature takes an action to shake it awake.

Warrior

Warriors are combatants who fight in light armor. They excel in hit-and-run raids as opposed to pitched battles. Often, warriors are not full-time soldiers. Among tribal and nomadic groups, every able-bodied hunter or herder might be expected to fight in defense of the group. In agricultural societies, farmers might band together in warrior militias.

WARRIOR

CHALLENGE 1/8

MEDIUM HUMANOID

25 XP

AC 13 (leather)

HP 11 (2d8 + 2; bloodied 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Athletics +3, Stealth +3, Perception +4, Survival +4

Senses passive Perception 14

Languages any one

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Warrior Variant: Dragonbound Warrior

Dragonbound warriors serve a dragon by choice or compulsion. A dragonbound warrior typically guards their master's lair or patrols the surrounding area. Most dragonbound warriors are dragonborn or kobolds, but anyone can fall sway to a dragon's majesty.

The dragonbound warrior is CR 1/4 (50 XP). They have the following additional traits:

Draconic Resistance. The warrior is resistant to one damage type dealt by their draconic master's breath weapon.

Draconic Smite. The warrior's weapon attacks deal an additional (1d6) damage of one damage type dealt by their draconic master's breath weapon.

Warrior Variant: Shadow Elf Warrior

Shadow elf warriors conduct their raids in silence, using darkness to cloak their movements and illuminating their enemies with magical light.

The shadow elf warrior is CR 1/4 (50 XP). They gain darkvision out to a range of 120 feet). They have the following additional trait:

Shadow Elf Spellcasting. The warrior's spellcasting ability is Wisdom (spell save DC 12). The warrior can innately cast the following spells, requiring no material components:

At Will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Instead of a spear, the warrior has the following actions:

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it makes a DC 13 Constitution saving throw. On a failure, the target is poisoned for 1 hour. If it fails the saving throw by 5 or more, it falls unconscious until it is no longer poisoned, it takes damage, or a creature takes an action to shake it awake.

Warrior Variant: Warhordling Orc Warrior

Warhordling orc warriors form the bulk of orc hordes. When war chiefs whip them into a frenzy, they fearlessly charge any foe.

The warhordling orc warrior is CR 1/4 (50 XP). Instead of a spear, the warrior has the following action:

Greataxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) slashing damage.

They have the following additional bonus action:

Aggressive Charge. The warrior moves up to their Speed towards an enemy they can see or hear.

Warrior Band

Warriors who train together are able to fight as one, attacking and retreating as if they share a mind.

WARRIOR BAND CHALLENGE 3
LARGE GROUP OF MEDIUM HUMANOIDS 700 XP

AC 13 (leather)
HP 55 (10d8 + 10; bloodied 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Proficiency +2; **Maneuver DC** 11
Skills Athletics +3, Stealth +3, Perception +4, Survival +4
Senses passive Perception 14
Languages any one

Area Vulnerability. The band takes double damage from any effect that targets an area.

Band Dispersal. When the band is reduced to 0 hit points, it turns into 2 (1d4) warriors with 5 hit points each.

Band. The band is composed of 5 or more warriors. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The band can move through any opening large enough for one Medium creature without squeezing.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, or half damage when bloodied.

Appendix C: Designing Monsters

Use these guidelines to create an original monster to challenge your characters in combat. You can build a monster ahead of time or on the fly during a game session.

Step 1: The Monster's Story

What does it look like? Is it intelligent? How does it react to strangers? In a movie, what would its attacks look like?

BUILDING THE FIREBIRD

As an example of monster creation, we'll build a firebird: a powerful bird made of flame. It's native to the Elemental Plane of Fire, and it's large enough to ride. It can be as intelligent as the average humanoid (Intelligence 10). It's neither good nor evil, so a Narrator can use it as either an ally or an adversary. In combat it flaps its wings and releases a wave of fire before it.

Step 2: Determine Challenge Rating

To decide what CR will best challenge the adventurers, decide on the difficulty of the matchup and use the encounter-building guidelines in Appendix D: Designing Combat Encounters or use one of these shortcuts:

For a single monster against the entire party: CR = total character level / 3

For one monster per character: CR = average character level / 3, rounding up

BUILDING THE FIREBIRD

The firebird will be Challenge Rating 10, providing a medium combat challenge for three level 10 characters.



Step 3: Customize Capabilities

Grant the monster any languages, senses, skills, saving throw proficiencies, movement forms, and traits that you think it should possess. You can use existing traits and other statistics for inspiration.

Most traits don't require a change to the monster's game statistics. However, if your monster has healing, regeneration, or damage transference abilities, lower its hit points by between 20–30%.

BUILDING THE FIREBIRD

It makes sense for the firebird to have immunity to fire damage and a fly speed of 80 feet, similar to that of a young red dragon which has a similar Challenge Rating. Since the firebird can be a potential mount, we'll give it the nightmare's Fire Resistance trait, which grants fire resistance to its rider. It speaks Ignan, the language of fire elementals. Living as it does in the ever-burning Plane of Fire, it doesn't need darkvision.

Step 4: Customize Combat Statistics

Consult the **Statistics for Monsters by Challenge Rating** table and then modify the listed statistics as described below.

Armor Class

You can raise or lower the monster's Armor Class by one or two points without altering it in any other way. If you change its AC by 3 or more points, you should reduce or raise its hit points or damage per round by 5% per point of AC you varied from the base AC.

BUILDING THE FIREBIRD

The average AC for the firebird's CR is 16. There's no particular story reason why it should be particularly hard or easy to hit, so 16 is fine.

Hit Points

You can raise or lower the monster's hit points by 10% without altering it in any other way. Beyond that, you should reduce or raise its AC by 1, or its damage per round by 5%, for every 5% of hit points you varied from the base hit points.

BUILDING THE FIREBIRD

A fiery creature seems like it should be more delicate and more damaging than, say, an earth creature. We'll lower its hit points by 15%, to around 140 hit points, and raise its average damage by 15%, to 63.

Ability Bonus and Attack Bonus

The Ability Bonus column represents the monster's highest ability modifier, usually the one it uses for its main attacks. You can raise or lower this bonus by 1 or 2 from the suggested value in the table.

A monster's Attack Bonus is usually its best Ability Bonus plus its proficiency bonus.

TABLE: STATISTICS FOR MONSTERS BY CHALLENGE RATING

CR	AC	HP	PROFICIENCY BONUS	ABILITY BONUS	ATTACKS	DAMAGE PER ROUND	EASY DC	HARD DC	XP
0	12	**3**	+2	+0	1	**1**	10	10	10
1/8	12	**9**	+2	+1	1	**3**	11	11	25
1/4	12	**15**	+2	+1	1	**5**	11	11	50
1/2	13	**24**	+2	+2	1	**8**	12	12	100
1	13	**30**	+2	+2	1	**10**	12	12	200
2	13	**45**	+2	+3	2	**15**	13	13	450
3	14	**60**	+2	+3	2	**20**	13	13	700
4	14	**75**	+2	+4	2	**25**	13	14	1,100
5	14	**90**	+3	+4	2	**30**	14	15	1,800
6	15	**105**	+3	+4	2	**35**	14	15	2,300
7	15	**125**	+3	+4	2	**40**	14	15	2,900
8	15	**135**	+3	+4	2	**45**	14	15	3,900
9	16	**150**	+4	+4	2	**50**	15	16	5,000
10	16	**165**	+4	+5	2	**55**	15	17	5,900
11	16	**180**	+4	+5	3	**60**	15	17	7,200
12	17	**195**	+4	+5	3	**65**	15	17	8,400
13	17	**210**	+5	+5	3	**70**	15	18	10,000
14	17	**225**	+5	+6	3	**75**	15	19	11,500
15	18	**240**	+5	+6	3	**80**	15	19	13,000
16	18	**255**	+5	+6	3	**85**	15	19	15,000
17	18	**270**	+6	+6	4	**90**	16	20	18,000
18	19	**285**	+6	+7	4	**95**	16	21	20,000
19	19	**300**	+6	+7	4	**100**	16	21	22,000
20	19	**315**	+6	+7	4	**105**	16	21	25,000
21	20	**330**	+7	+7	4	**110**	17	22	33,000
22	20	**350**	+7	+8	4	**116**	17	23	41,000
23	20	**375**	+7	+8	4	**125**	17	23	50,000
24	21	**400**	+7	+8	4	**133**	17	23	62,000
25	21	**425**	+8	+8	4	**141**	18	24	75,000
26	21	**450**	+8	+9	4	**150**	18	25	90,000
27	22	**475**	+8	+9	4	**158**	18	25	105,000
28	22	**500**	+8	+9	4	**166**	18	25	120,000
29	22	**550**	+9	+9	4	**183**	19	26	135,000
30	23	**600**	+9	+10	4	**200**	19	27	155,000

BUILDING THE FIREBIRD

The firebird probably uses Dexterity for its attacks. If its highest ability bonus is +5 (average for a CR 10 creature), it has a Dexterity of 20. Its other ability scores are equal or lower.

Attacks

Most low-level monsters (CR 1 and lower) make one attack on their turns, while higher-level monsters make more attacks per turn (either as part of a Multiattack or with a combination of bonus actions and reactions). Monsters that occur in greater numbers should have few attacks, while lone monsters can have more of greater complexity.

BUILDING THE FIREBIRD

Most CR 10 monsters make 2 attacks per turn, and so will the firebird: a beak and a talon.

Damage Per Round

The Damage Per Round column represents how much average damage a monster would deal per round if all of its attacks hit and its foes failed their saving throws against it on all of its actions. Divide this total among all the monster's actions, bonus actions, reactions, legendary actions, and damaging traits.

This number can be raised or lowered by 3 or 4 points without changing the monster's CR. For a monster in your home game, it's not always necessary to convert a damage total into a dice expression, but you could.

BUILDING THE FIREBIRD

In previous steps we determined that the firebird deals around 63 damage spread over 2 attacks. We could decide that both its beak and its talon deal 18 (2d12 + 5) piercing damage plus 14 (4d6) fire damage. To make things simpler, we could just make each attack deal 32 piercing and fire damage without rolling any dice.

Conditional Damage

Some attacks deal extra damage in some circumstances: for instance, a creature may deal extra damage to a grappled target, and a successful sting attack may deal additional poison damage only if the target fails a saving throw. As a rough estimate, assume that such attacks deal their extra damage half the time. Thus, each two points of conditional damage only counts for one point of damage against the Damage Per Round budget.

Some attacks deal ongoing damage that might last for any number of turns. Assume that ongoing damage occurs once and then ends.

BUILDING THE FIREBIRD

We decide that the firebird's beak attack deals an extra 7 (2d6) damage to prone creatures. Adding 7 points of conditional damage means that we subtract half that amount from the monster's damage per round—so 3 or 4 points. We can reduce the firebird's beak attack from 18 (2d12 + 5) to 14 (2d8 + 5) piercing damage to balance the extra 7 conditional damage.

Special Attacks

You can vary a monster's attacks by giving them tricks like area effects, limited-use abilities, and attacks that inflict conditions.

Area Attacks

A hellhound's breath, a cleric's *blade barrier*, and a balor's aura are area effects that can affect multiple opponents. If a monster can use an area attack every turn, reduce the damage it deals by about 70% compared to a normal attack.

BUILDING THE FIREBIRD

The firebird can replace its 32-damage beak attack with an area attack: a wing flap which creates a wave of fire. It can use this attack every turn. Each creature within a 15-foot cone needs to make a saving throw or take 22 damage (which is 70% of 32). We'll determine the save DC in a later step.

Limited-Use Abilities

Abilities that can be used once per day or once per short rest, or have a recharge of 6 or 5–6, are limited-use abilities. They typically allow a monster to exceed its damage-per-round budget on one turn, making up for it by dealing less damage on other turns.

For every two points of damage that a limited-use ability exceeds the damage per turn budget, reduce the total damage dealt on other turns by one.

BUILDING THE FIREBIRD

If the firebird's wing flap attack recharges on a 5–6, making it limited use, it can deal extra damage. If we raise the damage from 22 to 32 damage (+10), we should reduce the firebird's damage on other turns by half that (–5). The firebird's talon attack can deal around 27 instead of 32 damage.

Inflicting Conditions

Many monsters have other tricks besides damage: they blind, grapple, knock their opponents prone, or deal other such dirty tricks.

Minor conditions primarily affect movement or ability checks. Grappled, prone, and rattled are minor conditions. Treat a push or pull like a minor condition. When budgeting damage, you don't need to take minor conditions into account.

Moderate conditions often impose disadvantage on the target. Blinded, frightened, poisoned, restrained, and slowed are moderate conditions. Treat a moderate condition as the equivalent of damage equal to the monster's Challenge Rating, or double if it can affect multiple characters.

Severe conditions prevent a creature from taking the actions it wants to take. Charmed, confused, incapacitated, paralyzed, petrified, stunned, and unconscious are severe conditions. Treat a major condition as the equivalent of damage equal to double the monster's Challenge Rating, or triple if it can affect multiple characters.

BUILDING THE FIREBIRD

We'll give the firebird a special attack it can make once per day: a screech that stuns its hearers. That's a severe condition that can affect multiple creatures, so it counts as dealing 30 damage (3 × Challenge Rating 10). The firebird's damage budget for an entire turn is 63, so it can screech and attack with its talon in the same turn. Although the screech is a limited-use attack, it doesn't bring the firebird's damage above its damage per turn budget, so no further adjustments need to be made.

Furthermore, we decide that the firebird's Wing Flap attack can knock creatures prone, synergizing with its beak attack. Prone is a minor condition, counting as 0 damage, and doesn't require damage adjustments.

Difficulty Class

To calculate the DC for a specific monster's ability, add 8 + the monster's proficiency bonus + any one of the monster's ability bonuses.

The **Statistics for Monsters by Challenge Rating** table contains columns for Easy DC and Hard DC. Use the numbers in these two columns to judge whether the DC of your monster's ability is too high or too low to properly challenge opponents, and whether you should consider modifying the monster's ability score. If you're creating a monster on the fly without figuring out all the details, just use the DCs in the table without bothering with the calculations.

The Easy DC column represents a saving throw DC that gives most characters a chance to succeed. Use this DC, or a DC within 1 or 2 points, for effects that inflict severe conditions or that inflict moderate conditions for more than a turn.

The Hard DC column represents a DC that many adventurers are likely to fail. Use this DC, or a DC within 1 or 2 points, if the effect deals damage, a minor condition, or a short-term moderate condition.

BUILDING THE FIREBIRD

The firebird's wing flap deals damage and no conditions. As a guide it can use the Hard DC (17) for a CR 10 creature. If the DC of the wing flap is based on Dexterity, it's 17 (8 + its proficiency bonus of 4 + its Dexterity modifier of 5), which is right on target.

The firebird's stunning screech inflicts a severe condition, so it should use a DC as near to the Easy DC value of 15 as possible. Perhaps the screech is based on a lower ability bonus, such as Constitution. 8 + its proficiency bonus of 4 + a Constitution modifier of 3 equals 15.

BUILDING THE FIREBIRD

Here's the completed example monster:

FIREBIRD CHALLENGE 10
LARGE ELEMENTAL 5,900 XP

AC 16 (natural armor)
HP 144 (17d10 + 51; bloodied 72)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Proficiency +4; **Maneuver DC** 17
Damage Immunities fire
Senses passive Perception 11
Languages Ignan

Fire Resistance. The firebird can grant fire resistance to a rider.

ACTIONS

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 14 (4d6) fire damage. The attack deals an extra 7 (2d6) damage if the target is prone.

BONUS ACTIONS

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 14 (4d6) fire damage.

Wing Flap (Recharge 5–6). Each creature within a 15-foot cone makes a DC 17 Dexterity saving throw, taking 31 (9d6) fire damage and falling prone on a failure or taking half damage on a success.



Stunning Screech (1/Day). Each creature within 30 feet of the firebird that can hear it makes a DC 15 Constitution saving throw. On a failure, a creature is stunned until the end of its next turn.

Appendix D: Designing Combat Encounters

Combat Encounters

There are two main ways to build a combat scene:

Challenge-Based Encounter. The Narrator may set out to prepare a fun, challenging combat encounter and chooses opponents accordingly. A set-piece battle in an important dungeon room or the climactic battle in a story arc are often built to challenge the adventurers.

Story-Based Encounter. Often the story and player actions determine the nature of a conflict. If adventurers antagonize the city watch they may have to fight guards, and if they anger an archmage they may be forced to battle the archmage. There's no guarantee that a fight is winnable: the party must deal with the consequences of their choices.

In either case, the Narrator will want to know whether a fight is likely to be trivial, unwinnable, or somewhere in between. In a challenge-based encounter, the Narrator wants to aim for a middle ground of difficulty. In a story-based encounter, the Narrator may want to signal to the adventurers when they're about to bite off more than they can

chew. It's rarely fun when a crushing defeat or an easy victory is a surprise to everyone (including the Narrator).

To determine the likely challenge posed by a battle, compare its combat encounter difficulty and its maximum monster CR to the party's capabilities.

Combat Encounter Difficulty

Combat encounter difficulty is evaluated by comparing the **encounter CR** (the total CR of all opponents) to the **total party level**. The ratio of these two numbers determines the challenge presented by the matchup.

Allies. If the adventurers have monster or NPC allies, add their CR × 3 to the total party level.

Elites. When calculating the encounter CR, double the CR of elite monsters.

Encounter challenge ratings are flexible and can allow for many different types of battles. For instance, a CR 10 encounter could consist of one CR 10 monster, two CR 5 monsters, one CR 5 leader with five CR 1 minions, and so on.

Here's how adventurers stack up against monsters:

Easy Matchup

- A battle in which the encounter CR approximately equals 1/6th the total party level.
- A fight which isn't in doubt that drains little or no resources from the party.
- An easy battle is an appropriate challenge for a Tier 1 party, which can probably handle three or four such encounters before needing a long rest. Higher-level parties can face many easy battles in a row.

Medium Matchup

- A battle in which the encounter CR approximately equals 1/3rd the total party level.
- A fight which isn't in doubt but may cost the adventurers a few spells or healing resources.
- Between long rests, the party can probably fight at most two such battles per tier (2 medium fights at 1st level, 8 medium fights at 17th level).

For a short, easy-to-remember summary of these rules, judge a potential encounter by asking the following questions:

- **Is the total Challenge Rating of all the monsters close to half the total party level?** If so, the combat encounter will be hard. If the total CR is lower than this, the battle will be easier; as the CR gets higher, the battle gets harder. If the total CR equals or exceeds the total party level, the combat may be impossible to win!
- **Are there any monsters with a CR 50% higher than the average character level?** If so, the battle may be deadlier than anticipated.
- **Are the adventurers level 4 or lower?** Keep battles on the easier side, especially against many foes! For low-level adventurers, a few unlucky die rolls can turn a possible battle into an impossible one.

Hard Matchup

- A battle in which the encounter CR approximately equals 1/2 the total party level.
- A fight in which the adventurers must spend significant resources to triumph. Losing is possible but the odds are on the party's side.
- Between long rests, the party can probably face 1 such battle per tier (1 hard fight at 1st level, 4 hard fights at 17th level).
- For a Tier 1 party, a hard battle can easily prove to be deadly.

Deadly Matchup

- A battle in which the encounter CR approximately equals 2/3 the total party level.
- A fight in which winning and losing are both possible. The party must spend its best resources.
- A well-rested party of at least 5th level can handle 1 such battle.
- Tier 1 parties should rarely if ever face deadly battles.

Impossible Matchup

- A battle in which the encounter CR equals or exceeds total party level.
- A fight which is almost certain to result in the adventurers losing.
- A high level party of optimized adventurers might be able to routinely win some battles which are rated as impossible.

Low Level Adventurers and Low CR Monsters

Tier 1 adventurers, especially at 1st and 2nd level, are not extremely tough yet. They have very few hit points and spell slots, as well as limited access to area attacks. A low level party can be easily swamped by large numbers of low CR monsters.

When determining encounter CR for Tier 1 adventurers, treat any monster with a CR below 1 as if its CR were one step higher. Thus a CR 0 monster is effectively a CR 1/8 monster when calculating encounter CR, a CR 1/2 monster is effectively a CR 1 monster, and so on. For example, a group of three 1st level adventurers (total character level 3) against two goblins (effective CR 1/2 each, encounter CR 1) is a medium challenge.

TABLE: TIER 1 EFFECTIVE ENCOUNTER CR

ACTUAL MONSTER CR	EFFECTIVE CR
0	1/8
1/8	1/4
1/4	1/2
1/2	1

Party Optimization

The Combat Encounter Difficulty guidelines assume a party with a standard amount of magical treasure, a healthy but not overwhelming interest in tactics, and a balanced composition of classes that includes a spellcaster or two.

If adventurers are more interested in story immersion and character than in combat, or they possess fewer magic items than usual, then they may prefer mostly easy matchups with a few medium ones thrown in. Similarly, some party compositions, like an all-rogue party, are best suited for easy combat challenges and difficult exploration and social encounters.

If a party is composed of highly experienced players looking for a combat challenge, and they're playing optimized adventurers of 5th level or higher, the players may relish frequent hard and deadly matchups. They may even want to try their hands at impossible matchups. Similarly, battles can be made more difficult in a campaign rich with magical treasure.

Maximum Monster CR

An encounter's **maximum monster CR** is the challenge rating of the single toughest opponent in the encounter.

Adventurers are rarely able to fight a satisfying battle against a monster with a CR that's much higher than a single adventurer's level. Such a monster has a high chance of dropping an adventurer from full health to 0 hit points in a single hit, and its defenses and saving throw DCs may make it more deadly than expected. Even if a battle looks possible when comparing the total character level and encounter CR, **it is an impossible matchup if the maximum monster CR is higher than 1.5 × the average character level.**

For example, nine 5th level adventurers (total character level 45) have a total character level equalling three times the challenge rating of an adult green dragon (CR 15), suggesting a medium matchup. However a single blast of the dragon's breath could potentially drop all 9 adventurers! Any number of 5th level adventurers will have a hard time with a monster of CR 8 or higher.

Example Combat Challenges

- Two CR 1/2 worgs (encounter CR 2) are a hard matchup for four or five 1st level adventurers (because the Tier 1 rule rounds up each worg to CR 1). An ogre (also encounter CR 2) is an impossible matchup for this same party, since its CR is above their maximum monster CR.
- A demilich (CR 18) is a medium battle for four 14th level adventurers. This same party will face deadly peril against the Skull of Medon, an elite CR 18 demilich.

TABLE: ENCOUNTER CR FOR DIFFERENT PARTY SIZES

CHARACTER LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	10TH	11TH	12TH	13TH	14TH	15TH	16TH	17TH	18TH	19TH	20TH
Maximum Monster CR	*1*	*3*	*4*	*6*	*7*	*9*	*10*	*12*	*13*	*15*	*16*	*18*	*19*	*21*	*22*	*24*	*25*	*27*	*28*	*30*
Easy battle for 2 adventurers	¼	½	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6
Medium battle for 2	½	1	2	3	3	4	5	5	6	7	7	8	9	9	10	11	11	12	13	13
Hard battle for 2	¾	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Deadly battle for 2	1	3	4	5	7	8	9	11	12	13	15	16	17	18	20	21	22	24	25	26
Easy battle for 3 adventurers	½	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
Medium battle for 3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Hard battle for 3	1 ½	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30
Deadly battle for 3	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
Easy battle for 4 adventurers	¾	1	2	3	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13
Medium battle for 4	1	3	4	5	7	8	9	11	12	13	15	16	17	18	20	21	22	24	25	26
Hard battle for 4	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
Deadly battle for 4	3	5	8	11	13	16	18	21	24	26	29	32	34	37	40	42	45	48	50	53
Easy battle for 5 adventurers	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
Medium battle for 5	1 ½	3	5	7	8	10	12	13	15	17	18	20	21	23	25	26	28	30	31	33
Hard battle for 5	2	5	8	10	13	15	18	20	23	25	28	30	33	35	38	40	43	45	48	50
Deadly battle for 5	3	7	10	13	17	20	23	26	30	33	36	40	43	46	50	53	56	59	63	66
Easy battle for 6+ adventurers	1	2	3	4	5	6	7	8	9	10	11	12	12	13	14	15	16	17	18	19
Medium battle for 6+	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
Hard battle for 6+	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
Deadly battle for 6+	4	8	12	16	20	24	28	32	36	40	44	48	51	55	59	63	67	71	75	80

Using Elite Monsters

An elite monster is a powerful opponent designed to provide a tough challenge to a large group of players. Often, an elite monster is a variant of another monster: a leader, champion, or even a named individual. For example, Belethias, Commander of the First is an elite pit fiend.

An elite monster has approximately twice the hit points and deals around 50% more damage than a normal monster of its CR—and it usually becomes more dangerous as the battle goes on.

An elite monster poses the same challenge as two non-elite monsters of its challenge rating. For example, the tarrasque (an elite CR 30 monster) is as dangerous as two normal CR 30 monsters. It should provide an epic fight for four or five well-optimized adventurers of 20th level, or a hard fight for six or seven 20th level adventurers.

When determining encounter CR, double the challenge rating of an elite monster (for instance, an encounter featuring the elite CR 30 tarrasque has an encounter CR of 60). However, elite monsters have attacks, defenses, and saving throw DCs that make them suitable opponents for lower level adventurers. When determining the maximum monster CR of an encounter, use its actual CR (thus, the maximum monster CR of a tarrasque encounter is 30, so it's an appropriate encounter for 20th level adventurers).

Using Legendary Monsters

A legendary monster is designed to be an interesting combatant for multiple adventurers. With up to 3



legendary actions, and possibly extra bonus actions and reactions as well, it has the extra turns it needs to keep up with as many as three adventurers.

As with any other monster, a legendary monster is at its best when its CR is, at most, 1.5 × the average character level. A maximally tough legendary monster like this is a hard matchup for 3 adventurers, a medium matchup for 4 adventurers, and will probably be easy for 5 or more adventurers.

When designing a climactic, set-piece battle against a legendary monster, make sure to provide it some allies or minions if it's facing 4 or more adventurers.

The Adventuring Day

As a rule of thumb for how many battles a party can likely handle before it needs a long rest, use a daily budget of **encounter points**.

- A party at Tier 1 (1st–4th level) has 2 encounter points.
- A party at Tier 2 (5th–10th level) has 4 encounter points.
- A party at Tier 3 (11th–16th level) has 6 encounter points.
- A party at Tier 4 (17th–20th level) has 8 encounter points

For each encounter point it possesses, a party can face one medium encounter before needing a rest. An easy battle costs half an encounter point. A hard battle costs 2 encounter points. A deadly battle costs 4 encounter points.

A low level party can face four easy battles or two medium battles before needing a long rest, and a single hard battle could drain them of resources. A high level party could expect to win through a deadly battle and still have resources to spare, though a second deadly battle might put them in a perilous situation.

This encounter budget is an estimate, and is superseded by the Narrator's experience with a particular gaming group—some adventurers may not have the resources to meet these benchmarks, and some may blow past them. There's no rule that says that a party needs to fight a certain number of encounters before bedtime, and the pacing of the adventuring day should be based on the desires of the players and the needs of the story.

Combat Encounter Types

One of the ways to keep combat fresh is to vary the types of battles that the players face. If a game session includes multiple combats their difficulty should be varied. A steady diet of hard encounters can be exhausting for adventurers so a few medium or easy battles should be included if the story allows for it.

The composition of battles can vary too. Some class features and attacks (like a rogue's Sneak Attack) are very effective against a single monster, while others (like a wizard's *fireball*) shine against large groups. Varied encounter composition gives everyone a turn in the spotlight and, conversely, forces everyone to improvise when their go-to moves aren't optimal. Here are some typical combat encounter compositions.

Solo Fight. Sometimes the story dictates that the players battle a single enemy, such as a dragon. It's possible to make this a challenging and satisfying battle, though the opponent is starting off at a disadvantage—no matter how much damage a normal monster dishes out, it's limited by the number of turns it can take compared to a party of heroes. Legendary and especially elite monsters make the best solo opponents.

A legendary monster with a challenge rating equal to or 50% higher than average party level can provide a medium to hard battle against three or four adventurers. For a larger party, an elite monster of this challenge rating is required to provide the same challenge.

For example, an elite great wyrm green dragon (equivalent to two CR 22 monsters) could be a hard fight for five 17th level adventurers.

Boss and Minions. If circumstances require a big showdown with a single tough opponent, it often makes a lot of sense for this tough enemy to be accompanied by lesser monsters. An archmage or a powerful demon will never let itself be caught alone.

A tough monster with a CR equal to the average party level can keep two or three adventurers busy. For each additional adventurer, add monsters with a CR of 1/3 the adventurer's level.

For example, a vampire (CR 10) with two vampire spawn (CR 4 each) would be a hard to medium fight for four or five 10th level adventurers.

Commander and Troops. This is similar to a boss and minions battle, but the troops (not the commander) make up the bulk of the challenge. The commander may provide boosts to its allies.

A monster with a CR of up to 1/2 the average party level can match one adventurer. Each additional adventurer can handle two monsters with a CR up to 1/4 their level each.

For example, a boggard sovereign (CR 3) and four boggard bravos (CR 1/2 each) are a medium encounter for three 6th level adventurers.

Team vs. Team. In this type of battle the numbers of adventurers and monsters are roughly equal. Depending on the desired level of difficulty, the CR of each opponent could be between 1/3 and 1/2 average party level.

For example, a 10th level party of three to five adventurers can handle four elementals (CR 5 each), although the fight would be dangerous for only a trio of adventurers.

Horde. Sometimes a party finds itself wading through an army of lowly mooks. This kind of battle will be very easy for adventurers with access to area attack spells like *fireball*. On the other hand, it might overwhelm a party of rogues or other adventurers that specialize in damaging a single enemy.

Depending on its composition, a party might be able to deal with a force up to five times its number as long as the total CR of all enemies isn't higher than half the total party level (remember that for Tier 1 adventurers, fractional CRs are doubled!)

For example, four 5th level adventurers are in good stead to defeat 20 hobgoblins (CR ½ each). If the party has two spellcasters, it's likely they wipe the floor with the hobgoblins. If the party has only melee combatants like rogues or fighters however, they might have a tough time or even be overwhelmed.

Combat Encounter Complications

There are many ways to vary combat encounters other than altering the number of combatants. Unique details of terrain, goals, and enemy strategies create story, add vividness, and unlock tactical options.

Alternate Goals. When an encounter isn't a battle of attrition, the outcome is determined more by story and circumstance than by encounter guidelines and challenge rating. In a fight featuring a complex trap or other goal, the party is trying to perform some noncombat task while surviving an enemy onslaught.

For example, half of a party might be trying to protect the other half as they disarm a trap, or the party might be trying to survive long enough to convince their attackers that they come in peace. Two sides might be racing to reach the same objective—perhaps a magic jewel across the room, or an NPC on the other side of a city—while attacking and sabotaging each other. The party might be trying to steal something from their enemy, or guard an object from theft: a well-executed plan might avoid bloodshed altogether. Plenty of adventurers might desire a dragon's treasure but have no stomach to fight the dragon itself!

Ranged Attackers. Ranged attackers, like archers and spellcasters, do best when they're difficult to reach. Intelligent ranged attackers will arrange to fight behind a barrier, such as a wall or a melee bodyguard. If behind a wall or on a high ledge, bow-armed goblins can fight well above their weight class. The success of ranged opponents depends on party composition. Kobold slingers give melee fighters fits, but aren't much good against bow-wielding rangers and spellcasting wizards.

Shifting Alliances. Instead of two, a battle might be composed of three or more factions. The two weakest sides might form a temporary alliance in order to prevent the stronger side from reaching victory—but betrayal is likely. For example, the party and one of their old adversaries might band together to battle a demonic invasion, finishing their vendetta afterward.

Terrain and Hazards. Every conflict is set somewhere, and a vividly described location enhances a scene on a visceral and tactical level. A battlefield with high ground, obstacles, and difficult terrain allows both sides to seek advantage. Usable objects beg adventurers to interact with them. A boiling cauldron will inevitably be spilled, and a feasting table will probably be climbed on or tipped over.

Choke points like doors are tactically useful—so much so that they can come to dominate a battle, causing gridlock. When there's a strategically important choke point like a door, it can be good to add an alternate route so that clever attackers can outflank defenders. As choke points go, bridges can be more fun than doors (creatures can be pushed off bridges).

Hazards like steep cliffs and lava pools can be treated like a combatant, boosting the encounter CR of the fight.

Waves. When reinforcements appear halfway through a fight the overall combat is easier than if both groups had appeared together, but harder than two successive battles with a chance to rest in between. This technique can be used to calibrate the difficulty of a battle and to increase tension as the fight goes on. A second group might notice and respond to a conflict, or it might be scheduled to arrive as part of a regular patrol. Possibly an enemy rings an alarm bell or runs to call for reinforcements, and the second wave doesn't arrive if the messenger is stopped.

Failure in a Combat Encounter

When preparing a combat encounter—especially a challenging one—it helps to consider what failure might look like. Not every battle is a fight to the death with no quarter given, and while failure may lead to consequences and further difficulties for the *adventurers*, it doesn't need to be bad news for the *players*. They're playing *Level Up* because they want to overcome difficulties.

The Narrator probably has an idea of what will occur if the adventurers are triumphant in a battle. But if the adventurers lose, what happens next?

- **Do the adventurers escape but suffer a plot setback?** What does that look like? If the party is pursuing an important item, it might mean that their enemies obtain it instead. A mission to retrieve it—perhaps a heist—could be a fun followup adventure.
- **Does the plot change course?** Perhaps a party's ship is attacked by pirates. On a failure, the adventurers might find themselves chained to oars in the pirate galley, and the next session's mission is to escape and recover their equipment from the captain's cabin.
- **Are the stakes heightened?** A failure may advance a villain's plans, bringing the world one step closer to a cataclysmic event. Perhaps it results in danger to a valued NPC ally. A combat failure might give the adventurers a glimpse at what's at risk, propelling the campaign towards a more dramatic finale.
- **Are the adventurers killed?** Death does happen. If the plot demands it, failure might result in death for an adventurer or even a dreaded total party kill. However, if a battle will be difficult and failure will result in death, make sure the players are aware of the stakes beforehand. Give them a choice about whether and when to engage in the battle. Unless everyone is on board, it's unwise to stake the future of a campaign on a battle that's unavoidable, deadly, and difficult to win.

Elite Monsters and Failure

A battle against an elite monster can be one of the riskiest and most taxing combat challenges in *Level Up*. In such a battle, consider alternatives to total victory or crushing defeat.

If a party manages to reduce an elite monster to half its hit points, they've already done very well. They've dealt enough damage to defeat a normal monster of its type. Their reward, of course, is that the monster starts hitting twice as hard. The battle becomes more dangerous just when the party may have used up its best resources—which heightens the tension, and not coincidentally, the danger of the encounter.

When adventurers are down to their last few hit points and spells, and an elite monster is bloodied but not beaten, consider whether the monster really wants to fight to the death. An intelligent creature may be ready to retreat or be amenable to a truce, perhaps even offering treasure if the party will leave it alone. After all, it's been beaten half to death itself and it could probably use a rest! The adventurers may have earned its grudging respect, and it might want them alive as captives or even allies. There are many ways that a valiant but unsuccessful battle against an elite monster can lead to a partial victory.

Appendix E: Conditions

Blinded

- A blinded creature can't see and it automatically fails ability checks that require sight.
- Attack rolls against a blinded creature are made with advantage, and the creature's attack rolls are made with disadvantage.

Bloodied

- A creature is bloodied when reduced to half its hit points or less.

Charmed

- A charmed creature can't take any hostile action against the charmer.
- Ability checks the charmer makes to socially interact with the charmed creature have advantage.



Confused

- A confused creature can't take reactions.
- On its turn a confused creature rolls a d8 to determine what it does.
- On a 1 to 4, a confused creature does nothing.
- On a 5 or 6, a confused creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.
- On a 7 or 8, a confused creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Deafened

- A deafened creature can't hear and automatically fails ability checks that require hearing.

Doomed

- A doomed creature dies at a time determined by the Narrator, or within 13 (2d12) hours.
- A doomed creature continues to be doomed even after it dies. Magic equivalent to a 7th-level or higher spell can remove the doomed condition (such as regenerate cast on a living creature, resurrection, true resurrection, or wish).

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while it is able to see the source of its fear.
- A frightened creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's Speed becomes 0, and it can't benefit from bonuses to movement speeds.
- If the grappler becomes incapacitated the condition ends.

- If an effect removes the grappled creature from the reach of the grappler or grappling effect (such as when a creature is shoved away by the Doubleteam combat maneuver) the condition ends.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense.
- An invisible creature is heavily obscured for the purpose of hiding.
- An invisible creature's location can be detected by noises it makes or tracks it leaves.
- Attack rolls against an invisible creature are made with disadvantage.
- An invisible creature makes attack rolls with advantage.

Paralyzed

- A paralyzed creature is incapacitated and can't move or speak.
- A paralyzed creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against a paralyzed creature have advantage.
- Any attack that hits a paralyzed creature is a critical hit if the attacker is within 5 feet.

Petrified

- A petrified creature (and all of its mundane possessions) is transformed into a solid inanimate substance (usually stone).
- A petrified creature's weight is increased by a factor of ten and it ceases aging.
- A petrified creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- A petrified creature automatically fails Strength and Dexterity saving throws.
- A petrified creature has resistance to all damage.
- A petrified creature is immune to poison and disease (time spent petrified does not affect the duration of a poison or disease already in its system).

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl (every 1 foot of movement while crawling costs 1 extra foot) until it stands up.
- Standing up requires half a creature's movement.
- A prone creature makes melee attack rolls with disadvantage.
- An attack roll against a prone creature is made with advantage if the attacker is within 5 feet. Otherwise, the attack roll is made with disadvantage.

Rattled

- A rattled creature cannot benefit from expertise dice.
- A creature that is immune to being stunned is immune to being rattled.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from bonuses to speed.
- Attack rolls against a restrained creature are made with advantage
- A restrained creature makes attacks rolls with disadvantage.
- The restrained creature has disadvantage on Dexterity saving throws.

Slowed

- A slowed creature's speed is halved.
- A slowed creature takes a –2 penalty to AC and Dexterity saving throws.
- A slowed creature can't use reactions.
- On its turn, a slowed creature can take either an action or a bonus action, not both. In addition, it can't make more than one melee or ranged attack during its turn.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- A creature that is immune to being stunned is immune to being rattled.

Unconscious

- An unconscious creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- An unconscious creature drops whatever it's holding and falls prone.
- An unconscious creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against an unconscious creature are made with advantage.
- Any attack that hits an unconscious creature is a critical hit if the attacker is within 5 feet.

Tracked Conditions

Various challenges, obstacles, and magics can lead to either fatigue or strife. An effect can give a creature one or more levels of fatigue or strife (detailed in the effect's description).

If a creature suffering from fatigue or strife fails to resist another effect that causes a level of the tracked condition, its current level increases by the amount specified in the effect's description.

A creature suffers the effect of its current level in a tracked condition as well as all lower levels. For example, a creature suffering level 3 fatigue has its speed halved, and makes Strength, Dexterity, and Constitution checks with disadvantage.

An effect that removes a tracked condition reduces its level as specified in the effect's description, with all tracked condition effects ending when a creature's condition level is reduced below 1.

TABLE: FATIGUE

LEVEL	EFFECTS
1	Cannot Sprint
2	Disadvantage on Strength, Dexterity, and Constitution checks
3	Speed halved and unable to maintain a fast travel pace
4	Disadvantage on attack rolls and saving throws using Strength, Dexterity, or Constitution, and unable to maintain a normal travel pace
5	Hit Dice halved
6	Speed reduced to 5 ft. and unable to maintain a slow travel pace
7	Doomed

Finishing a long rest at a safe haven reduces a creature's fatigue and strife levels by 1, provided that the creature has also had Supply to get the most from its rest. A creature does not require a haven to recover from the first level of fatigue or strife, but does still require a long rest. Also, being raised from the dead reduces all of a creature's tracked conditions by 1.

Fatigue

The ranger finally reached the walled town, and staggered through the gates. The villagers gasped at the sight, for she was clearly starving, covered in dozens of minor wounds, and on the edge of collapse. Friendly hands reached out to offer her food and rest.

Keeping a breakneck pace while journeying, feats of great athleticism, and fell magics that sap away life force can wear down upon the body and cause fatigue. Fatigue represents exhaustion, exposure, hunger, injuries, and other physical factors which gradually wear a creature down. A creature which reaches the 7th level of the fatigue track dies.

TABLE: STRIFE

LEVEL	EFFECTS
1	Disadvantage on Intelligence, Wisdom, and Charisma checks
2	Disadvantage on concentration checks
3	Can only take a bonus action or action each turn (not both)
4	Disadvantage on attack rolls and saving throws using Intelligence, Wisdom, and Charisma
5	Suffer the effects of a randomly determined short-term mental stress effect.
6	Cannot cast spells (but can cast cantrips)
7	Suffer the effects of a randomly determined long-term mental stress effect.

Strife

The halflings pushed on, the weight of the archlich Azkaroth's presence weighing on their spirits as they trudged across the desolate landscape towards the dark lord's lair. Each of them could feel the lich's will tugging at their minds, and it took every ounce of courage they had to put one foot in front of the other.

Intense study of potent arcana, truly rigorous intellectual challenges, and psychically demanding magics can increase one's strife. Strife represents corruption, despair, fear, resolve, and other mental factors which gradually undo a creature's very soul. A creature which reaches the 7th level of the strife track suffers a special, permanent effect, which is either randomly selected or decided by the Narrator. This might involve the creature shutting down completely, or be impacted in such a way that it is forever changed.

Mental Stress Effects

Adventurers encounter and even seek out experiences beyond the ken of most mortals. Whether it's harrowing encounters with interdimensional beings, the sudden, violent loss of a beloved NPC, or simply the trauma of constantly being surrounded by death and terror, their lows can be as dramatic and potentially impactful as their highs.

The harm that can come to adventurers may not always be physical, and players may decide that these events have a more lasting effect on their character's psyche. It's important to consider this in conjunction with the safety rules (see Chapter 1: Gamemastery Troubleshooting, in *Trials & Treasures*) and its potential impact on the game. When a group or the Narrator decides that gamifying mental stress and morale isn't right for the campaign, respectful roleplay is a viable alternative to these mechanics.

Mental Stress Effects

The Narrator may decide that a particular encounter that goes badly can leave a lasting impact on adventurers. Alternatively, if these options are discussed during character creation a player may decide that an event in their past provides sufficient mental stress to bring about a change in their character. These effects provide options for short- and long-term repercussions. A creature may only have one mental stress effect at a time. A long-term effect overrides a short-term effect, and if two effects are of equal strength, the most recent effect replaces the older effect.

A mental stress effect is usually best chosen based on the encounter that causes it and an adventurer's personality, but may be randomly determined using the mental stress effect tables.

Strife and Mental Stress Effects

When a creature suffers its fifth level of strife it gains a short-term mental stress effect, and when it suffers its seventh level of strife it gains a long-term mental stress effect.

Short-Term Mental Stress Effects

These conditions are the immediate effects of mental stress after an event or encounter. They last for 1d6 days, but could remain longer based on discussions between the Narrator and player.

Bewildered

A bewildered creature is overwhelmed by trying to process a particular event. Its mind begins to play tricks, altering its perceptions. A bewildered creature has disadvantage on social-based ability checks as it struggles to engage with what's happening. When a bewildered creature would succeed on an ability check, roll another d20. On a result of 15 or less the creature succeeds, but otherwise it fails the ability check instead. This could be caused by a temporary forgetfulness that leads the creature to forget what it was trying to achieve, or in some cases a brief hallucination that alters the circumstances in such a way that it is unable to succeed.

Cowed

A cowed creature cannot shake the idea that they are certain to face defeat, and so flinch and surrender at the first sign of danger. After taking any damage in combat, on its next turn a cowed creature takes the Dash action and uses all of its movement to escape danger (or if it is unable to move towards safety, the Dodge action). A cowed creature has disadvantage on Intimidation checks and when given any alternative to combat will happily take it, and it has advantage on Persuasion checks made to try and avoid combat.

Distraught

A distraught creature is visibly and deeply shaken by a recent experience, and its apparent distress moves people to do what they can to help. Once per long rest, a distraught creature can choose to gain advantage on a check made to persuade neutral or friendly creatures to aid it, but it has disadvantage on Deception, Performance, and initiative checks.

Enraged

An enraged creature is unable to shake its frustration with an enemy or its own perceived failings after an encounter. An enraged creature has advantage on Strength checks, but has disadvantage on all other ability checks. Whenever an enraged creature fails an ability check, it throws or attempts to break any tools or objects involved in the check.

Flippant

A flippant creature refuses to face the enormity of whatever event befell it. Not only does a flippant creature superficially shrug off the experience, it goes to reckless ends to prove it is 'unaffected' with little regard for itself or allies. A flippant creature has advantage on Dexterity checks, but has disadvantage on Wisdom checks and saving throws.

Musical

A musical creature has temporarily taken leave of social norms after a deep shock or strange encounter. Instead of talking, it now sporadically sings its thoughts and during conversation, giving it disadvantage on Deception, Intimidation, and Stealth checks but advantage on Performance checks.

Obsessed

An obsessed creature cannot stop talking about the ordeal that troubles it. It has disadvantage on Stealth checks as it constantly tells allies that it is reminded of "that time when…" Whenever initiative is rolled, an obsessed creature makes a DC 15 Wisdom saving throw or loses 1 round of actions as it wrestles with and exclaims about the similarities to the traumatic encounter in its past.

On Edge

A creature that is on edge is hyper aware of its surroundings and unable to fully relax. An on edge creature has advantage on Perception and initiative checks, but disadvantage on all other ability checks as it is distracted, unable to take its mind off the dangers that could potentially lurk around every corner.

Sleepless

A sleepless creature is unsettled by its encounter and struggles to relax in order to sufficiently rest. Whenever a sleepless creature takes a long rest, it makes a DC 15 Wisdom saving throw to quiet its mind or only gains the benefits of a short rest. During rests where a sleepless creature has failed its Wisdom save, it has advantage on Perception checks made to detect danger.

Terrorized

A terrorized creature is not just fearful of danger but convinced it is already here. A terrorized creature is unable to shake its fear response from its unsettling encounter, unwilling to go within 30 feet of strangers or participate in melee combat without succeeding on a DC 15 Wisdom saving throw first (instead taking the Dash action to escape to safety or retreat from a sudden noise). A terrorized creature has advantage on Perception checks and any Strength, Dexterity, or Constitution checks made to escape combat or danger, but it will sleep only in places with reasonable security precautions.

Long-Term Mental Stress Effects

These effects are indefinite and denote a more permanent impact made by the mental stress of traumatic encounters.

Covetous

A covetous creature is gripped by a fear of losing in any sense and it begins to desire what is owned by others, no matter how small or seemingly insignificant, feeling deprived by that which they do not have. A covetous creature has advantage on Sleight of Hand checks, but disadvantage on Wisdom saving throws and Deception checks related to things it has taken.

Distorted Perceptions

A creature with distorted perceptions has been shaken to its core, and perhaps had its mind jolted by interdimensional travel. Whenever a creature with distorted perceptions rolls a Perception check with a result equal to or less than its passive Perception, small details of the world begin to warp—a swaying tree becomes a dancing shadowy figure, a coil of rope becomes a deadly snake coiled to attack, and its allies may temporarily wear the face of an enemy. These distorted perceptions are brief but absolutely real to the creature.

Discussion between the Narrator and the player of an adventurer with distorted perceptions can determine what kind of hallucinations they're most likely to have and how far they'd like to take it.

Hopeless

A hopeless creature has completely lost faith in its purpose and finds it difficult to be motivated. A hopeless creature has advantage on Persuasion checks that involve convincing someone not to take a certain course of action, arguing the pointlessness of it all, but it has disadvantage on initiative checks.

Inimical

When an inimical creature is bloodied, on its next turn it takes the Attack action against the nearest creature to it. The inimical creature has disadvantage on these attacks as it flails without control. In addition, an inimical creature has disadvantage on checks and saving throws made against being grappled or restrained.

Memory Wipe

A creature with a memory wipe becomes forgetful in the extreme after its encounter, perhaps not remembering the event at all. A memory wiped creature has disadvantage on Arcana, Culture, History, Nature, and Religion checks, and any other knowledge-based check as its capacity to easily recall information is profoundly affected.

Murderous

A murderous creature no longer sees shades of gray when it comes to even the gentlest disagreement or conflict. At the first sign of conflict, whether that be disagreement within the party or a suspicious looking stranger, a murderous creature sees red, attacking first and asking questions later. Dazed by their recklessness, a murderous creature has disadvantage on initiative checks, but advantage on its first attack roll on each of its turns while in such a state. This state lasts for a maximum of 5 rounds, but can be ended earlier by a *calm emotions* spell or DC 18 Persuasion check.

Peacekeeping

A peacekeeping creature wants no more violence and on each of its turns uses all of its actions to prevent or subdue combat by every nonviolent method at its disposal, continuing this course of action until it or an ally are bloodied. A peacekeeping creature has disadvantage on initiative checks but advantage on its first ability check made to try and end a combat.

Phobia

A traumatic encounter leads a creature to have a long-term, debilitating fear of some element of the encounter. For example, narrowly escaping a burning building may leave a creature with a phobia of fire. When encountering the subject of its phobia, a creature makes a DC 18 Wisdom saving throw. On a success the creature can act normally, but on a failure it is frightened for 1 minute (at the Narrator's discretion, depending on the situation it may be incapacitated instead). At the end of each of its turns, the creature repeats the saving throw, able to act normally on a success.

Superstitious

A creature comes to believe it has survived its traumatic encounter thanks only to the presence of a lucky charm. This charm can be anything it had on its person at the time of the event. The superstitious creature has disadvantage on attack rolls and saving throws whenever it is more than 30 feet away from its charm, except for Investigation or Perception checks to find the charm again (which are made with advantage).

Suspicious

A suspicious creature has lost faith in the goodness of the people and circumstances around it. A suspicious creature has advantage on Sleight of Hand checks, and Perception checks to detect hidden foes, but it has disadvantage on Insight checks as it is unable to objectively interpret intentions.

Indefinite Mental Stress

It may be that a creature encounters a situation that inflicts indefinite effects on its psyche. In this case it may have one or more of any of the above mental stress effects, with no time limits imposed. The Narrator should decide which effects and how many. A creature can only suffer from multiple mental stress effects if one or more are indefinite mental stress effects.

Saving Throws

Saving throws can be used to determine how a creature handles the mental stress of a particular encounter. When a creature fails a saving throw by 10 or more or rolls a critical failure on a saving throw, it may acquire a short-term mental stress effect determined by what the save was made for. In a tougher encounter, at the Narrator's discretion a success may mean that a creature is left with a short-term mental stress effect, and on a failure it instead acquires a long-term mental stress effect.

Wisdom or Charisma saving throws are most likely to relate to a creature's mental fortitude, however Intelligence or Constitution may be more applicable based on the encounter.

Spell Effects

Some spells such as *contact other plane* and *symbol* involve potential impacts on the mind of a creature. Rather than using the described spell effects, the Narrator may substitute a short- or long-term mental stress effect.

Relieving Mental Stress Effects

Like physical injuries, the mental impacts of adventuring are not permanent. In a world where even death is not necessarily the end, there are also options to recover from the mental impacts of overwhelming events.

Roleplay

In the same way that danger sometimes passes without combat, conditions that impact an adventurer's psyche (rather than their physical self) can be resolved through effective roleplay. Roleplaying an important resolution for a PC (or even an important NPC) may bring an end to their condition—this might be reuniting with a significant person from their past, finally defeating a sworn enemy, or simply being soothed by the companionship and protection of their allies.

Healing Magic

Short- and long-term mental stress effects can usually be removed with a *greater restoration* spell (although the Narrator may set other conditions) and temporarily relieved by the *calm emotions* spell (until the spell ends).

Other Magic. The obvious restorative properties of healing magic are effective, but powerful illusions or even spells that alter reality have the potential to end mental stress effects.

Personality Changes

A failed saving throw may not lead to a mental stress effect. In some cases after discussion with the group, the Narrator may decide that a particular event leads to a far more fundamental change. The nature of this change and the status of an adventurer's mental stress effect afterward (it may become a long-term mental stress effect, indefinite, change to a short-term mental stress effect, or be removed entirely) are at the Narrator's discretion.

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Elite Monsters

Elite monsters are equivalent to two creatures of the given Challenge Rating, but still count as their given Challenge for the purposes of an encounter's maximum monster Challenge Rating.

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CHALLENGE 11

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CHALLENGE 18

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CHALLENGE 20

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CHALLENGE 22

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CHALLENGE 23

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CHALLENGE 24

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Appendix H: Compatibility

Level Up: Advanced 5th Edition (A5E) is designed to be fully compatible with the original version of the game. You can use any of your existing (or future) original 5th Edition (O5E) adventures, monsters, spells, characters, and more in *Level Up* right out of the box. This book, the *Adventurer's Guide*, and *Trials & Treasures*, replace the O5E core book with revamped classes and expanded rules, the O5E Narrator's book with new magic items and rewarding exploration rules, and the O5E monster book with more in-depth versions of the same creatures (plus variants and a whole lot more).

However, in some rare cases, you will find some terminology changes. For convenience, these have been listed below.

TABLE: COMPATIBILITY

O5E NAME	A5E NAME
Aasimar	Planetouched
Barbarian	Berserker
Drow	Shadow elf
Duergar	Deep dwarf
Exhaustion	Fatigue
Game Master	Narrator
Golem	Guardian
Half-orc, half-elf	Mixed heritage
Madness	Mental stress effect
Monk	Adept
Oni	Ogre mage
Phylactery	Soulvessel
Paladin	Herald
Race	Heritage
Tiefling	Planetouched

Some spells have also been renamed. O5E spells which contain proper named individuals in the title no longer contain the proper name (sometimes substituting the word "arcane"). The spell name is the same otherwise. This includes the following spells: *acid arrow, arcane hand, arcane sword, black tentacles, faithful hound, floating disk, freezing sphere, hideous laughter, instant summons, irresistible dance, magic aura, magnificent mansion, private sanctum, resilient sphere, secret chest, tiny hut, telepathic bond.*

Maneuver DC

Before using an O5E creature in an A5E game, the Narrator should calculate and jot down its Maneuver Defense (8 + proficiency bonus + Dexterity or Strength modifier).

Supply & Magic

In A5E, magic is limited in the amount of useful food and water it can create. Only the following spells in this book create Supply: *create food and water*, *create or destroy water*, *heroes' feast*. Also, *magnificent mansion* can support a number of occupants for its duration. If a spell does not specify that it creates Supply, then any foodstuffs that it creates do not constitute Supply.

Additionally, Supply cannot be stored in extradimensional spaces.

If you are using O5E spells, or spells from additional sources, the Narrator will need to determine whether the spell creates Supply. Generally, a spell is able to create a maximum amount of Supply equal to its spell level up to 3rd-level spells, or up to twice its spell level for spells of 4th level or higher. Spells of 8th or 9th level can generally circumvent Supply requirements.

What Isn't Compatible?

While characters in O5E and A5E can be used alongside each other, and are fully compatible as complete entities, their building blocks are slightly different in each game because A5E was designed from the ground up to provide a wide degree of flexibility and customization.

This means that A5E's heritages, cultures, and backgrounds are not individually directly compatible with O5E's races and backgrounds. However, your A5E character can be used in an O5E adventure and vice versa, and you can safely mix and match characters and NPCs from both games.

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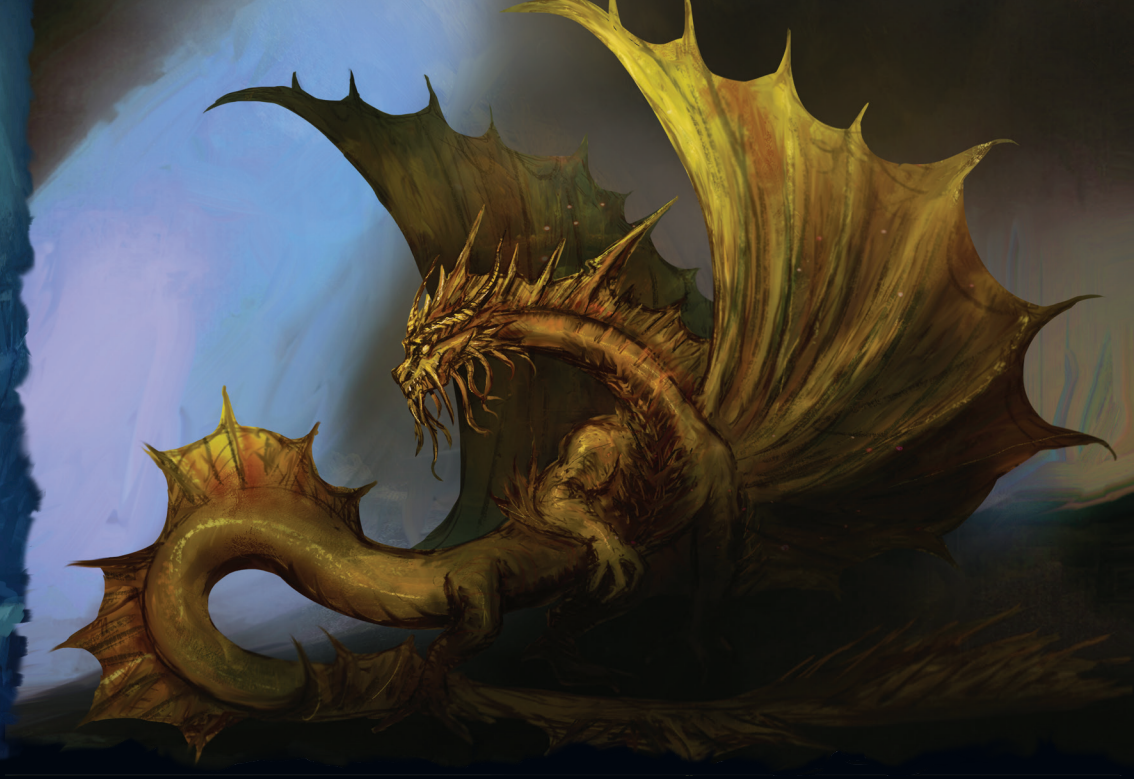
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