



MONSTER A DAY COMPENDIUM

DUNGEONS  DRAGONS

A collection of homebrew monsters
for the world's greatest roleplaying game

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WHAT'S NEW?

The previous compendium was taken down for using names and art from Wizards. In this version, I've changed the names and the pieces of art to (hopefully) avoid problems with WoTC.

NAME CHANGES

- The **Eldrazi** are now the **Illets**.
- The **Myr** are now the **Mulaz**.
- The **Silvers** are now the **Seryms**.
- The **Spellskite** is now the **Spellcrystal Dreadnought**.
- The **Phelddagrif** is now the **Kirin** (also with some stats modifications to fit the new creature).

If you still want the old creatures, feel free to go to the /r/monsteraday reddit (you can find the link in the credits page), and if you post in other pages, please credit StoneStrix, since he's the original creator of all of this (I've just made the modifications of the creatures/art and compiled them in this Monster Manual-document style)

Enjoy!
Aeron Drake



ARCANAMITE

Beautiful to look at, horrific to come across, arcanamites scuttle through the deep places of the world, creating massive hive networks that stretch for miles.

Drawn to magical Energy, they nest closely to areas rich in arcane power, draining the region dry. Magic bounces harmlessly from arcanamites as they swarm around their targets, burrowing into them with razor-sharp pincers and needle beaks.

Prized Possession. Partially made of arcane-infused gem, an Arcanamite's carapace is valuable to spellcasters and rare jewelcrafters. Expeditions to Arcanamite hives, while dangerous, can provide a fortuitous haul. Spellcasters will sometimes attempt to capture an arcanamite alive, using it as a defender or to harry other arcane users.

Swarm Fighters. Arcanamites sense arcane energy, moving to the most potent source first. They use needle-like barbs to latch onto their target, draining arcane energy. Arcanamites are rarely alone, living and fighting in large swarms. Once they sense magic energy, arcanamites rush toward their target, ignoring the attacks and magic that bounce off their resistant shell.

Dangerous Friends. Arcanamites that are kept by lords and spellcasters are not trustworthy pets. Unless an adequate amount of arcane energy is given, arcanamites will attempt to kill their captors, draining them of their magic or return to their hive.

Addictive Qualities. The sensation left by arcanamite draining is both painful but highly stimulating. Occasionally, spellcasters who experience this effect grow dependent of it. Arcanamites will remain latched on a target for years, draining arcane energy from their host while the victim is lost in the experience.



ARCANAMITE

Small monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Damage Vulnerabilities bludgeoning

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

Magic Scent. The arcanamite can pinpoint, by scent, the location of a creature that can cast spells within 60 feet of it.

Reflective Carapace. Any time the arcanamite 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 5, the arcanamite is unaffected. On a 6, the arcanamite is unaffected, and the effect is reflected back at the caster as though it originated from the arcanamite, turning the caster into the target.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 4 (1d4 + 2) piercing damage, and the arcanamite can attach itself to the target. The arcanamite can be removed if a creature takes an action and succeeds on a DC 15 Strength check against it. The arcanamite detaches if it takes fire damage. Until the arcanamite detaches, it can't bite another target.

Leech Magic. If the arcanamite is attached to a creature with spell slots, roll a d4. The target loses a spell slot of that level, or the next highest level if it has no spell slots of that level. If the arcanamite has leeches a number of spell slots with a combined level of 8 or more, it detaches from the creature.

B

BEAST OF ILL OMEN

A wolf-like creature with black fur, a long tail and big thin ears, flowing fur in its paws, and huge black feathers on top of his tail. These beasts are chaotic beings, with the power to bring misfortune to anyone who gets near them.

These creatures are known for its power to leave a path of accidents, bad luck, misfortune and random mischief, and they are always hunted from a distance to avoid step on its bad luck aura for getting too close to the beast.



BEAST OF ILL OMEN

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

Aura of Misfortune. Bad luck radiates from the beast in an aura with a 60-foot radius. Hostile creatures in that area have disadvantage on attack rolls, ability checks and saving throws.

Unfavorable Target. The beast is unaffected by critical hits.

Actions

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

BULLYWUG SHAMAN

Medium humanoid (bullywug), neutral evil

Armor Class 14 (hide armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	9 (-1)	15 (+2)	10 (+0)

Skills Perception +4, Stealth +4

Senses Darkvision 60 ft., passive Perception 14

Languages Bullywug

Challenge 2 (450 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Spellcasting (Bullywug Form Only). The bullywug is a 5th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The bullywug has the following druid spells prepared:

Cantrips (at will): *druidcraft, shape water, shillelagh*
1st level (4 slots): *fog cloud, create or destroy water, cure wounds*

2nd level (3 slots): *invisibility, misty step*

3rd level (2 slots): *tidal wave, wall of water*

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is to 10 feet, with or without a running start

Actions

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

Change Shape (Recharges after a Short or Long Rest). The bullywug magically polymorphs into a giant toad, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics are replaced by the statistics of a giant toad, but it retains its Intelligence, Wisdom, and Charisma scores. Any equipment it is wearing merges into the new form. It reverts to its true form if it dies.

BULLYWUG

Bullywugs live in primitive groups, hunting and fishing together. The hierarchy is based on strength, with the strongest being the leaders. Bullywugs are very territorial, and mostly will attack anyone who trespasses. Oddly enough, they tend not to fight within the tribe, but rival bullywug tribes will fight with each other. Bullywugs rarely work alongside other creatures since they would rather use them for food or sacrifice. However, occasionally during hard times small groups of bullywugs will latch onto a powerful ally that can help them bring down tougher game.

Bullywugs live in semi-organized communities that are often slightly mobile. They respect no one but those stronger than they are. Bullywug colonies disrupt the natural environment of any land. They will eat off the land until their immense gullets are filled and then they move on.





CAUSTIC CRAWLER

These creatures prey animals and humanoids by killing them and dissolving the remains with a strong acid, eating the resulting sludge.

Additionally, they create a constant poisonous fume around them and they bleed an acid type of fluid, making them very dangerous when fighting in close combat.



CAUSTIC CRAWLER

Medium monstrosity, unaligned

Armor Class 14 (natural)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 4 (1,100 XP)

Acid Blood. A creature that hits the crawler with a melee attack while within 5 feet of it takes 7 (2d6) acid damage.

Caustic Fumes. Any creature that starts its turn within 10 feet of the crawler must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the crawler's fumes for 24 hours.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 12 (2d8 + 3) slashing damage plus 7 (2d6) acid damage.

Acid Spray (Recharge 6). The crawler spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

CHAINER GEIST

The chainer Geist is the spirit of an evil humanoid who died on a prison, and now is forced to watch over the jail and the land the prison was built, scouting and patrolling the building with the skulls of the ones he killed, hunting and attacking anyone who enter the prison.

CHAINER GEIST

Medium undead, chaotic evil

Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The Geist can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The Geist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The Geist makes two attacks with its chains.

Chain. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit* 10 (2d6 + 3) bludgeoning damage. The target is grappled (escape DC 13) if the Geist isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 3 (1d6) necrotic damage at the start of each of its turns.

Etherealness. The Geist enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



CHAMAELEAN

Similar to lizardfolks, but smaller in size and with chameleonic traits rather than lizards, chamaeleans live and lurk in forests, hunting creatures while hiding changing their skin coloration to adapt to the environment. The chamaeleon are able to vary their coloration and pattern through combinations of pink, blue, red, orange, green, black, brown, light blue, yellow, turquoise, and purple.

They also change their skin coloration depending on the temperature and intentions. For example, chamaeleans tend to show brighter colors when fighting.

CHAMAELEAN

Small humanoid (chamaeleon), neutral

Armor Class 14 (hide armor)

Hit Points 10 (3d6)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	11 (+0)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +6

Senses passive Perception 16

Languages Common, Chamaeleon

Challenge 1/2 (100 XP)

Camouflage. The chamaeleon has advantage on Dexterity (Stealth) checks made to hide in natural terrain.

Actions

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

Tongue. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit* 4 (1d4 + 2) bludgeoning damage. Instead of dealing damage, the chamaeleon can attempt to disarm the target, forcing it to drop one item of the chamaeleon's choice that it's holding. The target must make a DC 10 Strength saving throw. On a failed save, the chamaeleon takes the object and holds it with its tongue.



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ANCIENT CHRONOMANCER

Medium humanoid construct, neutral

Armor Class 16 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	17 (+3)	14 (+2)	10 (+0)

Saving Throws Int +6, Wis +5
Skills Arcana +6, History +6
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages any four languages
Challenge 7 (2,900 XP)

Spellcasting. The chronomancer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). The chronomancer has the following wizard spells prepared:

Cantrips (at will): *blade ward, light, mage hand, ray of frost, prestidigitation*
 1st level (4 slots): *detect magic, expeditious retreat, magic missile, shield*
 2nd level (3 slots): *hold person, misty step*
 3rd level (3 slots): *blink, haste, slow*
 4th level (3 slots): *banishment, dimension door*
 5th level (1 slot): *cone of cold*

Actions

Unmake. The chronomancer chooses one creature it can see within 60 feet of it, causing the target's flesh to rapidly age and decompose. The target must make a DC 14 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Slow Projectile. If the chronomancer is targeted by a ranged attack, it can alter the flow of time nearby, causing incoming projectiles to slow down. Until the start of its next turn, the chronomancer has a +10 bonus to AC against ranged attacks.

TIMELESS CHRONOMANCER

Medium humanoid construct, neutral

Armor Class 18 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

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

Saving Throws Int +10, Wis +7
Skills Arcana +15, History +15
Damage Resistances damage from spells
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages all
Challenge 14 (11,500 XP)

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

Spellcasting. The chronomancer is a 20th-level spellcaster. Its spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). The chronomancer has the following wizard spells prepared:

Cantrips (at will): *blade ward, light, mage hand, ray of frost, prestidigitation*
 1st level (4 slots): *detect magic, expeditious retreat, magic missile, shield*
 2nd level (3 slots): *hold person, misty step*
 3rd level (3 slots): *blink, haste, slow*
 4th level (3 slots): *banishment, dimension door*
 5th level (3 slots): *cone of cold, wall of force* 6th level (1 slot): *globe of invulnerability* 7th level (1 slot): *teleport* 8th level (1 slot): *maze* 9th level (1 slot): *time stop*

Stretch Time (Recharge 5-6). The chronomancer can take an additional action on its turn.

Actions

Expose Paradox (Recharge 5-6). The chronomancer chooses one creature it can see within 60 feet of it, revealing to it a paradox in the space-time continuum. The target must make a DC 18 Wisdom saving throw, taking 42 (12d6) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Rewind. When the chronomancer or another creature makes an attack roll, saving throw, or ability check, it must remake the roll and use the new result.



CLOCKWORK DRAGON

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	11 (+0)	5 (-3)

Saving Throws Dex +5, Con +10

Skills Perception +10

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses truesight 60 ft., darkvision 60 ft., passive Perception 20

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

Challenge 14 (11,500 XP)

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

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

Self Destruct. When the dragon is reduced to 0 hit points, it explodes, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 17 (2d10 + 6) piercing damage.

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

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit* 15 (2d8 + 6) bludgeoning damage.

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

Fire Tar Breath. The dragon sprays flaming tar in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much on a successful one. On a failed save, a creature is restrained (escape DC 18). While restrained in this way, a creature takes 10 (3d6) fire damage at the start of each of its turns.

Knockout Gas Breath. The dragon exhales knockout gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

CLOCKWORK PEST

Tiny construct, unaligned

Armor Class 14 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	8 (-1)	11 (+0)	1 (-5)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 1/4 (50 XP)

Potent Injection (1/day). If the pest hits a creature with its stinger, it can inject a larger dose of poison. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

Actions

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.



COVEN HORROR

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Con +8, Cha +9

Skills Deception +9, Insight +6, Perception +10

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 20

Languages Abyssal, Common, Infernal, Primordial

Challenge 9 (3,900 XP)

Wails of the Unborn. Humanoids within 60 feet of the horror that can hear it have disadvantage on Constitution saving throws to maintain concentration.

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

Actions

Multiattack. The horror can use its Gaze. It then makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) slashing damage.

Gaze. The horror makes one gaze at random, choosing one target it can see within 60 feet of it.

1. **Gaze of Agony.** The target creature must make a DC 15 Charisma saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.
2. **Gaze of Lethargy.** The target creature must succeed on a DC 15 Charisma saving throw. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Gaze of Despair.** The target creature must succeed on a DC 15 Charisma saving throw. On a failed save, the target becomes overwhelmed with despair for 1 minute, and has disadvantage on attack rolls, saving throws, and ability checks. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"I SHUDDERED AT THEIR WAILING AND CACKLING. THIS WAS TRUE EVIL, ALL THREE HEADS BICKERING ON THE BEST WAY TO KILL MY FRIENDS AS I CRIED BEHIND THE ROCK"
- CAMUS, FORMER CARAVAN GUARD

COVEN HORROR

Hags represent all that is evil and cruel. A coven horror is evil and cruelty magnified. A wandering, agonized wretch, the coven horror seeks to ruin everything around it, believing that it may free itself from the horrid body it has been bound in.

Vile Origins. The coven horror is the result of multiple witches who had made pacts with a demon and failed to live up to their end of the agreement. The witches were fused along with the wailing bodies of children that they had sacrificed in the name of that demon in order to constantly remind them of their failure. Each head of the horror is in control of the main trunk, but they will frequently snap at either of the two heads if they feel that the other is too close to their own head. The horror is left to wander the Abyssal realm, spreading agony and despair throughout. They will take any chance to escape to the prime material plane so that they can to spread terror and death, believing that fulfilling their original pact by killing anyone they come across will release them from their torment.

Foe of Demons. The witches that make up this monstrosity will always remember the demon that bound them together. While prone to quickly attacking the first thing they see in hopes that it will release their bond, the three witches will occasionally listen and help those who promise to show them to their demonic lord. Coven horrors are fickle, each of the heads continually coming up with a way to free themselves, the most common choice being to kill those nearest to them in order to gain favor with their demonic binding. Demons fear these abominations, tending to steer clear of them throughout the Abyssal Plane.



COVEN HORROR

CROWLOCK

Tiny monstrosity, chaotic neutral

Armor Class 13

Hit Points 10 (4d4)

Speed 30 ft., fly 50 ft.

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

Skills Deception +6, Perception +4, Stealth +5

Senses truesight 30 ft., passive Perception 14

Languages Common, Deep Speech

Challenge 1/2 (100 XP)

Perfect Mimicry. The crowlock can mimic any sounds it has heard, including a person's voice. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Mind Pierce. *Ranged Spell Attack:* +4 to hit, range 60/120 ft., one creature. *Hit* 7 (1d10 + 2) psychic damage.



CRYSTAL ELEMENTAL

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 30 ft., burrow 50 ft.

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

Damage Vulnerabilities thunder

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 3 (700 XP)

Harden. At the start of its turn, the elemental can choose to have disadvantage on all melee weapon attack rolls during that turn, but attack rolls against it have disadvantage until the start of its next turn.

Regeneration. The elemental regains 10 hit points at the start of its turn if it has at least 1 hit point. If the elemental takes thunder damage, this trait doesn't function at the start of the elemental's next turn.

Actions

Multiattack. The elemental makes two attacks with its crystal spear.

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





CRYSTALLINE DRAGON

Huge dragon, any chaotic

Armor Class 20 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	18 (+4)	16 (+3)	26 (+8)

Saving Throws Dex +8, Con +13, Wis +9, Cha +14
Skills Insight +9, Perception +15, Intimidation +14
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 18 (20,000 XP)

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

Prismatic Immunity. The dragon can use its bonus action to gain immunity to one of the following damage types: acid, cold, fire, or lightning. The immunity lasts until the dragon uses its ability again.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Prismatic Breath (Recharge 5-6). The dragon exhales multicolored rays of light. Each creature in a 60-foot cone must make a DC 21 Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1 Red. The target takes 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

2 Orange. The target takes 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.

3 Yellow. The target takes 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

4 Green. The target takes 55 (10d10) poison damage on a failed save, or half as much damage on a successful one.

5 Blue. The target takes 55 (10d10) cold damage on a failed save, or half as much damage on a successful one.

6 Indigo. On a failed save, the target is restrained. It must then make a DC 21 Constitution saving throw at the end of each of its turns. If it successfully saves three times, the effect ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition.

7 Violet. On a failed save, the target is blinded for 1 minute.

8 Special. The target is struck by two rays. Roll twice more, rerolling any 8.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

D

DEATH WIDOW

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Spider Climb. The widow can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the widow knows the exact location of any other creature in contact with the same web.

Web Walker. The widow ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d10 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned. While poisoned in this way, the target is incapacitated and takes 13 (3d8) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DEMONS

Spawned in the Infinite Layers of the Abyss, demons are the embodiment of chaos and evil—engines of destruction barely contained in monstrous form. Possessing no compassion, empathy, or mercy, they exist only to destroy.

BANELING

Banelings are fiends filled with acid sacks covering almost all of its body, ready to explode when the baneling dies, spraying corrosive acid to everyone nearby at the moment of the explosion.

HERALD OF ROT

The living embodiment of disease and decay, a herald of rot looks like the abomination of humanoid, vulture and goat. Eyeless sockets stare at prey as a constant cloud of putrid offal hangs about the demon.

If summoned, a herald of rot will fixate on a given or freely chosen target. Once fixated, the herald will speak to its prey telepathically, detailing how it will bring decay and desolation to everything around the victim.

Vanguard of demon armies, a herald of rot is a living chemical arsenal. Serving more powerful demon lords, they are often seen guarding important structures or enhancing torture by their mere presence. Heralds of rot are most commonly found in the service of Demon Lord Juiblex, but their services expand far from the noxious lord's control.

PUSTULOID

These small, mischievous demons are among the weakest of demons. They are repugnant, worm-like creatures that carry diseases. Individually, a pustuloid is not a dangerous opponent. That's why they gather in swarms of disease and pestilent bodies.

BANELING

Small fiend (demon), chaotic evil

Armor Class 12

Hit Points 7 (2d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	7 (-2)	11 (+0)	3 (-4)

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 1/2 (100 XP)

Death Burst. The baneling explodes when it drops to 0 hit points. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Actions

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





HERALD OF ROT

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Con +7, Wis +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, necrotic

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The herald has advantage on saving throws against spells and other magical effect.

Aura of Decay. Negative energy radiates from the herald in an aura with 120-foot radius. Any creature in that area can't regain hit points.

Actions

Multiattack. The herald makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. While diseased in this way, the target takes 9 (2d8) necrotic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the disease on a success.

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

Fetid Cloud (Recharge 5-6). A 20-foot-radius cloud of disease extends out from the herald. The cloud spreads around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become diseased. While diseased in this way, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. A target can repeat the saving throw at the end of each of its turns, ending the disease on a success.

PUSTULOID

Small fiend (demon), chaotic evil

Armor Class 12

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	9 (-1)	11 (+0)	3 (-4)

Damage Immunities poison, necrotic

Condition Immunities poisoned, necrotic

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal

Challenge 1 (200 XP)

Death Burst. When the pustuloid dies, it explodes in a burst of foul pus. Each creature within 5 feet of it must succeed on a DC 12 Constitution saving throw or become diseased. The diseased creature's skin rapidly develops painful pustules, and the creature has disadvantage on Constitution checks and Constitution saving throws.

Actions

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

Putrid Breath (Recharge). The pustuloid exhales a 15-foot cone of putrid gas. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.



DEVILS

Devils personify tyranny, with a totalitarian society dedicated to the domination of mortal life. The shadow of the Nine Hells of Baator extends far across the multiverse, and Asmodeus, the dark lord of Nessus, strives to subjugate the cosmos to satisfy his thirst for power. To do so, he must continually expand his infernal armies, sending his servants to the mortal realm to corrupt the souls from which new devils are spawned.

PACT DEVIL

Malicious whisperers, pact devils love to watch the inevitable demise of greatness that their deals bring. Pact devils observe their potential victims for a time, learning their desires and motivations before coming in contact with them. Appearing in dreams or a number of short interactions, pact devils acquaint themselves with their target slowly. When their victim is at their most vulnerable, pact devils appear to offer their dark bargain.

No Witnesses. Pact devils are highly defensive of their powers. If the subject of their deal refuses an offer, the pact devil seeks to kill the individual, leaving behind no trace of the pact devil's existence. Rarely will the pact devil be noticed by anyone other than the intended victim. In these cases, pact devils will stop at nothing to kill the bystanders, whether that is by their hands or the creature bound to them.

Infernal Pact. A pact devil may convince a creature to exchange its soul for powerful infernal boons. Such boons may include but are not limited to: ability score improvements, new feats, or epic boons found in the *Dungeon Master's Guide* (page 232). The pact lasts until the devil chooses to dismiss it or the devil dies. A *wish* spell can also end the pact.

If a creature bound by such a pact dies, the devil claims its soul, forcing it into servitude for eternity. The creature can't be brought back to life after its soul has been claimed.

Additionally, while bound by the infernal pact, the devil can communicate with the creature telepathically over any distance, even from another plane of existence. Once per month, the devil may charm the creature as if using the *geas* spell. The creature automatically fails the saving throw to resist the spell, and it can't be ended by any normal magic except for a *wish* spell, which also ends the pact.



PACT DEVIL

Large fiend (devil), lawful evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	15 (+2)	14 (+2)	18 (+4)

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

Skills Deception +8, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

Infernal Pact. The devil can make an infernal pact with a willing creature, granting it special boons in exchange for its soul.

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

Actions

Multiattack. The devil makes three attacks: two with its claws and one with its horns.

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

Horns. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 14 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded creature with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.



DIRE ANGLERFISH

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	1 (-5)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +8

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14

Languages -

Challenge 5 (1,800 XP)

False Appearance. While the anglerfish remains motionless in dim light or darkness, it appears as dancing lights that resemble floating lanterns.

Water Breathing. The anglerfish can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 21 (3d10 + 5) piercing damage. If the target is a Huge or smaller creature, that creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the anglerfish, and it takes 17 (5d6) acid damage at the start of each of the anglerfish's turns. The anglerfish can hold only one Huge creature or up to four Large or smaller creatures inside it at a time. If the anglerfish takes 20 damage or more on a single turn from a creature inside it, the anglerfish regurgitates all swallowed creatures, which fall prone in a space within 5 feet of the anglerfish. If the anglerfish dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

DREAM EATER

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	19 (+4)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +8

Skills Perception +7

Damage Immunities poison, psychic

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

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

Actions

Multiattack. The dream eater makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 13 (3d8) psychic damage, and the target must succeed on a DC 14 Constitution saving throw or gain one level of exhaustion.

Terrorize (Recharge 5-6). The dream eater emits nightmarish visions. Each creature within 10 feet of the dream eater must succeed on a DC 14 Wisdom saving throw or become paralyzed until the end of the dream eater's next turn.

Legendary Actions

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

Dream Walk. The dream eater magically teleports up to 40 feet to an unoccupied space it can see.

Deep Slumber (Costs 2 Actions). The dream eater targets one creature that it can see within 60 feet of it. The target must succeed on a DC 14 Wisdom saving throw or fall unconscious for 8 hours. The target wakes up if it takes damage or if another creature takes an action to shake it awake.





EVIL DOLL

Tiny construct fiend, lawful evil

Armor Class 14 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 30 ft.

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

Skills Deception +6, Perception +4, Persuasion +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

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

Senses darkvision 120 ft., passive Perception 14

Languages Infernal, Common, telepathy 60 ft.

Challenge 2 (450 XP)

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

Inanimate. While the doll remains motionless, it is indistinguishable from any ordinary doll.

Innate Spellcasting. The doll's spellcasting ability is Charisma (spell save DC 14). The doll can innately cast the following spells, requiring only verbal components:

At will: *suggestion*

1/day each: *dominate person*, *modify memory*

Undying Evil. If the doll is destroyed, it regains all its hit points and reappears at a nearby location in 24 hours unless a *remove curse* spell is cast on its remains.

Actions

Giggle. One creature of the doll's choice within 30 feet of it must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage and become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the doll is within line of sight, ending the effect on itself on a success.



F

FALLEN ANGEL

Medium celestial, lawful evil

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

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

Saving Throws Wis +9, Cha +8

Skills Deception +8, Perception +9

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Corrupted Weapons. The angel's weapons attacks are magical. When the angel hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

Innate Spellcasting. The angel's spellcasting ability is Charisma (spell save DC 16). The angel can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *death ward, harm*

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

Shapechanger. The angel can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The angel makes two attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 4) slashing damage plus 18 (4d8) necrotic damage.

Vampiric Touch (3/Day). *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit* 18 (4d8) necrotic damage, and the angel regains hit points equal to half the amount of necrotic damage dealt.



FERN LIZARD

Fern lizards are quick land omnivores with the body of a lizard and the upper torso comprised of two small talons, a small fanged mouth and beady eyes. The entirety of a fern lizard's body appears as though it is made of foliage. Capable of easily blending into its surroundings, fern lizards wait patiently for prey to come to them.

Patient Hunter. Capable of standing immobile for hours, fern lizards wait for meals to stumble before them rather than waste energy hunting them down. Insects and plant life inspire them to voracious appetites. Fern lizards are often seen slowly burrowing into tree trunks, using their acidic spittle to bore small holes to devour insects.

Prized Pet. Whether caught young or raised from an egg, a fern lizard can be trained to serve as a companion. Considered good luck and useful spies for druids, fern lizards are often in their company. Nobility view these creatures as exotic additions to their home, investing large sums of money to acquire them.

Once trained, a fern lizard is loyal and useful companion. It bonds with one master for life and serves that master to the best of its abilities. A fern lizard requires satiation of its omnivorous appetite. Prone to capture or kidnapping, master must be careful when bringing fern lizards in public as they immediately draw attention to both themselves and their much desired pets.

Small Stewards. Fern lizards make their nests in heavy growths of foliage, well away from the eyes of predators. Establishing their territory as a colony, fern lizards work as guardians of their surrounding area. Removing the region of pestilence and danger, these lizards become a druid's ally.

Fern lizards have been known to help those who support and care for their environment, acting as guides for lost travelers and providing sources of food to those in need. Alternatively, fern lizards are extremely aggressive and territorial to those who bring trouble to their home. Fern lizards harry travelers, steal food and lead wanderers astray until the traveler flees or dies.

FERN LIZARD

Small beast, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages none

Challenge 1/2 (100 XP)

False Appearance. While the lizard remains motionless, it is indistinguishable from a normal plant, such as a colorful fern.

Actions

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

Venomous Spittle (Recharge 5-6). The lizard spits a glob of venom at a creature it can see within 15 feet of it. The target must succeed on a DC 12 Dexterity saving throw or be blinded until the end of the lizard's next turn.



FEYOTE

Medium fey, neutral

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +4

Senses darkvision 30 ft., passive Perception 14

Languages understands Sylvan but can't speak

Challenge 1/4 (50 XP)

Innate Spellcasting. The feyote's innate spellcasting ability is Wisdom. The feyote can cast the following spells, requiring no components:

At will: *druidcraft*

1/day: *enhance ability* 1/week: *divination*

Keen Hearing and Smell. The feyote has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.





FROST GIANT JARL

Huge giant, neutral evil

Armor Class 16 (dragonscale armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Con +10, Wis +6, Cha +7
Skills Athletics +11, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 11 (7,200 XP)

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

Actions

Multiattack. The jarl makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 26 (3d12 + 7) slashing damage plus 4 (1d8) cold damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit* 29 (4d10 + 7) bludgeoning damage.

Flash Freeze (Recharge 5-6). The jarl stomps the ground, creating a wave of intense cold in a line that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. If a target fails the saving throw, it becomes restrained by ice. As an action, the restrained target can make a DC 15 Strength check, breaking free of the ice on a success. The ice can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to poison and psychic damage).

Legendary Actions

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

Shove. The jarl makes a shove attack.

Charge. The jarl moves up to its speed.

Battle Order. The jarl directs an allied creature to strike, so long as the creature can see or hear the jarl. That creature can immediately use its reaction to make one weapon attack.

FUSION ELEMENTAL

Huge elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	11 (+0)	20 (+5)	7 (-2)	10 (+0)	9 (-1)

Saving Throws Str +14, Wis +5

Damage Immunities acid, cold, fire lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages Auran, Terran, Ignan, Aquan, Primordial

Challenge 15 (13,000 XP)

Volatile Form. When the elemental dies, it explodes, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 10 (3d6) acid damage, 10 (3d6) lightning damage, 10 (3d6) fire damage, and 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit* 20 (2d10 + 9) bludgeoning damage plus 9 (2d8) damage of a type chosen randomly from the following: acid, lightning, fire, or cold.

Hurl Energy. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit* 18 (2d8 + 9) damage of a type chosen randomly from the following: acid, lightning, fire, or cold.

Elemental Chaos (Recharge 5-6). The elemental makes one elemental chaos attack at random.

1 Earthquake. A seismic disturbance radiates from the elemental in a 100-foot radius circle. Each creature on the ground in that area must succeed on a DC 18 Dexterity saving throw or be knocked prone. Each creature on the ground that is concentrating must also succeed on a DC 18 Constitution saving throw or break concentration. The area becomes difficult terrain after the earthquake.

2 Fire Breath. The elemental exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

3 Tidal Wave. A massive wave emanates from the elemental. Each creature within 60 feet of the elemental must succeed on a DC 18 Strength saving throw or be pushed up to 60 feet away from the elemental. On a success, the creature is pushed 10 feet away from the elemental.

4 Whirlwind. The elemental summons a 10-foot-radius, 60-foot high whirlwind centered on a point within 120 feet of it. Each creature in that area must make a DC 18 Strength saving throw. On a failure, a target takes 27 (6d8) bludgeoning damage and is flung up to 40 feet away in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown to another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Legendary Actions

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

Hurl Energy. The elemental uses its Hurl Energy.

Harness Energy (Costs 2 Actions). The elemental regains use of its Elemental Chaos.

Unstable Outburst (Costs 2 Actions). The elemental loses control of its chaotic energies. Each creature within 30 feet of the elemental, including the elemental itself, must succeed on a DC 18 Constitution saving throw or take 21 (6d6) damage of a type chosen randomly from the following: acid, lightning, fire, or cold. A creature takes half damage on a Success. The elemental has no immunity to the damage caused by this outburst.



GAZELLEAN

Medium humanoid (gazellean), neutral

Armor Class 14 (padded armor)

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Common, Gazellean

Challenge 1/2 (100 XP)

Sprinter. The gazellean can take the Dash or Disengage action as a bonus action on each of its turns.

Alert. The gazellean Has advantage on Dexterity checks for initiative. Additionally, the gazellean can't be surprised, and other creatures don't gain advantage on attack rolls against it as a result of being hidden from it.

Actions

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

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

GHOULS



FROGGHOUL

Medium undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 30 ft.

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

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 2 (450 XP)

Leap Attack. The frogghoul doesn't provoke opportunity attacks when it moves out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit* 4 (2d8 + 3) piercing damage. The frogghoul has advantage on this attack if the target is grappled by it.

Tounge. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 13) and pulled 10 feet toward the frogghoul. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



TENTAGHOUL

Large undead, chaotic evil

Armor Class 13
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	16 (+3)	7 (-2)	8 (-1)	7 (-2)

Damage Resistances necrotic, bludgeoning
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 3 (700 XP)

Stench. Any creature that starts its turn within 10 feet of the tentaghoul must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the tentaghoul's Stench for 24 hours.

Turning Defiance. The tentaghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 13 (2d8 + 4) bludgeoning damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GILL-MAN

Medium monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	7 (-2)

Skills Perception +5, Stealth +6

Damage Vulnerabilities poison

Senses darkvision 120 ft., passive Perception 15

Languages Gill-man

Challenge 6 (2,300 XP)

Amphibious. The gill-man can breathe air and water.

Regeneration. The gill-man regains 10 hit points at the start of its turn. If the gill-man is poisoned, this trait doesn't function. If the gill-man takes poison damage, this trait doesn't function at the start of the gill-man's next turn. The gill-man dies only if it starts its turn with 0 hit points and doesn't regenerate.

Swimby. The gill-man doesn't provoke opportunity attacks when it swims out of an enemy's reach.

Torpedo Attack. If the gill-man swims at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Actions

Multiattack. The gill-man makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) slashing damage.



GINORMUS SQUIRREL

Gargantuan beast, unaligned

Armor Class 20 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	20 (+5)	2 (-4)	12 (+1)	10 (+0)

Saving Throws Str +13, Dex +8, Con +10

Skills Perception +11

Senses darkvision 120 ft., passive Perception 21

Languages -

Challenge 16 (15,000 XP)

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

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

Actions

Multiattack. The squirrel makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 17 (2d8 + 8) bludgeoning damage.

Monstrous Chatter (Recharge 5-6). The squirrel chatters furiously. Each creature within 60 feet of the squirrel and able to hear its chatter must make a DC 18 Constitution saving throw, taking 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw, it becomes incapacitated until the end of the squirrel's next turn.

Legendary Actions

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

Tail Attack. The squirrel makes a tail attack.

Trample (Costs 2 Actions). The squirrel moves up to its speed without provoking opportunity attacks. It can move through another creature's space but must end its movement in an unoccupied space. Each creature in the squirrel's path must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone.

Might of Oaks (Costs 3 Actions). The squirrel goes into a frenzy, uprooting nearby trees and disrupting the earth around it. Each creature on the ground within 20 feet of the squirrel must make a DC 21 Dexterity saving throw, taking 24 (7d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in that area becomes difficult terrain.

GNOLLS

Gnolls are feral humanoids that attack settlements along the frontiers and borderlands of civilization without warning, slaughtering their victims and devouring their flesh.

Demonic Origin. The origin of the gnolls traces back to a time when the demon lord Yeenoghu found his way to the Material plane and ran amok. Packs of ordinary hyenas followed in his wake, scavenging the demon lord's kills. Those hyenas were transformed into the first gnolls, parading after Yeenoghu until he was banished back to the Abyss. The gnolls then scattered across the face of the world, a dire reminder of demonic power.

GNOLL DEATHKNIGHT

Medium humanoid (gnoll), chaotic evil

Armor Class 17 (half plate)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Str +7, Con +6, Cha +5
Skills Intimidation +5
Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 6 (2,300 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Aura of Malice. All enemies within 10 feet of the gnoll have disadvantage on saving throws.

Actions

Multiattack. The gnoll makes three attacks: one with its bite and two with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) necrotic damage.

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





GNOLL DEATHMAGE

Medium humanoid (gnoll), chaotic evil

Armor Class 12 (15 with mage armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	13 (+1)	12 (+1)

Skills Deception +4, Perception +4
Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 7 (2,900 XP)

Spellcasting. The gnoll is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). The gnoll has the following spells prepared:

Cantrips (at will): *acid splash, blade ward, chill touch, poison spray*
 1st level (4 slots): *mage armor, ray of sickness, shield, Tasha's hideous laughter*
 2nd level (3 slots): *alter self, darkness, misty step*
 3rd level (3 slots): *fear, slow*
 4th level (3 slots): *blight, confusion*
 5th level (2 slots): *cloudkill*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit* 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage.

Conjure Fiends (1/Day). The gnoll magically summons 1d4 fiendish hyenas. The summoned fiends appear in unoccupied spaces within 60 feet of their summoner and act as allies of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses them as an action.

FIENDISH HYENA

Large fiend, chaotic evil

Armor Class 12 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+1)	15 (+2)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 2 (450 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Aura of Malice. All enemies within 10 feet of the gnoll have disadvantage on saving throws.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit* 13 (2d8 + 4) piercing damage.

GOBLINS

Goblins are small, black-hearted, selfish humanoids that lair in caves, abandoned mines, despoiled dungeons, and other dismal settings. Individually weak, goblins gather in large—sometimes overwhelming—numbers. They crave power and regularly abuse whatever authority they obtain.



GOBLIN ALCHEMIST

Small humanoid (goblinoid), neutral evil

Armor Class 14 (studded leather)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Alchemist's Fire (5/Day). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit* The target is covered in flaming adhesive, and takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Acid Vial (3/Day). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit* 7 (2d6) acid damage.



GOBLIN RITUALIST

Small humanoid (goblinoid), neutral evil

Armor Class 14 (studded leather)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)	8 (-1)

Skills Religion +2, Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 1/2 (100 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The goblin is a 1st-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The goblin has the following cleric spells prepared:

Cantrips (at will): *resistance*, *sacred flame* (deals necrotic damage), *thaumaturgy*
1st level (3 slots): *bane*, *cure wounds*, *sanctuary*

Actions

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

GOLEMS

Golems are made from humble materials—clay, flesh and bones, iron, or stone—but they possess astonishing power and durability. A golem has no ambitions, needs no sustenance, feels no pain, and knows no remorse. An unstoppable juggernaut, it exists to follow its creator's orders, and it protects or attacks as that creator demands.

To create a golem, one requires a *manual of golems*. The comprehensive illustrations and instructions in a manual detail the process for creating a golem of a particular type.

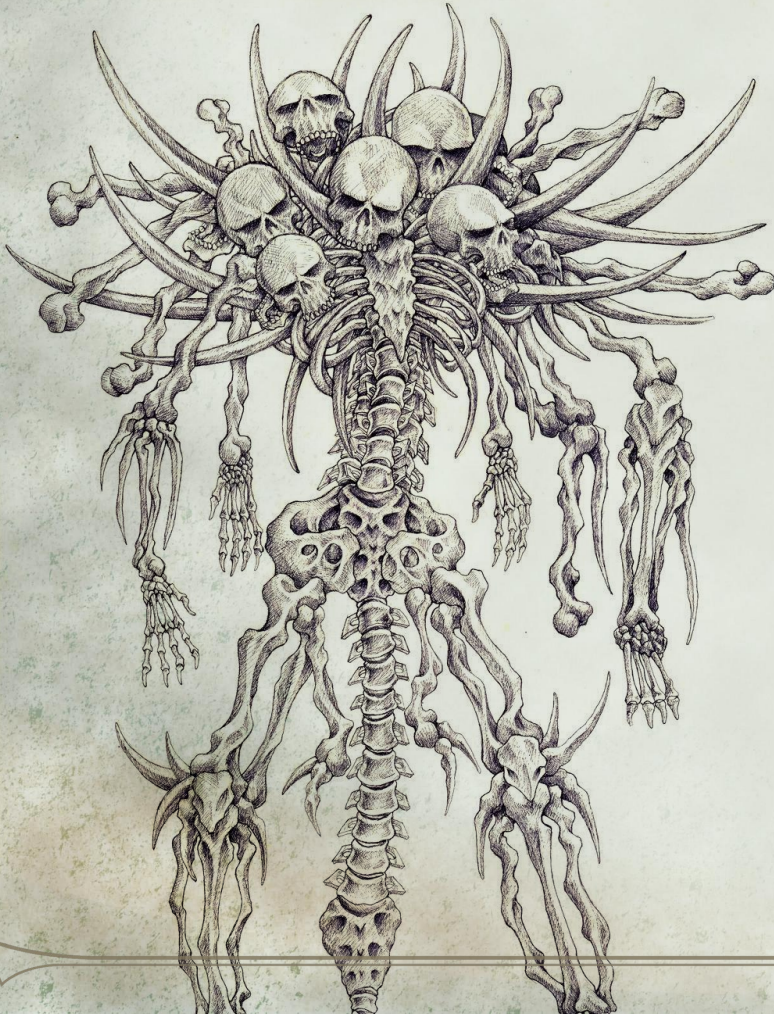
Constructed Nature. A golem doesn't require air, food, drink, or sleep.

BONE GOLEM

A bone golem is the defiled abomination of animated skeletons crafted into a singular entity that desires nothing more than to add more material to its hideous form. Similar to other golems, bone golems serve the commands of their masters, following them with disturbing ferocity and precision. Sharing traits with its lesser skeletal counterparts, bone golems do not try to damage themselves to reach a goal, instead resorting to try a door handle rather than harm themselves by breaking through it.

Necromancers who have created these monstrosities also have the presence of mind to make the bone golem itself a master of bone. Capable of gathering bones together into a prison for its victims, bone golems serve adeptly as guards of ancient tombs or its master's personal studies.

An empty shell driven by negative energy, the many heads of the bone golem still quietly whisper with pain the suffering of those used to create the construct. Faint screams and cry echo from bone golems.



BONE GOLEM

Large construct, unaligned

Armor Class 14

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 9

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

Challenge 9 (5,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

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

Bone Prison. The golem targets one creature it can see within 60 feet of it. A prison of magical bones surrounds the creature. The target must make a DC 15 Dexterity saving throw or become restrained. The restrained creature can break free by succeeding on a DC 20 escape check, or by destroying the bone prison (AC 20; 50 hit points; immunity to poison and psychic damage). The golem can only have one bone prison active at a time. It may dismiss the bone prison as a bonus action.

ICE GOLEM

Ice golems are humanoid automatons formed of carved ice. Their appearance can range from roughly chiseled figures of ice and snow to elaborately detailed ice sculptures and beautiful crystalline statues.

Ice golems cannot speak, and move with the sound of cracking and popping ice.

Ice golems are large constructs made of ice, given life with arcane magic. They are often used by clerics or druids serving winter deities, and most often used in lands that never truly melt—the cost and difficulty involved in crafting them would go to waste if the creature just turned to slush in the morning.



ICE GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+5)	10 (+0)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 9

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

Challenge 8 (3,900 XP)

Frozen Aura. Intense cold radiates from the golem in an aura with a 20-foot radius. A creature that starts its turn in that area takes 3 (1d6) cold damage. Additionally, the ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a DC 12 Dexterity saving throw or fall prone.

Ice Walk. The golem ignores difficult terrain caused by ice.

Ice Death. When the golem is reduced to 0 hit points, it shatters in an explosion of jagged ice. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 10 (3d6) piercing damage and 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effect.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 18 (3d8 + 5) bludgeoning damage plus 4 (1d8) cold damage.

GRAVE TITAN

A true success in the minds of necromancers across the world, grave titans are walking monoliths of the undead. Lumbering forward on its master's command, the grave titan leaves a trail of death and lurching zombies. The grave titan views the world as a wheat field, reaping and sowing death as it walks.

Master's Servant. The necromancer who summon the grave titan hold complete control over the being. Grave titans follow their master or masters without question, moving with menacing grace. If left with no command, grave titans will wander towards the next living thing they see, desiring to bring death to the world. Grave titans are often employed as walking siege engines or guards to dark secrets. The grave titan's ability to continually spawn zombies, making them highly desired to those not opposed to bolstering their army's ranks.



GRAVE TITAN

Huge undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	3 (-4)	8 (-1)	12 (+1)

Saving Throws Wis +3, Con +10

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 10 (5,900 XP)

Undead Fortitude. If damage reduces the grave titan to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the grave titan drops to 1 hit point instead.

Actions

Multiattack. The titan makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit* 29 (6d6 + 8) slashing damage.

Hurl Zombies. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit* 30 (4d10 + 8) bludgeoning damage. After the attack hits or misses, 1d4 + 1 zombies arise adjacent to the target.

Abominable Creation. Grave titans form when powerful necromancers collect the bodies of numerous humanoids and freshly slain giant. Amassing the corpses into a great mound atop the giant, the necromancers bind their energies to the mound, enriching it with a mass of negative energy. Rising from the mound, a grave titan begins to devour the corpses. Once the final body is consumed, the grave titan completes its metamorphosis. The bodies that reside in the titan reanimate, seeking to escape their prison. The torn hole in the titan's stomach quietly resonates with screams and cries as the restless zombies pull themselves free. Yet, any zombie that emerges from the grave titan is subjected to the commands of the titan's master. Following their reanimation, grave titans have little memory of their former lives. They understand the language of their master, but beyond that they do not think or act directly for themselves.

GROVE GUARDIAN

A manifestation of nature's own self-defense, the grove guardian travels through the wilderness, protecting the land and its inhabitants. Taking the shape of a wolf, the grove guardian uses its fangs and powerful magic to drive away anything that threatens its land.

Neutral Guardians. Grove guardians do not think of things in terms of wrong or right, nor do they care for law. Emerging to protect the land it has been bound to, a grove guardian attacks all with zealous animosity. Only those who can convince it of their desire to protect the land are left alone. Druids are recognized by grove guardians but not exempt from their judgment, having to prove their loyalty to nature before a guardian will ignore them.

Silent Sentinels. Prior to attacking, grove guardians will make their presence known to outsiders. Observing from a distance and gradually drawing closer. If outsiders do not demonstrate proper respect or fail to acknowledge grove guardians in communication, the guardians will attack.

Force of Nature. The lands calls grove guardians to its aid. Their number increase in accordance to the danger of the situation. Often only one guardian will be called in defense against wandering outsiders, but a whole pack may appear in the wake of cataclysmic events.

GROVE GUARDIAN

Large fey, neutral

Armor Class 15 (natural armor)

Hit Points 71 (11d10 + 11)

Speed 50 ft.

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

Saving Throws Dex +6, Wis +7

Skills Perception +10, Stealth +6

Senses darkvision 60 ft., passive Perception 20

Languages Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The guardian's innate spellcasting ability is Wisdom (save DC 15, +7 to hit with spell attacks). The guardian can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *thorn whip* (11th level)

3/day each: *spike growth*, *silence*

1/day each: *conjure animals*, *plant growth*

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

Speak with Beasts and Plants. The guardian can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on its turn, the guardian can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. The guardian makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

H

HAWKFOX

Medium monstrosity, unaligned

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 2 (450 XP)

Dive Attack. If the hawkfox is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Keen Sight and Smell. The hawkfox has advantage on Wisdom (Perception) checks that rely on sight or smell.

Nimble Action. On each of its turns, the hawkfox can use a bonus action to take the Dash or Disengage action.

Actions

Multiattack. The hawkfox makes one bite attack and one talon attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit* 7 (1d8 + 3) piercing damage.

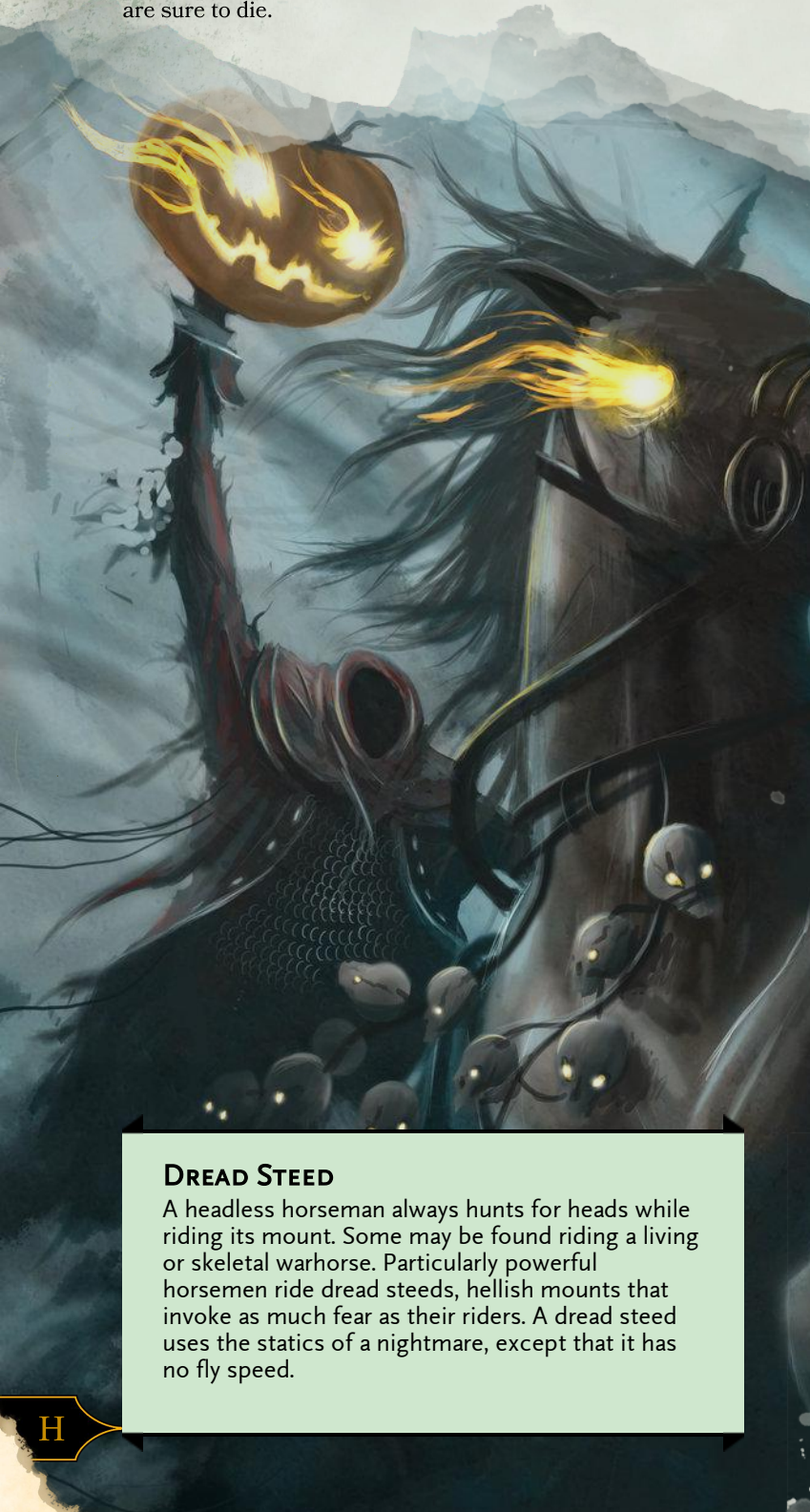
Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit* 8 (2d4 + 3) piercing damage.



HEADLESS HORSEMAN

Also known as "Dullahan", these fiends wander the world in search of the dead and dying. They fancy themselves as controllers of population, and the eradicators of pestilence. A headless horseman uses its death watch ability to discern those near it who are near death or dying. Then, they seek out those people and terminate them. Some more righteous Dullahan take it upon them to massacre those afflicted by plagues, in order to stop the spread of the disease.

It is said that if a headless horseman calls your name, you are sure to die.



HEADLESS HORSEMAN

Medium fiend, lawful evil

Armor Class 15 (chain shirt)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Con +7, Cha +6

Skills Animal Handling +5, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages understands Common, Abyssal, and Infernal but can't speak

Challenge 8 (3,900 XP)

Mounted Combatant. The horseman can force an attack targeted at its mount to target itself instead.

Ride-By. While mounted, the horseman and its mount don't provoke opportunity attacks when they move out of an enemy's reach.

Actions

Multiattack. The horseman makes two melee attacks.

Vorpal Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 17 (3d8 + 4) slashing damage. When the horseman rolls a 20 on the attack roll, if the damage would reduce the creature to 0 hit points, the horseman cuts off the creature's head.

Jack-o'-lantern (Recharge 6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit* 13 (2d8 + 4) bludgeoning damage plus 14 (4d6) fire damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become stunned until the end of the horseman's next turn.

DREAD STEED

A headless horseman always hunts for heads while riding its mount. Some may be found riding a living or skeletal warhorse. Particularly powerful horsemen ride dread steeds, hellish mounts that invoke as much fear as their riders. A dread steed uses the statics of a nightmare, except that it has no fly speed.

I

ILLETS

Illets were originally from the Far Realm, travelling between planes for devouring the energy of any living being they encounter and draining the magic to satiate its hunger, leaving only a desert of white dust and rocks behind, which are the remains of everything once lived there.

ILLET BUTCHER

Huge aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	8 (-1)	14 (+2)	7 (-2)

Saving Throws Wis +6
Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages -
Challenge 9 (5,000 XP)

Alien Mind. The butcher has advantage on Wisdom saving throws.

Ingest Scion. As a bonus action, the butcher can ingest an illet scion within 10 feet of it, destroying the scion. The butcher then regains use of Consume.

Actions

Multiattack. The butcher makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit* 22 (3d10 + 6) slashing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the butcher can't constrict another target.

Consume. The butcher targets one creature that it can see within 60 feet of it. The target must make a DC 16 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, its body becomes a pile of white dust.

ILLET MONITOR

Huge aberration, chaotic evil

Armor Class 12
Hit Points 126 (12d12 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	8 (-1)

Saving Throws Wis +5
Skills Perception +6
Senses darkvision 60 ft., passive Perception 15
Languages -
Challenge 7 (2,900 XP)

Alien Mind. The butcher has advantage on Wisdom saving throws.

Actions

Multiattack. The butcher makes two fist attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* 21 (3d10 + 5) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the monitor can't constrict another target.

Spawn Scion (3/Day). The monitor spawns an illet scion that appears in an unoccupied space within 5 feet of it.

ILLET SCION

Large aberration, chaotic evil

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	13 (+1)	4 (-3)

Saving Throws Wis +3

Skills Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 1 (200 XP)

Alien Mind. The scion has advantage on Wisdom saving throws.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the scion can't use its tentacles on another target.

ELDER DEVASTATOR

Gargantuan aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Str +13, Con +11, Wis +8

Skills Perception +8

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Illet, telepathy 120 ft.

Challenge 17 (18,000 XP)

Alien Mind. The devastator has advantage on Wisdom saving throws.

Blighted Trail. Terrain that the devastator passes over turns to white ash. Plants are destroyed in that area and cannot regrow for 1d10 days.

Ingest Scion. As a bonus action, the devastator can ingest an illet scion within 15 feet of it, destroying the scion. The devastator then regains 16 (3d10) hit points.

Scour from Existence. When the devastator reduces a creature to 0 hit points, that creature's body becomes a pile of white dust.

Actions

Multiattack. The devastator makes four fist attacks.

Fist. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit* 20 (2d12 + 7) bludgeoning damage.

Maddening Roar (Recharge 6). The devastator emits a mind-shattering roar. Each creature of the devastator's choice within 100 feet of it and able to hear the roar must make a DC 18 Wisdom saving throw. On a failed save, a creature takes 44 (8d10) psychic damage and is afflicted with a short-term madness (*Dungeon Master's Guide*, page 259). On a successful save, the creature takes half as much damage and isn't afflicted with madness.





ZILLADEK, THE MIND DEVOURER

Colossal aberration (titan), chaotic evil

Armor Class 25 (natural armor)
Hit Points 717 (35d20 + 350)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	25 (+7)	20 (+5)	26 (+8)

Saving Throws Str +19, Con +19, Wis +14, Cha +17
Damage Vulnerabilities bludgeoning, piercing, and slashing from hedron weapons
Damage Resistances acid, cold, fire, lightning
Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 24
Languages Illet, telepathy 500 ft.
Challenge 30 (155,000 XP)

Innate Spellcasting. Zilladek's innate spellcasting ability is Wisdom (spell save DC 22). It can innately cast the following spells, requiring no material components.

At will: *detect magic*, *dispel magic*
3/day each: *confusion*, *counterspell* (9th level spell slot), *weird*
1/day each: *divine word*, *feeblemind*, *plane shift*

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

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

Magic Weapons. Zilladek's weapons attacks are magical.

Scour from Existence. When Zilladek reduces a creature to 0 hit points, that creature's body becomes a pile of white dust.

Actions

Multiattack. Zilladek can use its Maddening Presence. It then makes six attacks: four with its fists, and two with its tentacles.

Fist. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. *Hit* 36 (4d12 + 10) bludgeoning damage.

Tentacle. Melee Weapon Attack: +19 to hit, reach 30 ft., one target. *Hit* 28 (4d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Maddening Presence. Each creature of Zilladek's choice within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become afflicted with short-term madness (*Dungeon Master's Guide*, page 259). If a creature afflicted with short-term madness fails its saving throw, it becomes afflicted with long-term madness. If a creature afflicted with long-term madness fails its saving throw, it becomes afflicted with indefinite madness. If a creature afflicted with indefinite madness fails its saving throw, it dies from psychological trauma. If a creature's saving throw is successful, the creature is immune to Zilladek's Maddening Presence for the next 24 hours.

Legendary Actions

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

Grip of Desolation. Zilladek makes a fist attack. If the attack hits, the target is grappled (escape DC 20) if it's a Huge or smaller creature and Zilladek doesn't have four other creatures grappled. Until this grapple ends, the target is restrained and takes 4d10 psychic damage at the start of each of its turns.

Transgress the Mind (Costs 2 Actions). Zilladek casts *phantasmal killer*, no concentration required.

Titan's Presence (Costs 3 Actions). Zilladek casts *banishment*.

INFESTATION SWARM

Medium swarm of Tiny monstrosities, unaligned

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	5 (-3)	12 (+1)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages -

Challenge 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

Infest (Recharge 6). One creature in the swarm's space must succeed on a DC 14 Constitution saving throw or become infested by the swarm; the swarm then disappears inside the host, and the target is incapacitated and loses control of its body. The swarm now controls the body but doesn't deprive the target of awareness. The swarm can't be targeted by any attack, spell, or other effect, and it retains its Intelligence, Wisdom, and Charisma. It otherwise uses the infested target's stats, but doesn't gain access to the target's knowledge, class features or proficiencies. The infestation lasts until the body drops to 0 hit points, the swarm ends it as a bonus action, or the swarm is forced out by an effect that removes disease like the *lesser restoration* spell. When the infestation ends, the swarm reappears in an unoccupied space within 5 feet of the body. The target is immune to this swarm's Infest for 24 hours after succeeding on the saving throw or after the infestation ends.



K

KIRIN, LESSER

Large celestial, neutral good

Armor Class 14 (natural armor)

Hit Points 83 (10d10 + 30)

Speed 40 ft., fly 40 ft.

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

Saving Throws Con +7, Wis +5

Senses passive Perception 12

Languages Celestial, Common, Sylvan, telepathy 120 ft.

Challenge 5 (1,800 XP)

Charge. If the Kirin moves at least 20 feet straight toward a creature and then hits it with a horn attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Kirin can make one hooves attack against it as a bonus action.

Actions

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

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit* 21 (3d10 + 5) bludgeoning damage.

Healing Touch (3/Day). The Kirin touches another creature with its snout. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The Kirin magically teleports itself, along with any equipment it is wearing or carrying, to a location the Kirin is familiar with, up to 1 mile away.



KOBOLDS

Kobold society is influenced by their lawful evil alignment. They will plan and dig mines industriously, while laying cruel traps for interlopers. If they must confront an enemy, they will mass their troops for an ambush. Among the monstrous humanoid, they are known for cunning plans; unlike many, they also share those plans among the tribe. General plans and goals are common knowledge, and detailed plans are shared with all who ask, to allow them to work fruitfully for the good of the tribe. Kobolds have a natural hatred of other non-draconic creatures because of mistreatment of their race.

Specialized Laborers. Though most kobolds are miners, digging for the lost god Kurtulmak, a special few are chosen at birth for specific jobs, an even smaller group are marked at birth for greatness. Selected by the All-Watcher of the tribe these Kobolds fill roles unique to the tribe.

Tribal Society. Consisting of 10 to 15 families, tribes of kobolds can survive anywhere but tend to live in mines or deep forests where there is little light. The tribe's land covers about 10 square miles, when the tribe grows too large to support itself on its land, the tribe will split itself in two and half will migrate to other lands.

Scaled Pride. Most kobolds worship dragons, however dragons tend to see kobolds as pests and either ignore them or use them as fodder or slaves. Mountains with dragon lairs atop are a sure place to look for kobolds.

Aged Wisdom. Kobolds are gerontocratic, the oldest is the wisest. Called the All-Watcher be it male or female rules His/hers tribe without question. Kobolds can live to be easily 1,000 years old but most die long before that age.

Honor One's Kin. Honoring the dead is very important to kobolds and how varies from region to region. Some resort to cannibalism to ensure power stays in the tribe, others mummify and entomb the dead in mazes of tunnels. Dark forests kobolds bury the dead to return them to nature.

Scaled Skin. Outsiders are rarely trusted in kobold lands, however other races with scaled skin are considered to be more trustworthy. Dragonkin, Snakefolk and even Bullywugs can trade and even negotiate with some tribes of kobolds. Most others can gain the trust of a tribe, but gnomes are hated and treated with extreme hostility.

Understood Law. Few in number, kobolds do have some rules they must follow in everyday life. Pranks are harshly considered taboo, this is connected to the loss of the main kobold deity Kurtulmak, the god of war and mining. Kobolds and gnomes have an instinctual hate of each other because of a "prank" played upon Kurtulmak by the gnomish deity Garl Glittergold. According to some kobold myths, Garl collapsed Kurtulmak's cave because of the gnome god saw that they were likely to become the dominant race in the world. Murder of another member of the same tribe is forbidden, so many tribes favor exile to execution. Leading an outsider to the tribe's home is a grave crime in kobold law.

KOBOLD BULLY

Thick sinuous muscle defines this kobold, setting it apart from its wiry counterparts. Kobold bullies stand with an air of confidence, bones of rivals hanging from their spear. Small black eyes glittering with malicious deviance show the harsh spirit that drives this creature.

Brute of the Pack. Born physically larger and stronger than others in the tribe, a kobold bully fights its way through the social hierarchy. A kobold bully works as muscle for the tribe, serving as guards and vanguards in battle. What a kobold bully lacks in cunning, it makes up for in brutal strength, tending to stab first and ask questions second. Kobold bullies incite rage among their tribes, acting upon jealousy towards those who seem better off than them.

KOBOLD COMMANDER

Having survived a few skirmishes the older and experienced kobold soldiers make up the ranks of kobold commanders. Tasked with the safety of the tribe these ruthless leaders frequently send patrols out to monitor the surroundings.

Never Alone. Due to the combat hardened and wary nature of kobold commanders, they are never far away from soldiers. They often carry horns made of bone to warn and call for the aid of nearby kobolds.

KOBOLD HERO

Bearing a mark of uncommon from the rest of its tribe, a kobold hero acts with the knowledge of its eventual success. Trained beyond any other; equipped with the finest gear and fervent in the belief of destiny, these creatures is the face of kobold tribes. Worldly knowledge and years of adventure show upon their scaled face. A kobold hero can rally tribes together and bring upon the world a deadly and zealous foe. When a kobold hero emerges, the world is destined to change.

Marked for Destiny. When a kobold is born, they are marked. This marking varies from hero to hero, often appearing as a change in their skin color or alteration of the eyes. These markings are recognized in kobold tribes as blessings from the Dragon Queen Tiamat. Immediately, kobolds marked are treated as vessels of destiny; raised, trained and pushed to fulfill the will of Tiamat.

Chosen of Tiamat. Unlike other kobolds, kobold heroes are above any social hierarchy. Their right to rule and command goes unquestioned by any tribe. At this command, squabbling tribes of kobold rally under their banner and go forth to aid the kobold hero in its task. When kobold heroes appear, cities and towns neighboring kobold tribes tremble in fear of the impending armies these heroes create.

KOBOLD SHAMAN

Scents of heavy herbs, the clattering of trinkets and the subtle whispering of a cunning mind mark the arrival of a kobold shaman. Imbued with the magic of their god Tiamat, kobold shamans rule the tribe, using guile and deception to keep their place. Kobold shamans are frail but agile, their physical stature pushing them more to avoiding combat than getting into it themselves.

Rite of the Elements. Kobold shamans must display their connection to the dragon god Tiamat. Those chosen to become a shaman undergo a ritual of elements, being subjected to searing heat, deathly cold and noxious acid. Those who emerge from the ritual alive are awakened to the arcane energies of Tiamat.

Tribes Power. Wielding Tiamat's magic, kobold shamans are the heart and mind of their tribe. Sitting on the top of the social hierarchy, shamans delegate tasks in the tribe. Yet, their power is always tentative, as other kobolds are quick to grow agitated and envious. Kobold shamans are quick to notice unrest in the tribe and are not above resorting to banishment to ensure their power remains intact. When faced with the coming of a kobold hero, shamans are often slow or devious in their actions. While attempting to fulfill the will of Tiamat, kobold shamans stop at nothing to keep the power that they have attained.

KOBOLD SOLDIER

The lowest of kobold ranks is the kobold soldier. Physically weak, they overcome most foes with numbers.

Two Better Than One. Common practice among soldiers is to travel and scout in pairs. When assigned to guard doors, kobolds post up on both left and right sides making sneaking by difficult to all but the most seasoned thieves.

KOBOLD BULLY

Small humanoid (kobold), lawful evil

Armor Class 14 (shield)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 1 (200 XP)

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

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

Actions

Multiattack. The kobold makes two melee attacks.

Short Spear. *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.

Low Blow (Recharge 5-6). The kobold makes a cheap shot against a creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or become incapacitated until the end of the kobold's next turn.

KOBOLD COMMANDER

Small humanoid (kobold), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Challenge 1/2 (100 XP)

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

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

Actions

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

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



BRYAN SYME

KOBOLDS

KOBOLD HERO

Small humanoid (kobold), lawful evil

Armor Class 18 (breastplate, shield)
Hit Points 54 (12d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	14 (+2)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Challenge 4 (1,100 XP)

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

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

Actions

Multiattack. The kobold makes two melee attacks.

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

Legendary Actions

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

Scurry. The kobold moves up to its speed without provoking opportunity attacks.

Stabby. The kobold makes one melee weapon attack.

Pocket Sand (Costs 2 Actions). The kobold throws sand at a creature it can see within 5 feet of it. The target must succeed on a DC 12 Dexterity saving throw or be blinded until the end of the kobold's next turn.

KOBOLD SHAMAN

Small humanoid (kobold), lawful evil

Armor Class 13 (leather armor)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 2 (450 XP)

Spellcasting. The kobold is a 4th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The kobold has the following spells prepared.:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *cure wounds*, *fog cloud*, *healing word*

2nd level (3 slots): *flaming sphere*, *heat metal*

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

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

Actions

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





KOBOLD SOLDIER

Small humanoid (kobold), lawful evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/4 (50 XP)

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

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

Actions

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

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

KRAKEN HATCHLING

Huge monstrosity (titan), chaotic evil

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Str +10, Con +9, Wis +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities Lightning

Condition Immunities frightened, paralyzed

Senses truesight 60 ft., passive Perception 12

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak

Challenge 12 (8,400 XP)

Amphibious. The kraken can breathe air and water.

Actions

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit* 15 (2d8 + 6) piercing damage. If the target is a Medium or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 21 (6d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 25 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit* 13 (2d6 + 6) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One medium or smaller object held or creature grappled by the kraken is thrown up to 30 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Field (Recharge 5-6). All creatures within 60 feet of the kraken must succeed on a DC 17 Constitution saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Release the Kraken (Costs 2 Actions). The kraken removes any magical effects on itself that reduce its speed or cause it to be restrained, and escapes from any nonmagical restraints or being grappled.

Water Surge (Costs 3 Actions). A strong current surges from the kraken. Each creature within 30 feet of the kraken must succeed on a DC 17 Strength saving throw or be pushed up to 30 feet away from the kraken. On a success, the creature is pushed 10 feet away from the kraken.



LEONIN

Leonin are tribal humanoids that reside in great plains and desert oasis. Their villages continually move, but are commonly found nearby watering holes, rivers or underneath massive trees.

Territorial Nomads. Leonin interact with other races on a strictly business like fashion. Fiercely territorial, their villages move throughout their domain, acting as scouts or defenders to any part that has been invaded. When unwelcome visitors are detected, the tribe sends an emissary to determine the nature of the visitors. If the visitor seems violent or malevolent, the tribe will band together and drive them away. Traders are invited to speak with them, but never will be allowed to enter the tribe itself.

Leonin hold a strict sense of traditional morality and are heavily rooted in honor. The acts of an individual do much in the eyes of leonin. Ritualistic rites are performed among the tribe and when trade is conducted to test the moral mettle of an individual.

Leonin may leave the pride to become traveling merchants or hired guards. Still rooted in the spirituality of their pride, wandering leonin often contend with those around them concerning personal thoughts and actions. Alliances made with leonin are steadfast and unyielding. Fiercely loyal and driven to uphold their honor, leonin tribes are almost never the ones to break or end an alliance. Traders who make initial deals with the leonin always find a trading partner among the nomads.

The Way of the Pride. Working towards a sense of honor and traditional morality, leonin base their understanding of others through individual acts. Tests are constructed to place young leonin in difficult moral situations, testing both the ability to make decisions under pressure as well as to determine the cub's mindset. Leonin who fail to follow the Way of the Pride are further trained or eventually sent into exile, a dangerous way of life being too destructive to the pride as a whole.

Leonin Leaders. Leonin respect their leaders with a religious awe. Elders are chosen for either great deeds done or eventual age. Those imbued with magic are sent into study, learning how to curb magic to the Way of the Pride. At times, a leonin will be born into the pride afflicted by a rakshasa spirit. These leonin grow to be powerful spellcaster who hold within them the seed of evil. Cunning and patient, these leonin wait and hide, passing their pride's tests. If these leonin become leaders, they will drive their pride to war, chaos or ruin.

LEONIN

Medium humanoid (leonin), any alignment

Armor Class 14 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	12 (+1)

Skills Acrobatics +4, Athletics +4

Senses passive Perception 11

Languages Common, Leonin

Challenge 1/4 (50 XP)

Brave. The leonin has advantage on saving throws against being frightened.

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

Pounce. If the leonin moves at least 20 feet straight toward a creature and then hits it with a melee weapon attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the leonin can make one bite attack against it as a bonus action.

Actions

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

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

LIVING SPELLBOOK

Large construct, unaligned

Armor Class 14 (17 with mage armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	18 (+4)	14 (+2)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses blindsight 120 ft., passive Perception 12

Languages telepathy 120 ft.

Challenge 10 (5,900 XP)

Immutable Form. The spellbook is immune to any spell or spell effect that would alter its form.

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

Spellcasting. The spellbook is a 12th-level spellcaster. Its spellcasting ability is Intelligence (save DC 16, +8 to hit with spell attacks). The spellbook has the following wizard spells prepared:

Cantrips (at will): *blade ward, light, mage hand, message, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *invisibility, mirror image*

3rd level (3 slots): *glyph of warding, dispel magic*

4th level (3 slots): *Otiluke's resilient sphere, polymorph*

5th level (2 slots): *animate objects, Bigby's hand*

6th level (1 slot): *globe of invulnerability*

Transpose Arcana. As a bonus action, the spellbook can expend one spell slot, causing an allied spellcaster to regain a spell slot of that level or lower.

Actions

Paper Cut. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one creature. *Hit:* 13 (3d8) slashing damage.

Mana Burn (Recharge 5-6). The spellbook can expend one spell slot to deal force damage to a target within 60 feet of it. The damage is 18 (4d8) for a 1st-level spell slot, plus 9 (2d8) for each spell level higher than 1st. The target must make a DC 16 Dexterity saving throw, taking full damage on a failed save, or half as much damage on a successful one.





LIZARDFOLK MONK

Medium humanoid (lizardfolk), neutral

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Acrobatics +5, Perception +3, Stealth +7, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 2 (450 XP)

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

Unarmored Defense. While the lizardfolk is wearing no armor and wielding no shield, its AC includes its wisdom modifier.

Stunning Strike (Recharge 5-6). When the lizardfolk hits another creature with a melee weapon attack, the target must succeed on a DC 11 Constitution saving throw or be stunned until the end of the lizardfolk's next turn.

Actions

Multiattack. The lizardfolk makes three attacks: two with its unarmed strikes and one with its tail.

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

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) bludgeoning damage.

Reactions

Deflect Missiles. The lizardfolk deflects the missile when it is hit by a ranged weapon attack, reducing the damage it takes to 0.



LUCK DRAGON

Tiny dragon, unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	17 (+3)

Skills Perception +3, Persuasion +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Dragon Luck (1/Day). When the luck dragon makes an attack roll, an ability check, or a saving throw, it can gain advantage on the roll.

Limited Telepathy. The luck dragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

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

VARIANT: LUCK DRAGON FAMILIAR

Some luck dragons are willing to serve spellcasters as a familiar. Such luck dragons have the following trait.

Familiar. The luck dragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the luck dragon senses as long as they are within 1 mile of each other. Additionally, while the luck dragon is within 10 feet of its companion, the companion shares the luck dragon's Dragon Luck feature. At any time and for any reason, the luck dragon can end its service as familiar, ending the telepathic bond.



MAGMA BEAR

Large elemental, neutral

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	4 (-3)	12 (+1)	8 (-1)

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 3 (700 XP)

Water Susceptibility. For every 5 feet the bear moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 9 (1d8 + 5) piercing damage plus 3 (1d6) fire damage.

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

Fire Breath (Recharge 5-6). The bear exhales a blast of flames in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.



MORPHLIT

A morphlit is small, weak and above all resilient. Creations of forgotten experiments, morphlits adapt perfectly with their environment. They are wild, cunning creatures notorious for never failing to reach their victim. They embody a sense of brilliance long forgotten.

Ever-changing Packs. Smarter than their small size indicates, morphlits often join together to hunt larger prey. An instinctual understanding allows morphlits to switch into the form most needed for their environment as well as vary their forms while in a pack to gain the most success during a hunt. Large foreclaws or bat-like wings grow along morphlits as they travel, granting them easy access to even the most difficult of terrain. Morphlits share a complex hivemind, which was given to them at their creation. Small hierarchies concerning shape and personality emerge from each form a morphlit takes.

Winged morphlits take on an observer role in their society. Burrowing morphlits are more aggressive, prone to competing against one another over a kill. Aquatic morphlits tend to be more passive unless provoked or agitated.

Spawn of Ancients. Long before the rise and fall of great empires, the upheaval of the earth and even before the pantheon of gods, morphlits emerged as creations of great and mighty magic, formed to be durable test subjects to darker experiments. Seen as failures by their great masters, morphlits were cast away, marked as inadequate. Throughout the dynamic changes of the world, morphlits thrived; the great magic that formed them acting as a shield against change. Still products of a deep desire, morphlits continue to act in accordance to long imbued commands from their former creators.



MORPHLIT

Small aberration, chaotic evil

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	13 (+1)	11 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Shapechanger. The morphlit can use its bonus action to polymorph into a form with wings (speed 10 ft., fly 30 ft.) a form with fins (speed 10 ft., swim 30 ft.) or a form with digging claws (speed 30 ft., burrow 30 ft.), or back to its natural form. Its statistics are the same in each form, except for the speed changes noted.

Defensive Adaptation. The morphlit can use its bonus action to polymorph gain immunity to any single damage type. The damage immunity remains until the morphlit uses this ability again. The morphlit also deals an extra 4 (1d8) damage of the chosen type when it hits with its bite attack.

Actions

Multiattack. The morphlit makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 4) piercing damage plus 4 (1d8) damage of the chosen type by its defensive adaptation ability.



MULAZ

Mulaz are spider-like mindless constructs to act out a single role. Created with wood and metal, allowing its creators to get a big army of these cheap and expendable constructs.

Though they are small, they can assemble and create a huge battlespider of metal and wood.

Constructed Nature. A mulaz doesn't require air, food, drink, or sleep.

MULAZ

Small construct (mulaz), neutral

Armor Class 14 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	1 (-5)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 1/4 (50 XP)

Defense Matrix. Attack rolls against the mulaz have disadvantage if at least one of the mulaz's allies is within 5 feet of it and isn't incapacitated.

Actions

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

Electric Arc. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit* 4 (1d4 + 2) lightning damage.

MULAZ BATTLESPIDER

Huge construct (mulaz), neutral

Armor Class 18 (natural armor)
Hit Points 105 (14d12 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	12 (+1)	12 (+1)	10 (+0)	5 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

Disassemble. When the battlespider dies, it splits into 2d4 mulaz.

Reassemble. If the battlespider moves through the space of an allied mulaz, it absorb the mulaz and regains 7 (2d6) hit points.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 18 (2d12 + 5) bludgeoning damage.

Overrun (Recharge 5-6). The battlespider moves twice its speed and can move through the space of any creature that is Medium or smaller. Additionally, the battlespider's movement doesn't provoke opportunity attacks for the rest of the turn. When first entering a creature's space, the battlespider can make a slam attack against the target. If the attack hits, that target must succeed on a DC 16 Strength saving throw or be knocked prone.





ORC BERSERKER

Medium humanoid (orc), chaotic evil

Armor Class 14
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Athletics +5, Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the orc is wearing no armor, its AC includes its Constitution modifier.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 9 (1d12 + 3) slashing damage.

ORC HAND OF GRUUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	14 (+2)	14 (+2)

Skills Intimidation +4, Religion +1
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Pain. The orc deals an extra 4 (1d8) necrotic damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): *resistance*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *bane*, *inflict wounds*
2nd level (3 slots): *blindness/deafness*, *silence*
3rd level (2 slots): *animate dead*, *spirit guardians*

Actions

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) piercing damage plus 4 (1d8) necrotic damage.

Legendary Actions

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

Command Undead. The orc chooses one undead creature it controls. That creature can immediately use its reaction to make one weapon attack. **Mend Bones (Costs 2 Actions).** Up to six undead creatures that the orc can see within 60 feet of it regain 4 (1d4 + 2) hit points.

OWLBEAR MATRON

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	4 (-3)	12 (+1)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages -

Challenge 5 (1,800 XP)

Keen Sight and Smell. The owlbear has advantage on wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes three attacks: one with its beak and two with its claws.

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) slashing damage.

Piercing Screech (1/Day). Each creature within 60 feet of the owlbear that can hear it must succeed on a DC 12 Constitution saving throw or become incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



OWLBEAR MATRON



PUMPKIN KING

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	9 (-1)	14 (+2)	11 (+0)

Saving Throws Str +11, Con +11, Wis +7

Damage Vulnerabilities Slashing

Damage Resistances cold, fire, lightning

Senses darkvision 120 ft., passive Perception 17

Languages Common, Sylvan

Challenge 13 (10,000 XP)

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

Actions

Multiattack. The king makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 17 (2d10 + 6) bludgeoning damage.

Squash. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 15 (2d8 + 6) bludgeoning damage. The target must succeed on a DC 19 Strength saving throw or be knocked prone

Gourd. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit* 28 (4d10 + 6) bludgeoning damage.

Seed Spit (Recharge 5-6). The king spits pumpkin seeds in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 45 (10d8) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Squash. The king makes a squash attack.

Vine Lash (Costs 2 Actions). The king lashes out with entangling vines. Each enemy creature within 20 feet of the king must succeed on a DC 19 Dexterity saving throw or become restrained. A creature restrained by the vines can use its action to make a DC 19 Strength check, freeing itself on a success. The vines can also be attacked and destroyed (AC 12; hp 20; vulnerability to slashing damage).

Trick or Treat (Costs 3 Actions). The king scatters up to three pumpkins, which fall in unoccupied spaces within 20 feet of the king. Each pumpkin then polymorphs into any kind of creature whose challenge rating is 4 or less, and acts as an ally of its king. The creatures revert to ordinary pumpkins when destroyed. The king can't control more than three polymorphed pumpkins at a time.

R



RUSALKA

Medium fey undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 50 ft.

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

Skills Deception +7, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Slippery. The rusalka has advantage on ability checks and saving throws made to escape a grapple.

Universal Beauty. The rusalka appears different and uniquely beautiful to match the tastes of each humanoid that perceives it. Truesight reveals the rusalka's true undead form.

Water Bound. The rusalka cannot willingly leave the body of water to which it is bound. If forcibly removed, the rusalka takes 11 (2d10) necrotic damage every minute until it returns.

Actions

Charm. One humanoid the rusalka can see within 100 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 hour. The charmed target must spend its turns trying to move as close to the rusalka as it can. The target can't take reactions, and for its action, it can use only the Dash action. If the target suffers any harm, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect ends, the target is immune to the rusalka's Charm for the next 24 hours. The rusalka can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Tresses. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit* 14 (3d6 + 4) bludgeoning damage and the target is grappled (escape DC 16) and pulled 5 feet toward the rusalka. Until this grapple ends, the target is restrained, the rusalka tries to drown it, and the rusalka can't use its tresses on another target.

Tickle. One creature grappled by the rusalka must succeed on a DC 14 Constitution saving throw or be incapacitated with laughter for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

S

SCORPIKIS

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Sure-Footed. The scorpikis has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The scorpikis makes three attacks: two with its claws and one with its sting. It can make a glaive attack in place of a claw attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 8 (1d8 + 4) bludgeoning damage and the target is grappled (escape DC 14). The scorpikis has two claws, each of which can grapple only one target.

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

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 9 (1d10 + 4) piercing damage and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The scorpikis adds 3 to its AC against one melee attack that would hit. To do so, the scorpikis must see the attacker.



SCREECHER

Large monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses blindsight 60 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

Echolocation. The screecher can't use its blindsight while deafened.

Keen Hearing. The screecher has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) piercing damage.

Screech (Recharge 5-6). Each creature within 60 feet of the screecher that can hear it must succeed on a DC 12 Constitution saving throw or become stunned until the end of the screecher's next turn.



SELACHIAN

With the upper body of a shark and humanoid arms and legs, Selachians mark their bodies with scars, showing familial houses, honorable hunts or simply to make them more menacing. Selachian ruthlessness is well known among coastal and aquatic communities. Raiding parties wash like waves over sand castles, leaving destruction in their wake, before disappearing back into the sea.

Selachian Settlements. Most commonly found in the cold northern regions of the world, selachian settlements are built in coral reefs, rocky coasts or underwater cliffs bordering a deep abyss. Unlike the rival merfolk, selachians care little for the passage of time, often living for years without interaction with the outside world. Selachians tend to delve into the darkest parts of the ocean, hunting in packs to track down and kill larger prey. They come to the surface to raid ships and nearby settlements to collect more materials for their homes. Selachians defend themselves with weapons taken from pirating or crafted from whatever materials were salvaged from shipwrecks, beaches and dead undersea creatures.

Hired Muscle. Often, pirating crews or desperate merchants will hire a pair of selachians to work for them. Money does little to inspire a selachian, but promise of fresh blood or an epic prize will keep a selachian in check for a time. Bought more for their brawn than brain, selachians find their place as bodyguards or thugs, their bulky form not well suited for nimble work.

Pirates who convince these beasts to ship with them employ their strength as living grappling lines and frontline warriors. Sent to board the enemy ship first, selachians fall into bloody frenzies, leaving behind a wake of destruction until either alone or killed.

Biggest Prize. Selachian communities believe in constantly outdoing one another. At birth, two selachians are paired. For the rest of their lives, these selachians wage a constant battle, heavily prompted by the community to bring back the greatest prize. Often this prize is a kill or trophy but also can be feasts of unlikely success. If a selachian dies from this competition, their partner attempts to fulfill the pact of the other, marking it as the greatest prize they could achieve.

Mortal Enemies. Selachians and merfolk are mortal enemies. Years of raiding, destruction and war have carved a rift between the two species. Selachians also cannot abide merrow, who remind them too much of their less abyssal kin.



SELACHIAN

Large humanoid (selachian), any chaotic alignment

Armor Class 15 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	9 (-1)	12 (+1)	9 (-1)

Saving Throws Con +7

Skills Perception +4

Senses blindsight 60 ft. (only in water), passive Perception 14

Languages Aquan, Common

Challenge 8 (3,900 XP)

Amphibious. The selachian can breathe air and water.

Blood Frenzy. The selachian has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack. The selachian makes two attacks: one with its bite and one with its harpoon.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 27 (4d10 + 5) piercing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 14 (2d8 + 5) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the selachian or be pulled up to 20 feet toward the selachian.

SERYMS

Seryms are creatures that are connected and share a hive mind, consuming other living creatures to enable its rapid evolution and reproduction. Thanks to the hive mind connection, the seryms are able to share their abilities with other nearby seryms.

It's common to see seryms of various types together, allowing them to quickly change and share the abilities, creating powerful hordes of monstrosities that can adapt in a blink of an eye to surpass an obstacle.

SERYM

Medium monstrosity (serym), neutral evil

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	8 (-1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Serym (see Hive Mind)
Challenge 1/2 (100 XP)

Hive Mind. All seryms within 100 miles of their queen are in constant communication via a telepathic bond. If one serym is aware of a treat, they all are.

Actions

Multiattack. The serym makes two claw attacks.

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

ARMOR SERYM

Large monstrosity (serym), neutral evil

Armor Class 16 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Serym (see Hive Mind)
Challenge 3 (700 XP)

Armor of the Hive. All seryms within 120 feet of the armor serym can't have AC less than 16.

Hive Mind. All seryms within 100 miles of their queen are in constant communication via a telepathic bond. If one serym is aware of a treat, they all are.

Actions

Multiattack. The serym makes two claw attacks.

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



CRYSTALLINE SERYM

Large monstrosity (serym), neutral evil

Armor Class 14 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Serym (see Hive Mind)
Challenge 4 (1,100 XP)

Crystalline Skin. The serym has resistance to damage from spells and advantage on saving throws against spells and other magical effects.

Hive Mind. All seryms within 100 miles of their queen are in constant communication via a telepathic bond. If one serym is aware of a treat, they all are.

Resistance of the Hive. All seryms within 120 feet of the crystalline serym have the Crystalline Skin feature.

Actions

Multiattack. The serym makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 8 (1d8 + 4) slashing damage.

MIGHT SERYM

Large monstrosity (serym), neutral evil

Armor Class 12
Hit Points 37 (5d10 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Serym (see Hive Mind)
Challenge 2 (100 XP)

Hive Mind. All seryms within 100 miles of their queen are in constant communication via a telepathic bond. If one serym is aware of a treat, they all are.

Might of the Hive. All seryms within 120 feet of the might serym have advantage on Strength checks. Additionally, whenever a serym in that area rolls a 1 or 2 on a damage die for an attack it makes with a melee weapon, it can reroll the die and must use the new roll.

Actions

Multiattack. The serym makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit* 9 (1d8 + 5) slashing damage.



SPITTING SERYM

Large monstrosity (serym), neutral evil

Armor Class 12
Hit Points 45 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Silver (see Hive Mind)
Challenge 2 (450 XP)

Acidity of the Hive. All seryms within 120 feet of the spitting serym can use the Acid Spray action.

Hive Mind. All seryms within 100 miles of their queen are in constant communication via a telepathic bond. If one serym is aware of a treat, they all are.

Actions

Multiattack. The serym makes two claw attacks.

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

Acid Spray (Recharge 6). The serym spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

WINGED SERYM

Large monstrosity (serym), neutral evil

Armor Class 12
Hit Points 60 (8d10 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Serym (see Hive Mind)
Challenge 3 (700 XP)

Flight of the Hive. All seryms within 120 feet of the winged serym have a fly speed of 60 ft. and the Flyby feature.

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

Hive Mind. All seryms within 100 miles of their queen are in constant communication via a telepathic bond. If one serym is aware of a treat, they all are.

Actions

Multiattack. The serym makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 8 (1d8 + 4) slashing damage.



VIRULENT SERYM

Large monstrosity (serym), neutral evil

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Silver (see Hive Mind)
Challenge 3 (700 XP)

Hive Mind. All seryms within 100 miles of their queen are in constant communication via a telepathic bond. If one serym is aware of a treat, they all are.

Poison Claw. When the serym hits a creature with a claw attack, the target must succeed on a DC 12 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Virulence of the Hive. All seryms within 120 feet of the virulent serym have the Poison Claw feature.

Actions

Multiattack. The serym makes two claw attacks.

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



SERYMS



SERYM QUEEN

Huge monstrosity (serym), neutral evil

Armor Class 17 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	14 (+2)	17 (+3)	19 (+4)

Saving Throws Con +11, Wis +8, Cha +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Serym (see Hive Mind)

Challenge 13 (10,000 XP)

Hive Mind. All seryms within 100 miles of the queen are in constant communication via a telepathic bond. If one serym is aware of a treat, they all are.

Queen of the Hive. All seryms within 120 feet of the queen have immunity to charmed and frightened conditions.

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

Actions

Multiattack. The queen makes three attacks: one with her tail and two with her claws.

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

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit* 15 (2d8 + 6) bludgeoning damage.

Forced Evolution (Recharge 6). The queen targets a serym that she can see within 120 feet of her. The target permanently transforms into a serym creature of challenge rating 4 or lower. The target regains hit points up to its new maximum hit points.

Legendary Actions

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

Tail Attack. The queen makes a tail attack.

Serym Spawn (Costs 2 Actions). The queen spawns a serym of challenge rating 1/2 that appears in an unoccupied space within 5 feet of her.

Nature of the Hive (Costs 3 Actions). All seryms within 30 feet of the queen regain 12 (2d8 + 3) hit points.

SKELETONS

Skeletons arise when animated by dark magic. They heed the summons of spellcasters who call them from their stony tombs and ancient battlefields, or rise of their own accord in places saturated with death and loss, awakened by stirrings of necromantic energy or the presence of corrupting evil.

Undead Nature. A skeleton doesn't require air, food, drink or sleep.



ARMED SKELETON

Medium undead, lawful evil

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	6 (-2)

Skills Athletics +3
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Armed Advantage. The skeleton has advantage on Strength (Athletics) check made to grapple.

Actions

Multiattack. The skeleton makes four melee attacks.

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



BURNING SKELETON

Medium undead, lawful evil

Armor Class 15 (chain shirt)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+4)	6 (-2)	8 (-1)	6 (-2)

Damage Vulnerabilities bludgeoning, cold
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Heated Body. A creature that touches the skeleton or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. Any weapon the skeleton wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The skeleton makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

SNOW SPIDER

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 30 ft., climb 30 ft.

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

Skills Perception +5, Stealth +6

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 3 (700 XP)

Snow Camouflage. The spider has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Spider Climb. The spider can climb difficult surfaces, including upside down ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 8 (1d10 + 3) piercing damage, and the creature must make a DC 11 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. If the cold damage reduces the target to 0 hit points, the target becomes frozen. A frozen creature is paralyzed, and can thaw by spending 1 hour in warm temperature or taking 15 fire damage.



SPELLCRYSTAL DREADNOUGHT

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	5 (-3)	9 (-1)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 9

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

Challenge 5 (1,800 XP)

Immutable Form. The dreadnought is immune to any spell or effect that would alter its form.

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

Redirect Spells. Whenever a spell is cast within 120 feet of the dreadnought that targets only one creature and doesn't have a range of self or touch, the dreadnought magically redirects the spell and becomes the target. If the spell could not normally affect the dreadnought, the spell fails. The creator of the dreadnought can designate creatures that won't be affected by this trait.

Actions

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



SPIDER SKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	4 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

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

Turn Immunity. The skull is immune to effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) piercing damage, and the skull attaches to the target. If the target is Medium or smaller and the skull has advantage on the attack roll, it attaches on the target's face, and the target is also blinded while the skull is attached in this way. While attached to the target, the skull can attack no other creature except the target but has advantage on its attack rolls. The skull's speed also becomes 0, and it moves with the target. A creature can detach the skull by making a successful DC 12 Strength check as an action. On its turn, the skull can detach itself from the target by using 5 feet of movement.

Kiss of Undeath (1/Day). If the skull is attached to a creature's face, it inserts its proboscis into the target mouth. The target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for one hour.



SPIRIT

A spirit is the torn remnants of a once-living creature, bound to a specific location, creature or object. Like their close counter-parts, Ghosts, spirits haunt their location however they have been forced into manifesting their essence split between the Ethereal and Material Plane.

Tasked to Remember. A spirit serves as a living reminder of the past. Created from horrific circumstances, a spirit often acts as though they still lived, going about their daily lives and interacting with living beings by questioning or ignoring them. If the spirit was created by a horrific event like desolation of a city or horrific act done upon them, the spirit harbors the ill will or fear of that moment, reacting violently or fearfully to those it comes in contact with.

Ghostly Manifestations. Sensations of profound sadness, loneliness, and unfulfilled yearning emanate from places where spirits can be found. Quite whispers, odd sounds or unnatural silences create an ominous atmosphere.

Undead Nature. A spirit doesn't require air, food, drink or sleep.



SPIRIT

Medium undead, any alignment

Armor Class 11

Hit Points 16 (3d8 + 3)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	15 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 1/2 (100 XP)

Ethereal Sight. The spirit can see 60 feet into the Ethereal Plane when it is on the Material plane, and vice versa.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

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

Etherealness. The spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Scare (1/Day). One creature of the spirit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spirit is within line of sight, ending the effect on itself on a success.



STONE STRIX

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	7 (-2)

Saving Throws Dex +6, Con +7
Skills Perception +8
Senses darkvision 120 ft., passive Perception 18
Languages -
Challenge 8 (3,900 XP)

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

Keen Hearing and Sight. The strix has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

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

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

Actions

Multiattack. The strix makes two attacks: one with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 18 (4d6 + 4) slashing damage.

SWARM OF SQUIRRELS

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing

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

Senses darkvision 30 ft., passive Perception 10

Languages -

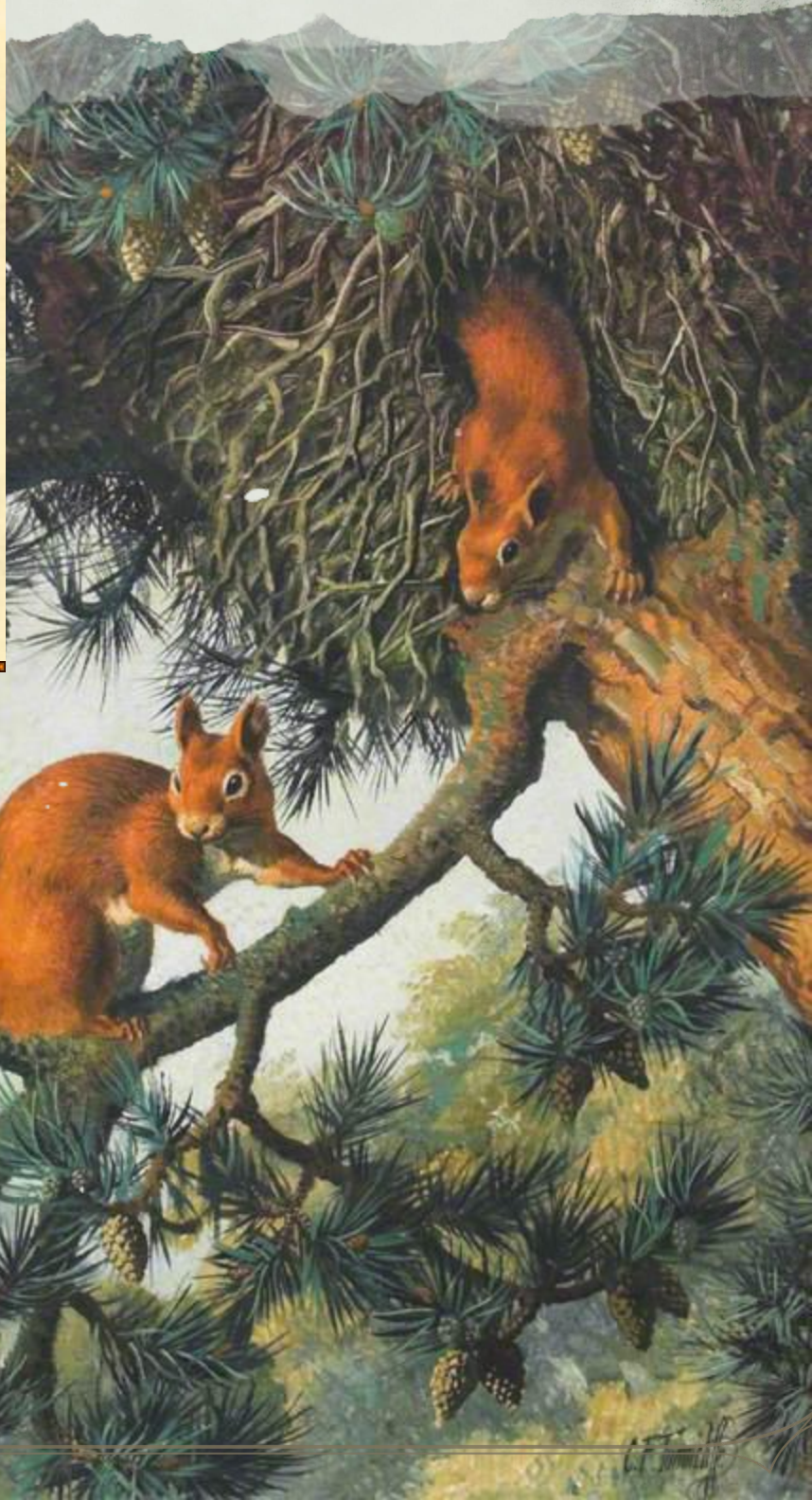
Challenge 2 (450 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny squirrel. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 10 Constitution saving throw or fall prone, becoming incapacitated with laughter and unable to stand up until the end of the swarm's next turn.



SYLVAN STALKER

Medium plant humanoid, neutral

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +7, Wis +5

Skills Acrobatics +7, Perception +8, Stealth +10, Survival +5

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 18

Languages Common, Druidic, Elvish, Sylvan

Challenge 8 (3,900 XP)

Cunning Action. On each of its turns, the stalker can use its bonus action to take the Dash, Disengage, or Hide action.

Deadly Aim. The stalker deals an extra 9 (2d8) damage when it hits with a ranged weapon attack (included in the attack). Additionally its ranged attacks ignore half cover and three-quarters cover.

Silent Sniper. When the stalker is hidden from a creature, making a ranged weapon attack doesn't reveal its position.

Actions

Multiattack. The stalker makes three ranged attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit* 17 (3d8 + 4) piercing damage.





TROLL BOAR

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 3 (700 XP)

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

Charge. If the boar moves at least 20 feet straight toward a target and then hits with a tusk attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Regeneration. The boar regains 10 hit points at the start of its turn. If the boar takes acid or fire damage, this trait doesn't function at the start of the boar's next turn. The boar dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Tusk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

TUSKALOTH

A hulking mass of muscle and bone, tuskaloths migrate across icy tundra, fearless of its environment. Appearing to lumber slowly in search of food, many of the tundra's communities recount stories of a rampaging tuskaloth, its multitude of horns becoming a battering ram against the strongest walls.

Territorial Herds. Tuskaloths travel in large herds. Tuskaloth have a few natural predators and are extremely territorial. A solitary male will stand watch over the entire herd, and challenge anything approaching. Cities and villages that are created on tuskaloth migration routes are at the whim of tuskaloth temperaments.

Rampaging Fury. Tuskaloth ram into their target, using their numerous tusks to rend and crush anything in their path. Few predators can provoke a tuskaloth stampede, but travelers know to be wary when discovering tramped ground. Throughout their migration, civilizations foolishly built on their land become the stomping grounds of tuskaloth tantrums.

Derived of Magic. Legend tells of two sorcerers that were set upon by a mammoth during the night. Panicked the two cast their spells at the great beast, but their control of magic was loose and wild. The mammoth grew innumerable tusks and became even more ferocious. A product of wild magic, tuskaloths roam across the land with temperaments to match their creator's magic.

TUSKALOTH

Gargantuan beast, unaligned

Armor Class 14 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	7 (-3)

Saving Throws Con +10

Senses passive Perception 10

Languages -

Challenge 10 (5,900 XP)

Siege Beast. The tuskaloth deals double damage to objects and structures.

Trampling Charge. If the tuskaloth moves at least 20 feet straight toward a target and then hits with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the tuskaloth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 22 (3d8 + 9) piercing damage.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 31 (4d10 + 9) piercing damage.

Earthshake (Recharge 5-6). The tuskaloth pounds the ground with incredible force, causing a tremor. Each creature on the ground within 30 feet of the tuskaloth must succeed on a DC 18 Dexterity saving throw or be knocked prone. The tremor also deals 50 bludgeoning damage to any structure in contact with the ground in that area. A structure that drops to 0 hit points collapses.



TUSKALOTH



VERDALIN

Small fey, neutral

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 1/2 (100 XP)

Camouflage. The verdalin has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

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

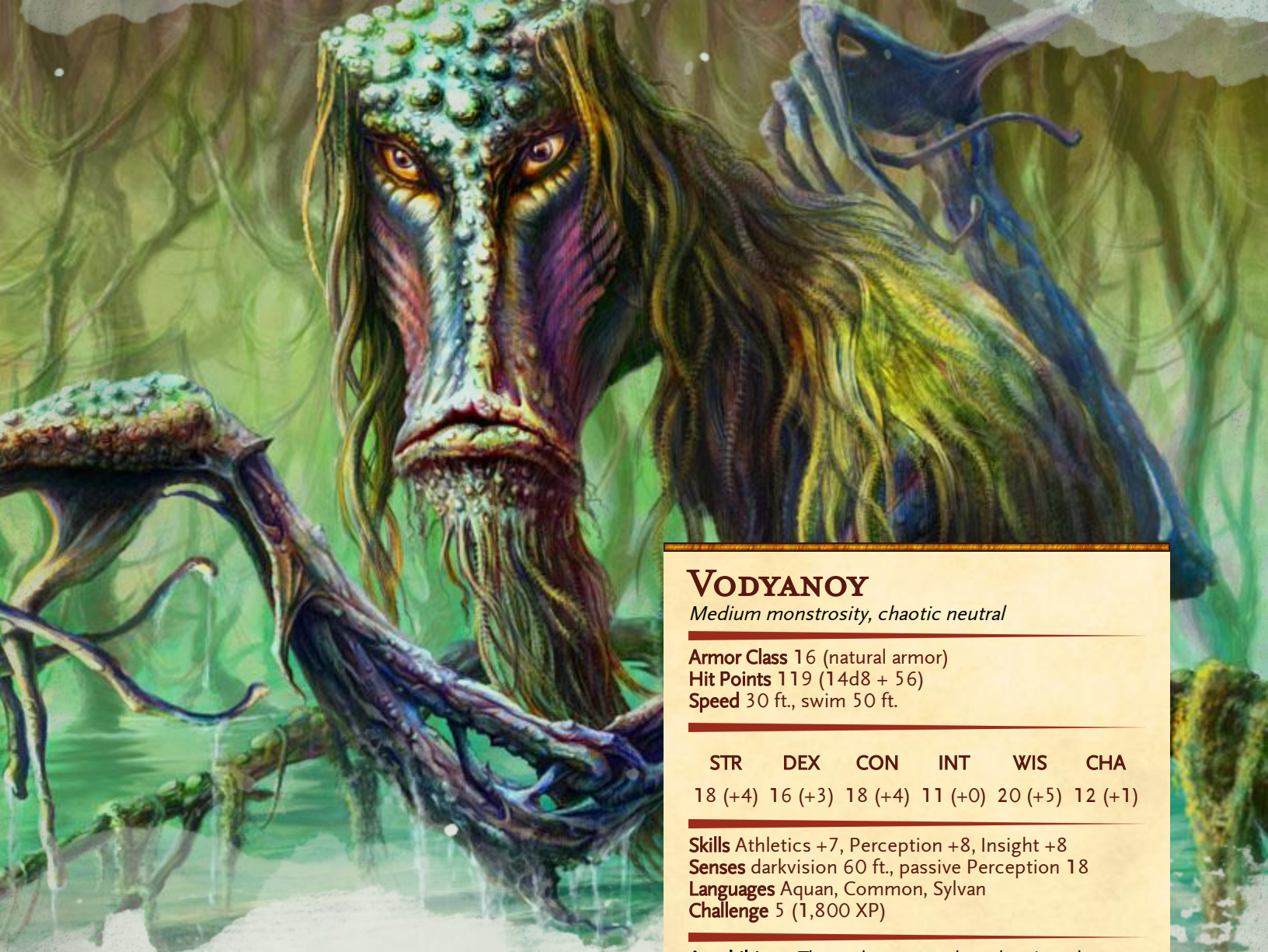
At will: *minor illusion*, *silent image*

1/day each: *mirror image*, *phantasmal force*

Actions

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





VODYANOY

Medium monstrosity, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	11 (+0)	20 (+5)	12 (+1)

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

Senses darkvision 60 ft., passive Perception 18

Languages Aquan, Common, Sylvan

Challenge 5 (1,800 XP)

Amphibious. The vodyanoy can breathe air and water.

Innate Spellcasting. The vodyanoy's innate spellcasting ability is Wisdom (spell save DC 16). The vodyanoy can innately cast the following spells, requiring only verbal components:

At will: *druidcraft*, *shape water*

3/day each: *fog cloud*, *tidal wave*

1/day each: *divination*, *watery sphere*

Actions

Multiattack. The vodyanoy makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, the vodyanoy tries to drown it, and the vodyanoy can't slam another target.

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



WAR TITAN

Huge fiend (titan), any chaotic

Armor Class 18 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	16 (+3)

Saving Throws Str +12, Con +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, frightened, stunned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Celestial, Infernal

Challenge 16 (15,000 XP)

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

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

Magic Weapons. The titan's weapons attacks are magical.

Well-Armed. The titan can make one reaction on every turn in a combat.

Actions

Multiattack. The titan makes two melee weapon attacks.

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

Blade Storm (Recharge 5-6). The titan swings its weapons in a whirlwind of steel. Each creature within 10 feet of the titan must make a DC 20 Dexterity saving throw, taking 18 (4d8) bludgeoning damage, 18 (4d8) piercing damage, and 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

Reactions

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

Legendary Actions

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

Attack. The titan makes one attack.

War Cry (Costs 2 Actions). Each creature within 120 feet of the titan must succeed on a DC 16 Wisdom saving throw or take 10 (4d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Hold the Line (Costs 2 Actions). The titan gains 26 (4d12) temporary hit points.



WEREWOLF ALPHA

Medium humanoid (human, shapeshifter), chaotic evil

Armor Class 14 (armor scraps) in humanoid form, 16 (natural armor) in wolf or hybrid form

Hit Points 119 (14d8 + 56)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +9, Con +8, Wis +6

Skills Athletics +9, Perception +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 16

Languages Common (can't speak in wolf form)

Challenge 9 (5,000 XP)

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Pack leader. The werewolf's allies have advantage on melee attack rolls against any hostile creature within 5 feet of the werewolf.

Shapeshifter. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack (Hybrid Form Only). The werewolf makes three attacks: one with its bite and two with its claws.

Bite (Wolf or Hybrid Form Only. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit* 16 (2d10 + 5) slashing damage.

Legendary Actions

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

Leap. The werewolf moves up to its speed without provoking opportunity attacks.

Bark Orders. The werewolf chooses a friendly creature who can see or hear it. That creature can use its reaction to move up to its speed without provoking opportunity attacks.

Frenzy (Costs 2 Actions). The werewolf can make one claw attack against each creature within 5 feet of it.

WIGHT WALKER

Medium undead, neutral evil

Armor Class 14 (hide armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 15 (+2) 16 (+3) 10 (+0) 14 (+2) 16 (+3)

Skills Perception +5, Stealth +5

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Chilled Body. A creature that touches the wight or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Actions

Multiattack. The wight makes two battleaxe attacks. It can use its Life Drain in place of one battleaxe attack.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) slashing damage plus 7 (2d6) cold damage, or 8 (1d10 + 3) slashing damage plus 7 (2d6) cold damage if used with two hands.

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Frost Breath (Recharge 5-6). The wight exhales a blast of frosty wind in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.





WINGED APE

Medium monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Dive Attack. If the ape is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Monkey Grip. The ape can wield a two-handed weapon in one hand.

Actions

Multiattack. The ape makes two attacks: one with its fist and one with its greatsword.

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

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit* 6 (1d6 + 3) bludgeoning damage.

WINTER SPRITE

Tiny fey, chaotic neutral

Armor Class 15

Hit Points 7 (2d4 + 2)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	12 (+1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Damage Immunities cold

Senses passive Perception 14

Languages Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The sprite's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *frostbite*

1/day each: *blur*, *counterspell*, *fog cloud*, *ice knife*, *sleet storm*, *Snilloc's snowball swarm*

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

Actions

Icesickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit* 1 slashing damage, and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) cold damage and then be paralyzed until the end of the sprite's next turn.



APPENDIX A: NONPLAYER CHARACTERS

AZURE SORCERERS

Masters of manipulation, azure sorcerers are found in every corner of the world. Working their power, plans come to fruition, kings dance like puppets and heroes unwittingly follow azure machinations. Zealous and callous, azure sorcerers guide the world, aiding or destroying anything that struggles to fit their design.

Azure Palace. Located on a narrow coast, the city of Nesas lies hidden from prying eyes. Protected by powerful illusory magic, Nesas is the seat of the azure palace. Here, azure sorcerers meet and scheme, plotting as much against each other as with the world around them. Governed by an absolute rule, Nesas is a place of political games and complex conspiracies.

Divided Beliefs. All azure sorcerers enjoy manipulating the world around them. Their motivations, however, often contradict. Divided into six orders, azure sorcerers work in the best interests of their order, squabbling with the other five groups. Miniature wars have been known to break out between the various orders. When working outside of Nesas, azure sorcerers rarely interact with one another, choosing instead to propel their own complex schemes. On the rare occasion that they do unite, azure sorcerers have been known to build entire empires or crush mighty forces.

Initiation. Becoming an azure sorcerer is not a choice. Agents of the azure palace roam the land, collecting individuals who show arcane promise in manipulation and illusion. Taken to Nesas, initiates then work as laborers and servants as they learn to channel their magical energies. Many initiates are caught up into political schemes, acting as spies and gears in greater plots. Those who fail to show promise in their studies are kept as veritable slaves, the lowest class in Nesas.



AZURE ENCHANTER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6
Skills Perception +4, Persuasion +6
Senses passive Perception 14
Languages any two languages
Challenge 7 (2,900 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Charisma (save DC 14, +6 to hit with spell attacks). The enchanter knows the following sorcerer spells:

Cantrips (at will): *blade ward, light, mage hand, message, prestidigitation*
1st level (4 slots): *charm person, mage armor, shield*
2nd level (3 slots): *hold person, suggestion*
3rd level (3 slots): *counterspell, dispel magic*
4th level (3 slots): *confusion, dominate beast*
5th level (1 slot): *dominate person*

Actions

Mind Lash. Ranged Spell Attack: +6 to hit, range 30/60 ft., one creature. Hit 11 (2d10) psychic damage and the creature has disadvantage on Wisdom saving throws until the end of the enchanter's next turn.

Reactions

Invoke Doubt. If the enchanter is the target of an attack and can see the attacker, it imposes disadvantage on the attack roll.

AZURE MIND SCULPTOR

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9
Skills Deception +9, Perception +6, Persuasion +9
Senses passive Perception 16
Languages any three languages
Challenge 10 (5,900 XP)

Enthralling Aura. Attack rolls against the mind sculptor have disadvantage.

Spellcasting. The mind sculptor is a 13th-level spellcaster. Its spellcasting ability is Charisma (save DC 17, +9 to hit with spell attacks). The mind sculptor knows the following sorcerer spells:

Cantrips (at will): *blade ward, light, mage hand, message, prestidigitation*
1st level (4 slots): *charm person, mage armor, shield*
2nd level (3 slots): *hold person, suggestion*
3rd level (3 slots): *counterspell, dispel magic*
4th level (3 slots): *confusion, dominate beast*
5th level (2 slots): *dominate person, seeming*
6th level (1 slot): *mass suggestion*
7th level (1 slot): *prismatic spray*

Actions

Melt Mind. Ranged Spell Attack: +9 to hit, range 60/120 ft., one creature. Hit 16 (3d10) psychic damage and the creature must succeed on a DC 17 Wisdom saving throw or become stunned until the end of the mind sculptor's next turn.

Pacify. The mind sculptor targets one creature that it can see within 60 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be magically charmed. The charmed creature can't attack or otherwise harm another creature. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The mind sculptor can have only one target charmed at a time in this way. If it charms another, the effect on the previous target ends.

GLADEBORN RANGERS

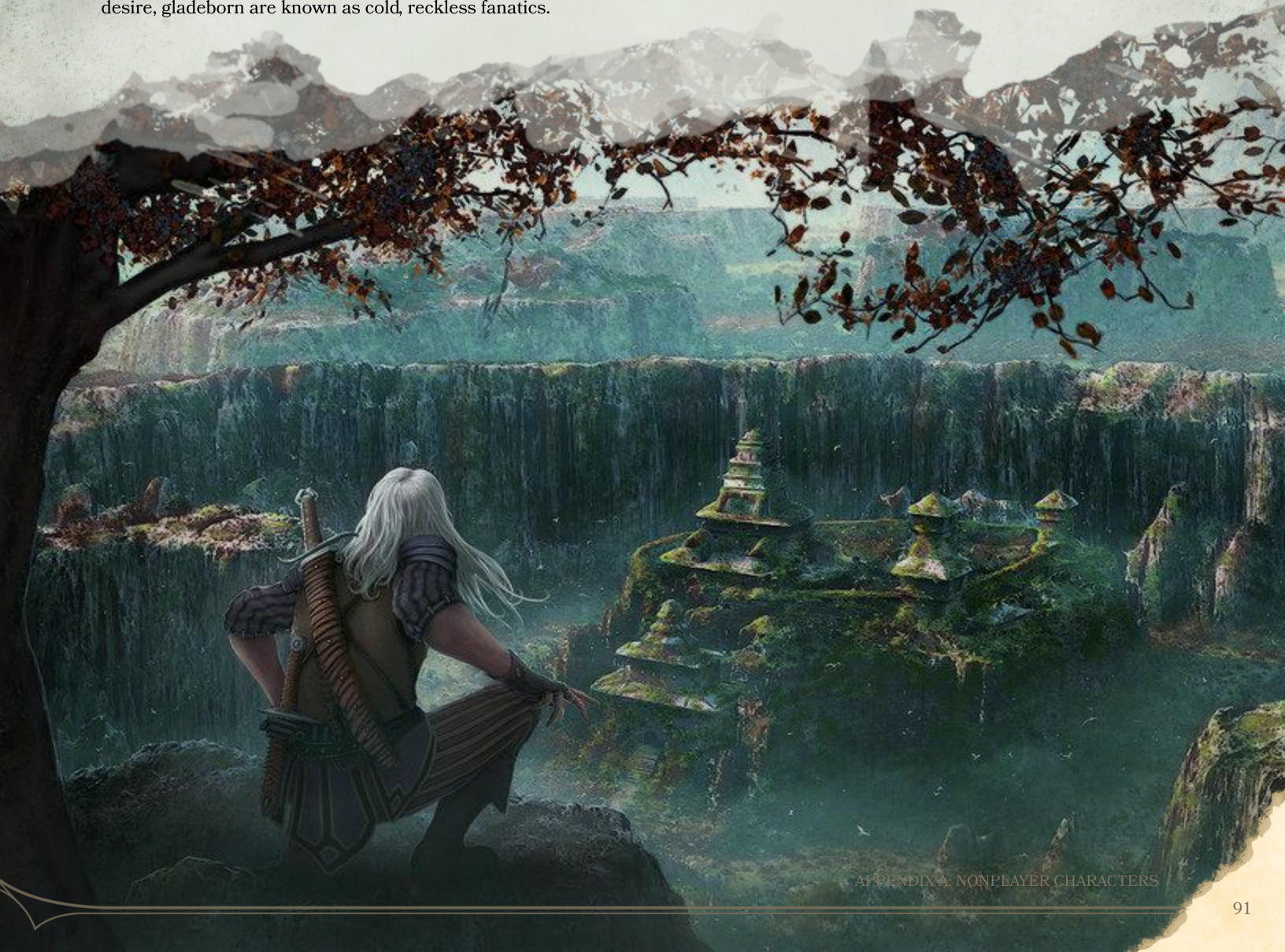
The gladeborn are a volatile guild, comprised more of sects and individuals rather than a united community. Capable of living exclusively in the wild and often more dangerous than any animal, gladeborn care little for civilized worlds. Believing in a predator or prey mentality, gladeborn come across as harsh, cold individuals, prone to leaving for hours simply to get away from their present company.

Circle of Nine. The origin of the gladeborn, nine druids came together to create a future for their community. Each agreeing that the wilderness honed the perfect person, the Nine require their initiates to grow up in the wild. The Nine view society as a blight upon the land, looking to eventually return the world to the wild.

Scarred Childhood. As children, gladeborn are taken from cities and villages and placed into the wild. Here, they are forced to grow and survive according to the desires of their druid mentor. This experience hardens a gladeborn, making them distrusting and disconnected towards others. Out of place in civilized areas, gladeborn react with violent outbursts when faced with difficult social situations.

Survival of the Fittest. Gladeborn take on a ritualistic belief of how the world works as they grow in the wild. Gladeborn members work to disrupt civilized communities, using anything in their power to promote a wild existence. Willing to sacrifice the natural world in order to fulfill this desire, gladeborn are known as cold, reckless fanatics.

HIS BREATHING WAS LIKE A SNARLING BEAST. HER EYES FLITTED LIKE A LEAF. I KNEW THESE FOLK TO BE OF THE GLADE, BORN AND RAISED.
- KIMA FATHE EMISSARY OF AALOM





GLADEBORN TRAPPER

Medium humanoid (any race), neutral

Armor Class 16 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +5
Skills Perception +6, Survival +4
Senses passive Perception 16
Languages Common
Challenge 3 (700 XP)

Crossbow Expert. The trapper ignores the loading quality on crossbows. Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on its ranged attack rolls.

Actions

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

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

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

Conjure Bolas (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60, one target. *Hit* 5 (1d4 + 3) bludgeoning damage and the target is restrained for 1 minute (escape DC 13).



GLADEBORN HUNTER

Medium humanoid (any race), neutral

Armor Class 16 (studded leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Saving Throws Dex +7
Skills Perception +8, Survival +5, Stealth +10
Senses passive Perception 18
Languages Common
Challenge 5 (1,800 XP)

Magic Weapons. The hunter's weapon attacks are magical.

Skilled Tracker. The hunter magically knows the distance to and direction of its quarry, so long as the creature is within 50 miles of the hunter.

Actions

Multiattack. The trapper makes two melee attacks or three ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit* 8 (1d8 + 4) piercing damage plus 3 (1d6) force damage.

Multishot (Recharge 5-6). The hunter unleashes a magical volley of arrows in a 90-foot cone. The hunter can make a longbow attack against each creature in that area, dealing an extra 14 (4d6) force damage on a hit. A creature hit by an attack in this way must succeed on a DC 14 Constitution saving throw or be stunned until the end of the hunter's turn.

GRIM SEA PIRATES



PIRATE AXE THROWER

Medium humanoid (any race), any non-lawful alignment

Armor Class 13 (leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Acrobatics +4
Senses passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

Nimble Action. On each of its turns, the pirate can use a bonus action to take the Dash or Disengage action.

Weapon Juggler. The pirate can draw and wield up to three one-handed weapons.

Actions

Multiattack. The pirate makes two melee attacks or three ranged attacks with thrown weapons.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 6 (1d6 + 3) slashing damage.



PIRATE CHAIN SWINGER

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	11 (+0)	11 (+0)	11 (+0)

Skills Athletics +5, Acrobatics +5
Senses passive Perception 10
Languages any two languages
Challenge 3 (700 XP)

Actions

Multiattack. The pirate makes three attacks: two with its chain and one with its hook.

Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit* 7 (1d8 + 3) piercing damage. Instead of dealing damage, the pirate can attempt to trip the target. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

Hook. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) piercing damage. Instead of dealing damage, the pirate can attempt to disarm the target, forcing it to drop one item of the pirate's choice that it's holding. The target must make a DC 13 Strength saving throw. On a failed save, it drops the chosen object. The object lands at its feet.

MASKED KILLER

Medium humanoid (any race), chaotic evil

Armor Class 15 (studded leather)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	14 (+2)

Saving Throws Con +6, Wis +5

Skills Athletics +7, Intimidation +5, Perception +5, Stealth +6

Senses passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the killer can move up to its speed toward a hostile creature that it can see.

Ambusher. The killer has advantage on attack rolls against any creature it has surprised.

Relentless (Recharges after a Short or Long Rest). If the killer takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Surprise Attack. If the killer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Multiattack. The killer makes three melee attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 4) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 14 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a bleeding wound. Each time the killer hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to staunch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.



MONKS OF THE FIVE SPIRES

A swift jab sent a jolt of pain through Kine's body. He grimaced, imagining every bar fight he had ever been in. The figure before him crouched low, balancing lightly on a single foot as the other poised, ready to lash out. Kine felt the sore spot where the monk had punched him—it burned slightly. He hefted his hammer and prepared to strike. The area where the monk had punched him suddenly flared with pain, feeling as though a hot brand had been placed there. Kine doubled over, hammer falling from his hand as he realized his mistake. This was not a brawling fighter; his opponent was a monk of the Five Spires.

Trained to hone their magical Ki into dangerous burning attacks, monks of the Five Spires are well known for their martial brilliance, capable of both taking and returning devastating blows, a monk of the Five Spires practices asceticism and monastic values of with fanatic fervor.

Order of the Five. Unlike others who take the path of a monk, monks of the Five Spires are extremely selective about those who are permitted to join their way of life. Believing in strict discipline, physical prowess and the acceptance of the volatile emotions that drive them, monks of the Five Spires push their initiates close to death, looking to ignite in them the spark of Ki that will give them their abilities.

Located near volcanoes, the Five Spires are formidable towers of stone and obsidian. Rising high into the air, these towers serve as a proving ground for Five Spire initiates and homes to the masters of the Five Spires.

Monks of the Five Spires view themselves as artisans of battle. In the face of other monastic paths, a Monk of the Five Spires understands that they may be inferior but when it comes to a fight, there is none better. Trained to accept radical emotions, monks of the Five Spires often come off as explosive and extreme. These ranges of emotions are the key source of energy that drives the monks of the Five Spires. They use these fiery emotions to enhance their Ki energies, manifesting them into searing pain.

Initiation. With the desire to become a Monk of the Five Spires, initiates go to a small town known as Blackwrath. Nestled at the base of the Five Spires, initiates must climb up a tower to be accepted as an apprentice. Those who fall could not overcome the first challenge. Each day following, initiates of the Five Spires must climb the tower. Here they train, work and follow their master's missives. Each evening, initiates climb back down and sleep in Blackwrath. Only masters may live at the top of the Five Spires.

Initiates of the Five Spires often are sent on missions to expand their view of the world and uphold law. During this time, initiates of the Five Spires are required to return half of their earning to the Spires as well as new discoveries. Those who fail to do this are either rejected from the path or punished upon return.

Those who survive eventually attempt to join their masters. In a dangerous trial, the initiate swallows a draught of living fire, harvested from the nearby volcanoes. Wracked with pain, the initiate fight one of their masters. If they land a single hit upon the master, they are accepted as a master of the Five Spires.



FIVE SPIRE INITIATE

Medium humanoid (any race), any lawful alignment

Armor Class 15
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +5, Wis +4
Skills Insight +4, Perception +4
Senses passive Perception 14
Languages Common
Challenge 3 (700 XP)

Unarmored Defense. While the initiate is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The initiate makes two attacks: one with its unarmed strike and one with its fire jab.

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

Fire Jab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) fire damage.

Three Point Strike (Recharge 5-6). The initiate makes three unarmed strike against one target. If two attacks hit, the target is incapacitated. If three attacks hit, the target is stunned. These conditions last until the end of the initiate's next turn.

Reactions

Block. The initiate adds 3 to its AC against one melee attack that would hit it. To do so, the initiate must see the attacker.

MASTER OF THE FIVE SPIRES

Medium humanoid (any race), any lawful alignment

Armor Class 17
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Dex +7, Wis +6
Skills Insight +6, Perception +6
Senses passive Perception 16
Languages Common
Challenge 8 (3,900 XP)

Unarmored Defense. While the master is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The master makes three attacks: two with its unarmed strike and one with its fire kick.

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

Fire Kick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage plus 14 (4d6) fire damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Fury of the Five Spires (Recharge 5-6). The master makes five unarmed strike against one target. The target must then make a DC 10 Constitution saving throw with a +1 DC for every attack that hit. On a failed save the target is knocked unconscious until the end of the master's next turn.

Reactions

Fiery Block. The master adds 5 to its AC against one melee attack that would hit it. To do so, the initiate must see the attacker. If the attack misses, the attacker takes 7 (2d6) fire damage.

PRIEST OF BLIGHT

Hideous and scarred, a priest of blight's skin reflects the twisted and diseased mind underneath. Bulbous pustules rise out of these priests, occasionally bursting and refilling as they walk. Their appearance rarely merits sympathy as a priest of blight brings the horrible ailments upon themselves.

Servants of Decay. Working their master's will, priests of blight attempt to bring decay and ruin upon the world. These priests work in the shadows, spreading their magic and concocted diseases through unknowing victims. They focus on destroying organizations at their core, targeting important figures or their servants, to give them the maximum amount of hosts for their infectious viruses.

Particularly bold priests of blight will masquerade as healers, heavily clad in robes to hide their own scars. These priests enter towns and villages, leaving them volatile masses of disease once their work is done.

Organization. Cults of Blight are centered in the trickery and evil domains. Their primary goal is to spread lies, disease and mayhem throughout the world. These cults are most often found in the dark corners of cities, nearby ruins or disguised as healers in hospitals. If discovered, priests of blight hide their secrets knowing that if they are destroyed many more will continue their diseases.

Priesthoods are made up of small cells of cultists who seek to infiltrate and defile systems around them. At the center of these priesthoods are Heralds of Rot, who act as reminders of a greater lord. Temples of these priests are often located in vile environments, open to any who unsuspectingly wander into them. Filled with traps and monsters that spread illness, cults watch gleefully as their victims decay away in their buildings.

Cult Rites. Priests of blight target any who have been rejected by society, inflicted by terrible illness or who have lost any semblance of any orderly world to join their organization. Abducting these individuals, priests of blight wrack a horrific transformation upon their initiates.

Subjugated to the will of previous priests of blight, initiates are forced to ingest a concoction of their masters, which holds the seeds of disease and rot. Through this process, diseases devour the initiate's body, permanently altering their physical and arcanic state. Heavily scarred and in constant torment, a priest of blight sees the world as a place to defile until it too shares the priest's pain. Mortal foes of priests of blight are paladins and good clerics. Often, priests of blight will take risks to ruin any plans that these two factions may have set in motion.

PRIEST OF BLIGHT

Medium humanoid (any race), chaotic evil

Armor Class 14 (hide armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	7 (-2)

Saving Throws Con +5, Wis +6

Damage Immunities poison, necrotic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Spellcasting. The priest is a 10th-level spellcaster. Its spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). The priest has the following spells prepared:

Cantrips (at will): *blade ward, chill touch, poison spray, thaumaturgy*

1st level (4 slots): *bane, inflict wounds, ray of sickness*

2nd level (3 slots): *ray of enfeeblement, misty step, spider climb*

3rd level (3 slots): *stinking cloud, vampiric touch*

4th level (3 slots): *blight, confusion*

5th level (2 slot): *contagion, insect plague*

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) slashing damage plus 17 (5d6) necrotic damage.

Summon Demon (1/Day). The priest attempts to magically summon a Herald of Rot with a 40 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

RAT HERMIT

Rat hermits find themselves as social outcasts. Exiled from normal civilization, they instead create their own world among the vermin they live close to. Rat hermits dwell in sewers and cramped alleys, where they slowly build their small kingdom and seek revenge against those who shunned them. An individual who appeals to the rat hermit's sense of revenge is likely to be treated nicely, provided they can give the rat hermit what they want. Rat hermits are quick to distrust and add to their list. Those who fail to keep their word, finding a dangerous enemy.

Unusual Kingship. Rat hermits have a special affinity for Ratfolk. They view them as friends and love to share stories and ale, often offering them secret ways into cities, forts and trade camps as payment for goods.

Information Broker. Though they are outcasts, some rat hermits are greatly valued by criminal groups and thieves for the information they can gain from their swarm. Stealing keys, sniffing out traps and vermin are easily ignored making them perfect spies.

RAT HERMIT

Medium humanoid (any race), any non-good alignment

Armor Class 15 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

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

Rat Telepathy. The rat hermit can magically command any rat within 120 feet of it, using a limited telepathy.

Vermin Shield. Whenever the rat hermit is hit by an attack, as a reaction it can have an allied rat or swarm of rats within 5 feet become the target of the attack instead.

Actions

Multiattack. The rat hermit makes two attacks: one with its bite and one with its claws.

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

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

Call the Swarm (Recharge 5-6). The rat hermit magically calls a swarm of rats. The called creatures arrive in 1 round, acting as allies of the rat hermit and obeying its commands.

SILVERPAW PALADINS

The Silverpaw guild works to maintain order and justice. Their initiates and veterans are well armed. Their dangerous animal companions are trained to undertake any situation. The Silverpaw guild works as the symbol of loyalty and stoicism. Guild paladins show themselves as implacable stewards but rumor has told of wild and dangerous emotions stirring beneath a Silverpaw's stare.

The Legend of the Fey. The founders of the Silverpaw were halflings who, alongside their riding dog companions, stumbled into the Feywild. Suffering the harsh lessons of natural law, the paladins returned, vowing to never allow the world to transform into the dangerous Feywild. Their dog companions also took fey influences, becoming stronger and larger than normal canines. Every Silverpaw dog's lineage can be traced to those original companions and carry the legacy of the fey in their blood.

Initiation. New recruits to the Silverpaw guild are given a dog. While the dogs may vary in size and breed, most are riding dogs or large mastiffs. Expected to raise and protect their animal companion, silverpaw initiates are then sent to fulfill the requests of the guild. If, at any time, an initiate's dog is lost during combat the new recruit is expelled.

Eventually, the initiate and their companion will take on a final challenge, being offered a chance to enter the Feywild for three days. If both the initiate and their companion emerge from the experience alive, they are promoted to champions of the Silverpaw guild.

Organization. The silverpaw guild believes the world is teetering on the brink of chaos. Having seen firsthand the influences of the Feywild, silverpaw champions work to maintain order. Some silverpaw members return from the Feywild influenced by the chaos of the plane. These members are employed as subtle shock troopers, working to enact silverpaw desires without drawing attention to the silverpaw themselves.

SILVERPAW DOG

Medium fey, neutral

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Saving Throws Dex +5

Skills Acrobatics +5, Athletics +5, Perception +3

Senses passive Perception 13

Languages understands Sylvan but can't speak

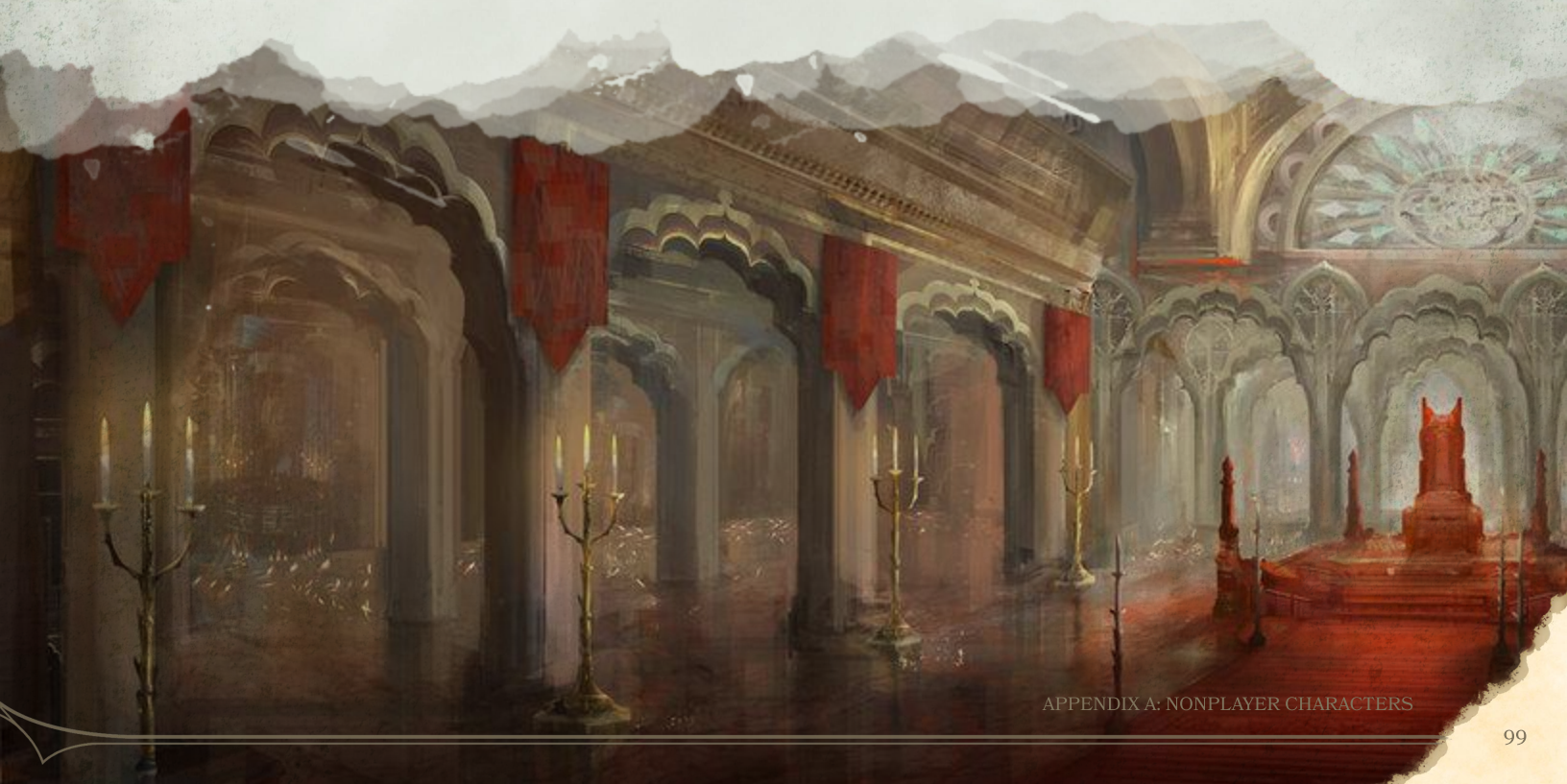
Challenge 1 (200 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Evasion. When the dog is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

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





SILVERPAW PALADIN

Small humanoid (halfling), neutral

Armor Class 15 (chain shirt)

Hit Points 65 (10d6 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Dex +5, Con +5, Cha +6

Skills Acrobatics +5, Animal Handling +3, Perception +3

Senses passive Perception 13

Languages Common, Halfling, Sylvan

Challenge 4 (1,100 XP)

Brave. The paladin has advantage on saving throws against being frightened.

Mounted Combatant. The paladin can force an attack targeted at its mount to target itself instead.

Spellcasting. The paladin is a 5th-level spellcaster. Its spellcasting ability is Charisma (save DC 14). The paladin has the following spells prepared:

1st level (4 slots): *ensnaring strike*, *speak with animals*, *thunderous smite*

2nd level (2 slots): *moonbeam*, *misty step*

Actions

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

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

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit* 5 (1d4 + 3) bludgeoning damage.

Lay on Hands (1/Day). The paladin can touch a creature to restore 25 hit points of that creature. Additionally, the touch cures the target of one disease or neutralizes one poison affecting it.

Reactions

Parry. The paladin adds 3 to its AC against one melee attack that would hit it. To do so, the paladin must see the attacker and be wielding a melee weapon.

TECHNOTHUG

Medium humanoid (any race), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	13 (+1)	11 (+0)	10 (+0)

Senses passive Perception 10

Languages any two languages

Challenge 1/2 (100 XP)

Actions

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

Laser Pistol. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit* 9 (3d6 + 2) radiant damage.

Reactions

Force Field (Recharge 5-6). The technothug adds 4 to its AC against one attack that would hit it. To do so, the technothug must see the attacker.



TRUESONG GUILD

Individualistic at heart and neutral to the world around them, the Truesong guild is fickle and cunning, working as informants and turncoats. Masters of the arts and battle, Truesong guild members are as dangerous with their performances as they are with their weapons.

Guild Rites. Truesong guild members must become masters of their craft, centering their focus on professions of entertainment. Working as spies, humble positions that can easily work their way into courts or among common folk are priority for Truesong members.

To enter the guild, performers must complete three tasks. The first is creating a song, dance or act that incites a crowd to act. The second is to acquire the service of a patron. Finally, initiates to the Truesong guild must defeat a master of the guild in single combat. Fighting to the master's chosen song, the two combatants follow the rhythm of the song. Those who miss a step fail to pass the test and must wait a month and a day to try again.

Organization. The Truesong guild operates with the desire for information and subtlety. Working as court bards or even tavern performers, Truesong members embed themselves into society, gathering secrets and rumors.

Being individualistic, Truesong members rarely share their information, using it instead for personal needs or to propel their influence and bargaining power. Throughout the guild, members train in guile and subterfuge. Powerful lords will often enlist Truesong members as personal assassins or as spies, yet Truesong help comes with a heavy and often unreliable price.

Fickle Allies, Dire Foes. Truesong guild members are extremely cautious about their influence in the world. Working to gain influence while remaining anonymous, many Truesong members will find powerful patrons to sponsor them. Enraging a Truesong guild member has dire consequences as they may call upon the might of their patrons. Those who befriend a Truesong member may discover themselves abandoned should the Truesong believe that their reputation or anonymity is at stake.





TRUESONG DANCER

Medium humanoid (any race), chaotic neutral

Armor Class 14 (leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Dex +5
Skills Acrobatics +5, Performance +5
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)

Nimble Action. On each of its turns, the dancer can use a bonus action to take the Dash or Disengage action.

Actions

Multiattack. The dancer makes three melee attacks: two with its scimitar and one with its whip.

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

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

Hymn of Battle. As an action, the dancer begins to sing a song that magically boosts its attacks. Whenever the dancer makes an attack roll while singing, it can add a d4 to its roll. The dancer can maintain concentration to continue singing the song. If it loses concentration, the song ends.

Reactions

Parry. The dancer adds 2 to its AC against one melee attack that would hit it. To do so, the dancer must see the attacker and be wielding a melee weapon.



TRUESONG DIRGE

Medium humanoid (any race), chaotic neutral

Armor Class 16 (chain mail)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	7 (+3)

Saving Throws Con +5, Cha +6
Skills Intimidation +6, Performance +6
Senses passive Perception 11
Languages Common
Challenge 5 (1,800 XP)

Rhythmic Fighting. The dirge can play songs while wielding a melee weapon in one hand.

Actions

Multiattack. The dirge makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit* 6 (1d10 + 1) piercing damage.

Thunderous Crescendo. As a bonus action, the dirge begins to play a magical song. At the start of each of the dirge's turns, all enemy creatures within 30 feet of the dirge that can hear the song must succeed on a DC 14 Constitution saving throw or take 9 (2d8) thunder damage. Any creature that takes damage in this way loses concentration if it's concentrating. The dirge can maintain concentration to continue playing the song. If it loses concentration, the song ends.