

Dungeons & Dragons

5th Edition

Monster Supplement II



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CONTENTS

| | | | | | |
|--------------------------------|----|--------------------------------|----|------------------------------|----|
| Adult Kruthik | 28 | Cave Fisher | 15 | Ophidian | 33 |
| Arcadian Avenger | 2 | Clockroach | 16 | Phantom Fungus | 33 |
| Armanite | 2 | Crucian | 16 | Poisondusk Lizardfolk | 31 |
| Aspect of Asmodeus | 3 | Crypt Thing | 17 | Quickling | 34 |
| Aspect of Bahamut | 3 | Cursed Spirit | 17 | Ravid | 34 |
| Aspect of Demogorgon | 3 | Death Giant | 18 | Redcap | 35 |
| Aspect of Hextor | 3 | Displacer Serpent | 19 | Redspawn Arcaniss | 35 |
| Aspect of Kord | 4 | Dracotaur | 19 | Redspawn Firebelcher | 36 |
| Aspect of Lolth | 4 | Equiceph | 20 | Rot Harbinger | 36 |
| Aspect of Mephistopheles | 4 | Fihyr | 20 | Shardsoul Slayer | 37 |
| Aspect of Nerull | 4 | Girrash | 21 | Shocker Lizard | 37 |
| Aspect of Orcus | 5 | Gravehound | 21 | Skull Lord | 38 |
| Aspect of Tiamat | 5 | Greater Kruthik | 29 | Sorrowsworn | 39 |
| Aspect of Venca | 5 | Greater Spawn of Jubilex | 41 | Spark Lasher | 40 |
| Athach | 6 | Greenspawn Leaper | 22 | Steelwing | 42 |
| Balhannoth | 6 | Greenspawn Razorfiend | 22 | Stonechild | 42 |
| Banshrae | 7 | Greenspawn Sneak | 22 | Thaskor | 43 |
| Blackscale Lizardfolk | 30 | Grisgol | 23 | Thoqqua | 43 |
| Blackspawn Exterminator | 8 | Gulgar | 24 | Tojanida | 44 |
| Blackspawn Raider | 7 | Hatchling Kruthik | 29 | Ulgurstasta | 44 |
| Blackspawn Stalker | 8 | Howler | 24 | Vargouille | 45 |
| Blood Fiend | 9 | Howler Wasp | 25 | Verbeeg | 46 |
| Bloodfire Ooze | 10 | Ibixian | 26 | Vitreous Drinker | 46 |
| Bloodhulk Fighter | 10 | Infernor Spider | 25 | Voor | 47 |
| Bluespawn Ambusher | 11 | Jovoc | 26 | Wendigo | 47 |
| Bluespawn Burrower | 11 | Justice Archon | 27 | Whitespawn Hordeling | 48 |
| Bluespawn Godslayer | 12 | Khumat | 27 | Whitespawn Hunter | 48 |
| Bluespawn Stormlizard | 12 | Kopru | 28 | Whitespawn Iceskiddler | 49 |
| Bonedrinker | 13 | Lamia | 30 | Wicker Man | 49 |
| Briarvex | 13 | Lesser Spawn of Juiblex | 40 | Wrackspawn | 50 |
| Bright Naga | 14 | Lodestone Marauder | 31 | Yeth Hound | 50 |
| Carnage Demon | 14 | Mad Slasher | 32 | Yrthak | 51 |
| Catfolk | 15 | Magma Hurler | 32 | | |

ARCADIAN AVENGER

Medium celestial, lawful good

Armor Class 17 (splint)

Hit Points 88 (8d8+24)

Speed 30 ft., fly 30 ft.

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

Skills Perception +4

Senses darkvision 60ft., passive Perception 14

Languages Celestial, Common

Challenge 6 (2,300 XP)

Rend. If the avenger hits with both longsword attacks, it deals an additional 6 (2d6) slashing damage.

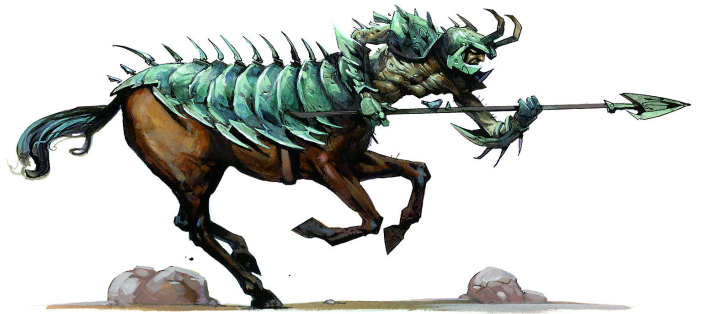
Wrath. Any time the Arcadian avenger sees an ally fall in battle, it gains a +2 bonus on melee damage rolls. The bonus lasts for 1 minute.

Elude Chance (3/day). As a reaction, an Arcadian avenger can tap directly into the power of law, allowing her to avoid the uncertainty of chance. When an Arcadian avenger activates this ability, her next melee attack or saving throw is treated as if the result of the die roll were 10.

ACTIONS

Multiattack. The arcadian avenger makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 8 (1d10+3) slashing damage.



ARMANITE

Large fiend (demon), chaotic evil

Armor Class 14 (natural)

Hit Points 48 (4d10 + 20)

Speed 80 ft.

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

Skills Athletics +7

Damage Resistance cold, fire, acid; bludgeoning, piercing and slashing weapons that are not silver

Damage Immunities poison, lightning

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Area of Primal Emotion. The target of the armanite's charge must make a DC 12 Wisdom saving throw or be unable to take reactions until the end of its next turn.

Improved Charge. If the armanite moves at least 30 feet straight toward a target it has advantage on its lance attack. If the attack hits, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

+1 Lance. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. Hit: 12 (2d6+6) piercing damage.

+1 Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one creature. Hit: 3 (1d10+2) piercing damage.

ASPECT OF ASMODEUS

Large fiend (devil), lawful evil

Armor Class 17 (natural)
Hit Points 104 (10d10+40)
Speed 40 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 22(+6) | 15(+2) | 19(+4) | 21(+5) | 22(+6) | 20(+5) |

Saving Throws Constitution +8, Wisdom +10
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, celestial, draconic, telepathy 100 ft.
Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The aspect makes two melee attacks.

+1 Morning Star. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. Hit: 14 (2d6 + 7) bludgeoning damage plus 10 (1d8 + 6) necrotic.

ASPECT OF BAHAMUT

Large dragon (celestial), lawful good

Armor Class 17 (natural)
Hit Points 124 (10d10+60)
Speed 30 ft., fly 100 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 26(+8) | 11(+0) | 22(+6) | 23(+6) | 24(+7) | 23(+6) |

Saving Throws Constitution +10, Wisdom +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities paralysis, sleep
Senses darkvision 120 ft., passive Perception 17
Languages Celestial, draconic, telepathy 100 ft.
Challenge 10 (5,900 XP)

ACTIONS

Multiattack. The aspect makes two claw and one bite attack.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. Hit: 12 (1d8 + 8) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. Hit: 14 (2d6 + 8) piercing damage.

Cold Breath (Recharge 6). The dragon exhales a 30 ft. cone of cold. Each creature in that area must make a DC 18 Dexterity saving throw, taking 30 (10d6) cold damage or half as much damage on a successful one.

ASPECT OF DEMOGORGON

Large fiend (demon), chaotic evil

Armor Class 17 (natural)
Hit Points 120 (11d10+50)
Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 19(+4) | 16(+3) | 21(+5) | 20(+5) | 21(+5) | 20(+5) |

Saving Throws Constitution +9, Wisdom +9
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 15
Languages Abyssal, celestial, draconic, telepathy 100 ft.
Challenge 9 (5,000 XP)

Dual Action. The aspect can make two full actions per round.

ACTIONS

Multiattack. The aspect makes two melee attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 14 (1d6 + 4) bludgeoning damage.

ASPECT OF HEXTOR

Large fiend, lawful evil

Armor Class 17 (natural)
Hit Points 136 (12d10+60)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 22(+6) | 17(+3) | 20(+5) | 17(+3) | 17(+3) | 18(+4) |

Saving Throws Constitution +9, Dexterity +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal
Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The aspect makes six melee attacks, one with each weapon

+1 Flail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) bludgeoning damage.

+1 Longsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) slashing damage.

+1 Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) slashing damage.

+1 Heavy Mace. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) bludgeoning damage.

+1 Heavy Pick. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 10 (1d8 + 6) piercing damage.

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

ASPECT OF KORD

Large celestial, chaotic good

Armor Class 17 (natural)
Hit Points 158 (14d10+70)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 26(+8) | 18(+4) | 21(+5) | 17(+3) | 16(+3) | 18(+4) |

Saving Throws Strength +12, Constitution +8
Skills Athletics +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal
Challenge 11 (7,200 XP)

Rage (1/day). An aspect can enter a state of fierce rage that lasts for 1 minute. While raging it has the following benefits: Advantage on Strength checks and Strength saving throws. Gain +3 damage on melee attacks.

ACTIONS

Multiattack. The aspect makes three melee attacks.

+1 Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. Hit: 12 (3d6 + 9) bludgeoning damage.

ASPECT OF LOLTH

Large fiend, chaotic evil

Armor Class 17 (natural)
Hit Points 130 (14d10+42)
Speed 40 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 16(+3) | 18(+4) | 17(+3) | 27(+8) | 26(+8) | 23(+6) |

Saving Throws Intelligence +12, Wisdom +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Draconic, Evish, Undercommon
Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The aspect makes two melee attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) piercing damage plus 12 (4d6) poison damage

+1 Longsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 8 (1d10 + 3) slashing damage.

ASPECT OF MEPHISTOPHELES

Large fiend (devil), lawful evil

Armor Class 17 (natural)
Hit Points 148 (14d10+60)
Speed 40 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 18(+4) | 19(+4) | 19(+4) | 18(+4) | 23(+6) | 20(+5) |

Saving Throws Constitution +8, Wisdom +10
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, celestial, draconic, telepathy 100 ft.
Challenge 9 (5,000 XP)

Innate Spellcasting. The aspect can innately cast the following Charisma based spells (spell save DC 17, +9 attack), requiring no spell components
At will: *fire shield*
1/day: *fireball* (as 5th level spell)

ACTIONS

Multiattack. The aspect makes two melee attacks.

+1 Icy Ranseur. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. Hit: 11 (2d6 + 5) slashing damage plus 3 (1d6) cold damage.

ASPECT OF NERULL

Large fiend, chaotic evil

Armor Class 17 (natural)
Hit Points 130 (14d10+42)
Speed 40 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 17(+3) | 20(+5) | 17(+3) | 24(+7) | 26(+8) | 21(+5) |

Saving Throws Intelligence +12, Wisdom +12
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Draconic, Evish, Undercommon
Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The aspect makes three melee attacks.

+1 Scythe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 4) slashing damage plus 9 (3d6) necrotic damage.

ASPECT OF ORCUS

Large fiend, chaotic evil

Armor Class 18 (natural)

Hit Points 103 (9d10+45)

Speed 20 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 23(+6) | 16(+3) | 21(+5) | 20(+5) | 17(+3) | 16(+3) |

Saving Throws Constitution +9, Wisdom +7

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 60 ft., passive Perception 13

Languages Abyssal, celestial, draconic, telepathy 100 ft.

Challenge 9 (5,000 XP)

Death Strike (1/day). The aspect decides before attacking when using this ability. The ability is used if the attack misses. Any living creature struck by the morning star attack must succeed on a DC 17 Constitution saving throw or be reduced to 0 hit points.

ACTIONS

Multiattack. The aspect makes two melee attacks.

+1 Morning Star. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 7) bludgeoning damage.

ASPECT OF TIAMAT

Large dragon, lawful evil

Armor Class 17 (natural)

Hit Points 114 (10d10+50)

Speed 30 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 22(+6) | 11(+0) | 21(+5) | 19(+4) | 16(+3) | 18(+4) |

Skills Perception +7, Survival +7

Saving Throws Constitution +8, Wisdom +10

Condition Immunities sleep, paralysis

Senses blindsense 60 ft., darkvision 120 ft., passive Perception 17

Languages Abyssal, draconic, common

Challenge 10 (5,900 XP)

ACTIONS

Multiattack. The aspect makes five bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 6) piercing damage

Breath (Recharge 6). The aspect exhales a 30 ft. cone of acid, fire, cold or lightning. Each creature in that cone must make a DC 17 Dexterity saving throw, taking 24 (8d6) of the type damage on a failed save, or half as much damage on a successful one. The breath is random and cannot be the same type two times in a row.

ASPECT OF VENCA

Medium undead, neutral evil

Armor Class 19 (natural)

Hit Points 85 (10d8+30)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 17(+3) | 16(+3) | 16(+3) | 26(+8) | 23(+6) | 18(+4) |

Skills Concentration +7, Knowledge +12 Perception +10

Saving Throws Intelligence +12, Wisdom +10

Damage Immunities poison, necrotic

Condition Immunities poisoned, sleep, paralyzed, stunned, exhaustion

Senses darkvision 60 ft., passive Perception 20

Languages Abyssal, draconic, common

Challenge 10 (5,900 XP)

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

Innate Spellcasting. The aspect can innately cast the following spell as a bonus action

At will: Magic Missile (empowered at 5th level)

ACTIONS

Multiattack. The aspect makes two melee attacks.

+1 Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 12 (1d4 + 4) piercing damage.

Athach

Huge giant, chaotic evil

Armor Class 16 (natural)
Hit Points 173 (14d12+70)
Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 22(+6) | 13(+1) | 21(+5) | 7(-2) | 12(+1) | 6(-2) |

Skills Athletics +9, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The athach makes two weapon attacks and one bite attack.

Morning Star. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 15 (3d6 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 15 (2d8 + 6) piercing damage and target must make a DC 16 Constitution saving throw or take 9 (3d6) poison. A successful save deals half poison damage.

Rock. *Ranged Weapon Attack:* +4 to hit, reach 10 ft., one creature. Hit: 12 (3d6 + 6) bludgeoning damage.



BALHANNOTH

Large monstrosity, neutral

Armor Class 19
Hit Points 158 (14d10+70)
Speed 50 ft., climb 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 24(+7) | 17(+3) | 20(+5) | 3(-4) | 12(+1) | 8(-1) |

Skills Stealth +7
Condition Immunities blinded
Senses dweomersight 120 ft., passive Perception 12
Languages -
Challenge 10 (5,900 XP)

Dweomersight. A balhannoth can sense the presence and position of magic auras within 120 feet of itself, and knows the strength and school of each one. It can pinpoint the location of any creature with ongoing spells cast on it, carrying magic items, or otherwise using magic, and it can notice anything within the area of a magic effect. This otherwise functions like blindsense.

Constrict. A balhannoth deals 1d8 points of damage to a grappled creature as a bonus action.

Antimagic Grapple. When a balhannoth grapples an opponent, all the magical properties of that opponent's magic items are suppressed. In addition, a creature grappled by a balhannoth cannot cast spells or use spell-like abilities. A balhannoth automatically suppresses magic items by holding or wearing them.

Camouflage. A balhannoth's skin changes color to match its surroundings. As a result, a balhannoth is at advantage on all Stealth checks to hide.

ACTIONS

Multiattack. The balhannoth makes two slam attacks and one bite attack

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. Hit: 13 (2d6+7) bludgeoning damage and target is grappled (escape DC 17)

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. Hit: 11 (1d8+7) piercing damage.



BANSHRAE

Medium fey, chaotic evil

Armor Class 19
Hit Points 123 (15d8 + 45)
Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 16(+3) | 24(+7) | 17(+3) | 14(+2) | 15(+2) | 20(+5) |

Skills Acrobatics +10, Stealth +10, Performance +8
Saving Throws Dexterity +10, Wisdom +5
Damage Resistance bludgeoning, piercing and slashing weapons that are not cold iron
Senses darkvision 60 ft., passive Perception 12
Languages understands Common, elvish, sylvan
Challenge 8 (3,900 XP)

Unarmored Defense. The banshrae adds its Wisdom modifier to its armor class

Blowgun Flute. The banshrae can play its flute as a bonus action to create one of the effects detailed below. Opponents within a 60-foot-radius spread who can hear the flute can be affected (16 Wisdom saving throw negates)—the effect ends if an enemy can no longer hear the music. The save DC is Charisma-based.

Dread Dirge: This mournful tune creates deep unease. Affected creatures are frightened and can save at the end of their turns to negate.

Gibbering Sing-Along: This catchy melody forces listeners to blather meaningless sounds. Affected creatures fail Stealth checks, give away their positions if invisible or hidden, cannot talk, and cannot cast spells that have verbal components.

Traveler's Tune: This sprightly ditty forces affected creatures to move at least 20 feet on their turns.

Locust Dart. Once per day, a banshrae can fire a special dart. An opponent struck by this dart is sickened for 1 round and takes 2d6 points of piercing damage as locusts emerge from its body (DC 14 Constitution saving throw negates). The locusts form a swarm that obeys the banshrae's commands for 2d6 rounds before dispersing. The save DC is Constitution-based.

ACTIONS

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

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. Hit: 11 (1d8+7) bludgeoning damage.

Blowgun Flute. *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one creature. Hit: 2 (1d3) piercing damage.

Dart Cone (Recharge 5-6). A banshrae can create a 15 ft. cone of blowgun darts. Those caught in the cone take 4d6 points of piercing damage (DC 18 Dexterity saving throw for half). The save DC is Dexterity-based.

BLACKSPAWN RAIDER

Medium monstrosity (spawn of Tiamat), chaotic evil

Armor Class 13 (natural)
Hit Points 67 (8d8+24)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|-------|
| 14(+2) | 15(+2) | 16(+3) | 10(+0) | 11(+1) | 8(-1) |

Skills Perception +3
Damage Immunities acid
Condition Immunities sleep, paralyzed
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 3 (700 XP)

ACTIONS

Multiattack. The blackspawn raider makes two melee attacks

Falchion. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 13 (2d4+2) slashing damage

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

Acid Breath (Recharge 6). The blackspawn exhales a 40 ft. line of acid. Each creature in that area must make a DC 13 Dexterity saving throw, taking 8 (4d4) acid damage or half as much damage on a successful one.



BLACKSPAWN EXTERMINATOR

Medium monstrosity (spawn of Tiamat), chaotic evil

Armor Class 16

Hit Points 101 (14d8+28)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 16(+3) | 22(+6) | 14(+2) | 10(+0) | 14(+2) | 11(+0) |

Skills Perception +6, Stealth +10

Saves Dexterity +10, Intelligence +4

Damage Immunities acid

Condition Immunities sleep, paralyzed

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 10 (5,900 XP)

Sneak Attack (1/turn). The blackspawn exterminator deals an extra 6 (2d6) damage when it hits a target and has advantage or when the target is within 5 feet of an ally.

Evasion. If the blackspawn is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the blackspawn instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The blackspawn exterminator makes three melee or three ranged attacks.

+1 Short Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 7 (1d6+4) slashing damage plus 9 (3d6) poison (DC 13 Constitution save for half) damage.

+1 short bow. *Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 80/320 ft., one creature. Hit: 11 (1d6+7) piercing damage plus 9 (3d6) poison (DC 13 Constitution save for half) damage.

Acid Breath (Recharge 6). The blackspawn exhales a 40 ft. line of acid. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (7d4) acid damage or half as much damage on a successful one.

BLACKSPAWN STALKER

Large monstrosity (spawn of Tiamat), chaotic evil

Armor Class 17 (natural)

Hit Points 114 (10d10+50)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 22(+6) | 15(+2) | 21(+5) | 5(-3) | 13(+2) | 11(+0) |

Skills Survival +6

Saves Constitution +9

Damage Immunities acid

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

Languages Draconic

Challenge 9 (5,000 XP)

Deadly Charge. If the blackspawn moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 12 (4d6) piercing damage.

Tiamat's Blessing (Acid). All spawn of Tiamat within 5 feet of a blackspawn stalker gain immunity to acid.

ACTIONS

Multiattack. The blackspawn stalker makes one bite and two tail attacks or two web attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. Hit: 12 (2d6+6) piercing damage plus 3 (1d6) acid damage.

Tail Slap. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 10 (1d8+6) bludgeoning damage.

Acid Spit. *Ranged Weapon Attack:* +6 to hit, range 60/60 ft., one creature. Hit: 15 (5d6) acid damage

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 17 Athletics (Strength) or Escape (Dexterity) check, escaping from the webbing on a success. The effect ends if the webbing is destroyed (AC 12, 20 hit points, resistant to bludgeoning damage and immune to poison and psychic damage, vulnerable to fire).

BLOOD FIEND

Large fiend, chaotic evil

Armor Class 18 (natural)

Hit Points 112 (12d10 + 36)

Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 24(+7) | 15(+2) | 16(+3) | 17(+3) | 20(+5) | 21(+5) |

Skills Stealth +7, Perception +10

Damage Resistances acid, cold, fire

Damage Immunities lightning; bludgeoning, piercing and slashing weapons that are not magical

Senses passive Perception 20

Languages Abyssal

Challenge 14 (11,500 XP)

Innate Spellcasting. The blood fiend can innately cast the following Wisdom based spells (spell save DC 18, +10 attack), requiring no spell components

At will: *detect good*, *detect magic*, *gaseous form*, *teleport*

3/day: *darkness*, *blight*

1/day: *hallow*

Fast Healing. A blood fiend regains lost hit points at the rate of 5 per round at the start of its turn. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the blood fiend to regrow or reattach lost body parts.

Shapechanger. The blood fiend can use its action to polymorph into a dire bat, dire wolf,

howler, a nightmare, or back into its true form as the polymorph spell. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The blood fiend makes four claw attacks and one bite attack.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one creature. Hit: 10 (1d6+7) slashing damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This lasts until the target finishes a long rest.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one creature. Hit: 11 (1d8+7) piercing damage plus 2 (1d4) Constitution damage from blood loss (DC 16 Constitution saving throw to negate).

Charm. The blood fiend targets one humanoid it can see within 30 feet of it. If the target can see the blood fiend, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the blood fiend. The charmed target regards the blood fiend as a trusted friend to be heeded and protected. Each time the blood fiend or the blood fiend's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the blood fiend is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.



BLOODFIRE OOZE

Huge ooze, neutral evil

Armor Class 15 (natural)
Hit Points 149 (12d12+60)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 21(+5) | 13(+1) | 20(+5) | 3(-4) | 11(+1) | 4(-3) |

Damage Resistance acid, lightning
Damage Vulnerability cold
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages -
Challenge 7 (2,900 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Fast Healing. The ooze regains lost hit points at the rate of 5 per round at the start of its turn.

Burning Blood. A bloodfire ooze's body produces tremendous heat. Any creature that strikes or touches a bloodfire ooze with its body or a weapon, or that grapples a bloodfire ooze, automatically takes 6 (2d6) points of fire damage. A creature takes damage from this ability only once per turn.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 9 (1d8 + 5) bludgeoning damage plus 6 (2d6) fire damage.

Flame Burst. Any creature within 10 feet must succeed on a DC 16 Dexterity saving throw or take 18 (6d6) points of fire damage. A successful save results in half damage. The save DC is Constitution-based.



BLOODHULK FIGHTER

Medium undead, neutral evil

Armor Class 11 (natural)
Hit Points 100 (10d8+20)
Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|-------|--------|-------|
| 16(+3) | 9(-1) | 14(+2) | 3(-4) | 10(+0) | 1(-5) |

Damage Immunities poison, necrotic
Condition Immunities poisoned, sleep, paralyzed, stunned, exhaustion
Senses darkvision 60 ft., passive Perception 10
Languages Understands creators language
Challenge 2 (450 XP)

Fragile. A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated. A bloodhulk fighter always gains the maximum hit points possible per Hit Die

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage.

BLUESPAWN AMBUSER

Medium monstrosity (spawn of Tiamat), lawful evil

Armor Class 14 (natural)

Hit Points 31 (4d8+8)

Speed 20 ft., burrow 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 19(+4) | 10(+0) | 14(+2) | 3(-4) | 14(+2) | 13(+1) |

Skills Perception +4

Damage Immunities lightning

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Draconic

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The bluespawn makes two claw and one gore attack.

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

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6+4) piercing damage

Lightning Burst (Recharge 5-6). The bluespawn ambusher can activate a lightning burst in a 10 ft. radius centered on itself. Each creature in that area must make a DC 12 Dexterity saving throw, taking 12 (4d6) lightning damage or half as much damage on a successful one.

BLUESPAWN BURROWER

Large monstrosity (spawn of Tiamat), lawful evil

Armor Class 16 (natural)

Hit Points 125 (12d10+48)

Speed 30 ft., burrow 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|-------|--------|
| 21(+5) | 15(+2) | 19(+4) | 3(-4) | 8(-1) | 11(+0) |

Skills Perception +3

Damage Immunities lightning

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages Draconic

Challenge 9 (5,000 XP)

Lightning Shield. A bluespawn burrower's body generates an electric charge. Any creature that strikes or touches a bluespawn burrower with its body or a weapon, or that grapples a bluespawn burrower, automatically takes 6 (2d6) points of fire damage.

Tiamat's Blessing (Lightning.) All spawn of Tiamat within 5 feet of a bluespawn burrower gain immunity to lightning

ACTIONS

Multiattack. The bluespawn makes two claw and one tail slap.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 13 (2d8+5) slashing damage. If both claw attacks hit, target is grappled (escape DC 15).

Tail Slap. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 9 (1d8+5) bludgeoning damage plus 6 (2d6) lightning damage.

Lightning Sweep (Recharge 6). The bluespawn burrower can activate a lightning sweep in a 60 ft. cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (6d6) lightning damage or half as much damage on a successful one.

BLUESPAWN GODSLAYER

Huge monstrosity (spawn of Tiamat), lawful evil

Armor Class 18 (shield)
Hit Points 161 (12d12+72)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|-------|--------|--------|
| 22(+6) | 6(-2) | 22(+6) | 8(-1) | 11(+0) | 10(+0) |

Skills Perception +4
Damage Immunities lightning
Condition Immunities paralysis, sleep
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 10 (8,400 XP)

Dragon Slayer. A bluespawm godslayer deals an extra 6 (2d6) points of damage when it hits a dragon

Outsider Slayer. A bluespawm godslayer deals an extra 6 (2d6) points of damage when it hits a celestial or fiend.

ACTIONS

Multiattack. The bluespawm makes two sword and one bite attack.

+2 Greatsword. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. Hit: 13 (4d6+8) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. Hit: 11 (2d6+5) piercing damage plus 6 (2d6) lightning damage.

BLUESPAWN STORMLIZARD

Large monstrosity (spawn of Tiamat), lawful evil

Armor Class 16 (natural)
Hit Points 76 (6d10+36)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|-------|--------|-------|
| 22(+6) | 9(-1) | 22(+6) | 2(-4) | 14(+2) | 8(-1) |

Skills Perception +3
Damage Immunities lightning
Senses passive Perception 13
Languages Draconic
Challenge 6 (2,300 XP)

Deadly Charge. If the bluespawm moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 12 (4d6) piercing damage.

Tiamat's Blessing (Lightning). All spawn of Tiamat within 5 feet of a bluespawm burrower gain immunity to lightning.

Electricity Arc. When bluespawm stormlizards gather, electricity surges between them. As a bonus action, a bluespawm stormlizard can cause a line of electricity to fire from its horn to that of another bluespawm stormlizard within 100 feet. Creatures in the line must succeed on a DC 17 Dexterity save or take 9 (3d6) points of lightning damage.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 12 (2d6+6) piercing damage plus 6 (2d6) lightning damage.

Electricity Arc (Recharge 5-6). The bluespawm stormlizard can activate a lightning arc in a 100 ft. line. Each creature in that area must make a DC 17 Dexterity saving throw, taking 18 (6d6) lightning damage or half as much damage on a successful one.

BONEDRINKER

Medium undead, chaotic evil

Armor Class 14 (natural)

Hit Points 91 (11d8+33)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 21(+5) | 16(+3) | 16(+3) | 8(-1) | 14(+2) | 15(+2) |

Skills Stealth +6, Perception +5

Damage Resistance cold, bludgeoning, piercing and slashing weapons that are not silver

Damage Immunities poison, necrotic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Goblin, Common

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The bonedrinker makes two claw and two tentacle attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 5) slashing damage.

Tentacle. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 10 (1d10 + 5) bludgeoning damage and target is grappled (escape DC 15). The bonedrinker can have only one creature grappled at a time.

Bonedrink. If the bonedrinker has a creature grappled, it can begin to drink its bones. If it makes another successful grapple check, it sinks its fangs into the grappled creature and deals 3 (1d6) Constitution damage.

Creatures reduced to 0 Constitution die in a pile of boneless flesh.



BRIARVEX

Large plant, neutral evil

Armor Class 15 (natural)

Hit Points 84 (8d10+32)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 19(+4) | 10(+0) | 19(+4) | 11(+0) | 12(+1) | 11(+0) |

Saving Throws Constitution +7

Damage Vulnerabilities fire

Condition Immunities blinded, deafened, frightened

Senses passive Perception 11

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Improved Woodland Stride. A briarvex can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

Thorn Burrow. Each time a briarvex hits with its spiked fist, thorns break off and bore into the struck opponent. As a bonus action, the briarvex can cause embedded thorns to twist and burrow into a single creature's flesh, dealing 6 (3d6) points of piercing damage; damage reduction applies. The target of this ability must be within 100 feet of the briarvex. The briarvex must also have line of sight to the target. A creature can remove the thorns with an action.

Innate Spellcasting. The briarvex can innately cast the following spell (DC 15)

At will: *entangle* (60 ft. radius, duration 1 round)

ACTIONS

Multiattack. The briarvex makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 4) piercing and bludgeoning damage.



BRIGHT NAGA

Large monstrosity, chaotic evil

Armor Class 15 (natural)
Hit Points 130 (5d10+15)
Speed 40 ft., climb 20 ft.

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

Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 3 (700 XP)

Innate Spellcasting. The bright naga can innately cast the following spell
At will: *magic missile*

ACTIONS

Multiattack. The aspect makes three melee attacks and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 1082d6 + 2) piercing damage.



CARNAGE DEMON

Medium fiend (demon), chaotic evil

Armor Class 13 (natural)
Hit Points 24 (3d8 + 6)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|-------|-------|
| 18(+4) | 10(+0) | 14(+2) | 5(-3) | 6(-2) | 6(-2) |

Skills Athletics +7
Damage Resistance cold, fire, acid; bludgeoning, piercing and slashing weapons that are not silver
Damage Immunities poison, lightning
Condition Immunities poisoned
Senses darkvision 60ft., passive Perception 8
Languages Abyssal
Challenge 2 (450 XP)

Destructive Appetite. A carnage demon is a threat even to its allies. After every successful melee attack, a carnage demon must succeed on a DC 14 Wisdom save. If it fails, it attacks the nearest creature that is not a carnage demon whenever it is unable to attack an enemy during a given round.

Carnage. For each other carnage demon within 30 feet, a carnage demon gains a +1 bonus on attack rolls and damage rolls, up to a maximum of +5.

Reaving Fists. A carnage demon's slams ignore damage reduction that can be overcome by any metallic material such as silver, cold iron, or adamantine.

ACTIONS

Multiattack. The carnage demon makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4+4) bludgeoning damage.



CATFOLK

Medium humanoid, neutral

Armor Class 13 (leather)

Hit Points 9 (1d8 + 1)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|-------|--------|
| 13(+1) | 15(+2) | 12(+1) | 10(+0) | 9(-1) | 10(+0) |

Skills Perception +1, Stealth +4

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

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

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



CAVE FISHER

Medium beast, unaligned

Armor Class 15 (natural)

Hit Points 38 (3d8 + 10)

Speed 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 17(+3) | 12(+1) | 17(+3) | 2(-4) | 10(+0) | 4(-3) |

Skills Climb +5

Senses passive Perception 10

Condition Immunities charmed

Languages -

Challenge 2 (450 XP)

Filament. A cave fisher can fire a thin filament of sticky silk as a standard action. A creature struck by a cave fisher's filament becomes grappled by the sticky thread. As an action, a creature can rip the filament free with a DC 13 Strength check. A caught creature can also attempt to escape a filament by making a DC 13 Escape (Dexterity) check. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

Pull. A cave fisher can pull a grappled creature 10 feet towards it as a move action.

ACTIONS

Multiattack. The cave fisher makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) slashing damage.

Filament. *Ranged Weapon Attack:* +3 to hit, range (60ft./60ft.), one creature. Hit: Grappled DC 13 escape.





CLOCKROACH

Small construct, neutral

Armor Class 14 (natural)

Hit Points 13 (2d6+4)

Speed 30 ft., burrow 15 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|--------|-------|--------|--------|
| 11 (+0) | 17(+3) | 14(+2) | 3(-4) | 11(+0) | 10(+0) |

Skills Stealth +5

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

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Pincer. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 6 (1d4) piercing damage.

Acid Breath (Recharge 6).

The clockroach exhales a 30 ft. line of acid. Each creature in that area must make a DC 12 Dexterity saving throw, taking 6 (3d4) acid damage or half as much damage on a successful one.

CRUCIAN

Medium humanoid, lawful neutral

Armor Class 12 (leather and shield)

Hit Points 27 (3d8 + 9)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|--------|--------|-------|
| 15(+2) | 8(-1) | 17(+3) | 11(+0) | 10(+0) | 8(-1) |

Skills Perception +2

Saving Throws Constitution +5

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

ACTIONS

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



CRYPT THING

Medium undead, neutral

Armor Class 14 (natural)

Hit Points 45 (6d8 + 12)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 10(+0) | 16(+3) | 14(+2) | 11(+0) | 15(+2) | 13(+1) |

Damage Immunities poison, necrotic

Condition Immunities poisoned, sleep, paralyzed, stunned, exhaustion

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Turn Resistance. The crypt thing receives advantage on saving throws to resist turning

Scatter Defilers (1/day). A crypt thing can target up to 6 creatures, within 30 ft., and teleport them 10-100 feet (DC 12 Wisdom save to avoid) in a random direction.

ACTIONS

Multiattack. The crypt thing makes two claw attacks

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

CURSED SPIRIT

Medium undead, chaotic evil

Armor Class 12

Hit Points 21 (3d8 + 3)

Speed fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|-------|--------|
| 10(+0) | 14(+2) | 12(+1) | 9(-1) | 8(-1) | 13(+1) |

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 1 (200 XP)

Incorporeal Movement. The cursed 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.

Curse Aura. The taint of loss surrounds a cursed spirit. Adjacent enemy creatures are at disadvantage on all saving throws.

ACTIONS

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (2d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



DEATH GIANT

Huge giant, neutral evil

Armor Class 17 (splint)

Hit Points 292 (23d12 + 115)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 25(+7) | 13(+1) | 21(+5) | 12(+1) | 20(+5) | 25(+7) |

Skills Intimidation +12, Concentration +10

Saving Throws Constitution +10, Wisdom +10

Damage Immunities necrotic

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Giant, Common

Challenge 16 (15,000 XP)

Innate Spellcasting. The death giant can innately cast the following Wisdom based spells (DC 18, +10 attack) 3/day: *blight*, *dispel magic* (5th level), *inflict wounds* (5th level)

1/day: *flame strike*

Steal Soul. Any living creature with 10 or fewer hit points within 15 feet of a death giant must succeed on a DC 20 Constitution save each round or die instantly. The save DC is Charisma-based. Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect the death giant. Such creatures cannot be raised, resurrected, or reincarnated so long as the death giant lives. Killing the death giant releases the souls.

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

ACTIONS

Multiattack. The death giant makes three melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. Hit: 19 (4d6+7) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. Hit: 13 (2d6+7) piercing damage.

Slam. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. Hit: 11 (1d8+7) piercing damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one creature. Hit: 15 (2d8 + 7) bludgeoning damage.

Frightful Keening. A death giant can trigger the guardian souls that waft around its body to wail in frightful anguish. Living creatures within 100 feet that hear this keening must make a DC 20 Wisdom saving throw or be frightened. Targets save at the end of their turns. Once a save is successful, target is immune to that death giant's frightful keening for 24 hours. This is a sonic fear ability. The save DC is Charisma-based.



DISPLACER SERPENT

Medium monstrosity, chaotic evil

Armor Class 12 (natural)

Hit Points 21 (2d8+8)

Speed 20 ft., climb 10 ft., swim 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 17(+3) | 12(+1) | 19(+4) | 5(-3) | 12(+1) | 2(-4) |

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1/2 (100 XP)

Displacement. Creatures are at disadvantage when attacking the displacer serpent.

ACTIONS

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



DRACOTAUR

Large dragon, neutral evil

Armor Class 15 (natural)

Hit Points 31 (3d10 + 9)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 18(+4) | 12(+1) | 16(+3) | 13(+1) | 11(+0) | 13(+1) |

Skills Athletics +6

Senses darkvision 60 ft., passive Perception 10

Condition Immunities sleep, paralyzed

Languages Draconic

Challenge 3 (700 XP)

ACTIONS

Multiattack. The dracotaur can make one spear attack, one bite attack and one tail attack.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage.

Tail Slap. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage.

Spit Fire (Recharge 6). *Melee Ranged Attack:* +3 to hit, range 20/40 ft., one creature. Hit: 6 (2d6) fire damage.



EQUICEPH

Large humanoid, lawful evil

Armor Class 15 (natural)

Hit Points 32 (4d10+4)

Speed 40 ft.

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

Skills Intimidate +3, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 2 (450 XP)

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 10 (1d12 + 4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 30/120 ft., one creature. Hit: 7 (1d6+4) piercing damage.



FIHYR

Small monstrosity, chaotic evil

Armor Class 14 (natural)

Hit Points 18 (4d6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-------|--------|--------|-------|--------|-------|
| 7(-2) | 16(+3) | 10(+0) | 5(-3) | 12(+1) | 7(-2) |

Skills Stealth +5

Senses darkvision 60ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 1/2 (100 XP)

Sunlight Sensitivity. The fihyr takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

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

ACTIONS

Multiattack. The fihyr can use its Frightful Presence. It then makes its bite attack.

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. Hit: 1 (1d4-2) piercing damage.

Frightful Presence. Each creature of the fihyr's choice that is within 30 feet of it and aware of it must succeed on a DC 11 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 spawn's Frightful Presence for the next 24 hours.





GIRRASH

Large fiend, chaotic evil

Armor Class 12
Hit Points 67 (7d10 + 21)
Speed fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 21(+5) | 16(+3) | 16(+3) | 13(+1) | 12(+1) | 15(+2) |

Skills Athletics +8, Stealth +6
Damage Resistance lightning, fire, acid; bludgeoning, piercing and slashing weapons that are not magic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal
Challenge 7 (2,900 XP)

Displacement. Creatures are at disadvantage when attacking the girrash.

Rend (1/turn). If the girrash hits with two claw attacks, it deals an additional 3 (1d6) slashing damage.

Pounce. If the girrash moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the girrash can make a bite attack against it as a bonus action.

ACTIONS

Multiattack. The girrash makes four claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 8 (1d6+5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 7 (1d4+5) piercing damage and must succeed on a DC 16 Constitution saving throw or be paralyzed for 3 (1d4+1) rounds. Elves are immune to this paralysis.

GRAVEHOUND

Medium undead, neutral evil

Armor Class 12
Hit Points 26 (4d8 + 8)
Speed fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 17(+3) | 14(+2) | 14(+2) | 4(-3) | 17(+3) | 19(+5) |

Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 2 (450 XP)

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

Turn Resistance. The gravehound receives advantage on saving throws to resist turning

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) piercing damage and must succeed on a DC 13 Constitution saving throw or be stunned until the end of the gravehound's next turn.



GREENSPAWN LEAPER

Medium monstrosity (spawn of Tiamat), neutral evil

Armor Class 14 (natural)

Hit Points 21 (3d8+3)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 17(+3) | 19(+4) | 12(+1) | 2(-4) | 15(+2) | 8(-1) |

Skills Perception +4, Acrobatics +6

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 2 (450 XP)

ACTIONS

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

Acid Burst (Recharge 6). The greenspawn leaper can release a burst of acid in a 5 ft. radius centered on itself. Each creature in that area must make a DC 11 Constitution saving throw, taking 6 (2d6) acid damage or half as much damage on a successful one.

GREENSPAWN SNEAK

Small monstrosity (spawn of Tiamat), lawful evil

Armor Class 14 (natural)

Hit Points 94 (2d6+2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|---------|--------|--------|
| 11(+0) | 16(+3) | 13(+1) | 10 (+0) | 11(+0) | 15(+2) |

Skills Perception +2, Acrobatics +5

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The greenspawn can breathe air and water.

Sneak Attack (1/turn). The greenspawn sneak deals an extra 6 (2d6) damage when it hits a target and has advantage or when the target is within 5 feet of an ally.

ACTIONS

Multiattack. The greenspawn makes two melee attacks.

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) slashing damage.

GREENSPAWN RAZORFIEND

Large monstrosity (spawn of Tiamat), lawful evil

Armor Class 16 (natural)

Hit Points 94 (10d10+30)

Speed 50 ft., swim 50 ft.

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

Skills Perception +5, Athletics +7

Damage Immunities acid

Condition Immunities paralyzed, sleep

Senses darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 7 (2,900 XP)

Amphibious. The greenspawn can breathe air and water.

Augmented Critical. A razorfiend's wingblade threatens a critical hit on a natural attack roll of 19 or 20.

Tiamat's Blessing (Acid). All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

ACTIONS

Multiattack. The greenspawn makes two wingblade attacks and one bite attack.

Wingblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 10 (2d6+4) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 7 (1d6+4) piercing damage.

Acid Breath (Recharge 5-6). The greenspawn breathes a 20 ft. cone of acid. Each creature in that area must make a DC 15 Dexterity saving throw, taking 15 (5d6) acid damage or half as much damage on a successful one.

GRISGOL

Large construct, neutral

Armor Class 19 (natural)

Hit Points 156 (19d10 + 38)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 18(+4) | 10(+0) | 14(+2) | 6(-2) | 11(+0) | 11(+0) |

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

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

Senses darkvision 60ft., passive Perception 10

Languages understand language of creator

Challenge 15 (13,000 XP)

Innate Spellcasting. The grisgol can innately cast the following Wisdom based spells (DC 13, +5 attack)

1/day: *shield*, *scorching ray*, *dispel magic*, *ice storm*, *telekinesis*, *chain lightning*, *prismatic spray*, *power word stun*, *meteor swarm*

Choking Dust. Striking the golem with any kind of implement other than a piercing weapon invites a disease causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 17 Constitution saving throw or take 2 (1d4) points of Constitution damage. The save DC is Strength-based

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

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

Incite Madness. After a grisgol is killed, anyone examining the strips of scroll parchment or tome pages that comprise the creature's wrappings invokes a curse that renders the reader with level a madness (DC 15 Wisdom saving throw negates). The victim of this insanity becomes convinced that the thousands of scraps of parchment contain great and lost arcane secrets, and that he must discover these secrets by painstakingly fitting every last piece of ripped parchment and torn page back together in the right order.

ACTIONS

Multiattack. The grisgol makes two melee attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 12 (2d8 + 4) bludgeoning damage plus 8 (2d8) necrotic damage and paralysis (DC 13 Constitution save, Charisma based). Target remains paralyzed until a remove paralysis or similar spell is cast.





GULGAR

Large humanoid, neutral

Armor Class 18 (natural)
Hit Points 94 (10d10 + 30)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|--------|--------|--------|
| 20(+5) | 7(-2) | 17(+3) | 10(+0) | 12(+1) | 13(+1) |

Damage Resistance thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite
Damage Immunity thunder
Languages Terran
Challenge 9 (9,000 XP)

Crystalline Bone. A gulgar's slam and gore attacks are treated as adamantite for the purposes of overcoming damage reduction.

Stability. A gulgar gains advantage on checks made to resist being pushed or tripped when standing on the ground (but not when climbing, riding if lying mount, or otherwise not standing firmly on the ground).

ACTIONS

Multiattack. The gulgar makes two melee attacks and one gore or two ranged attacks.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 8 (1d6 + 5) bludgeoning damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 5) bludgeoning damage.

Composite Long Bow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 5) piercing damage.

Sonic Pulse (Recharge 6). A gulgar can emit a 30-foot cone of sound that deals 9 (3d6) points of sonic damage and may deafen foes. Any creature in the area must succeed on a DC 15 Constitution save or be deafened for 1 hour. Deafened creatures cannot be further deafened, but they still take the sonic damage from other sonic pulse attacks. The save DC is Constitution based.

HOWLER

Large fiend, chaotic evil

Armor Class 15 (natural)
Hit Points 52 (6d10 + 12)
Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 21(+5) | 17(+3) | 15(+2) | 6(-2) | 14(+2) | 8(-1) |

Skills Climb +5
Senses darkvision 60ft., passive Perception 12
Languages understand Abyssal
Challenge 3 (700 XP)

Quills. A creature that is bitten by a howler must make a DC 13 Dexterity saving throw or have 2 (1d4) quills break off in their flesh. Lodged quills impose disadvantage on all attacks and saving throws. Removing a quill requires a DC 13 Heal (Wisdom) check or they deal 3 (1d6) piercing damage

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 5) piercing damage.

Howl (Recharge 6). Creatures, other than fiends, must make a DC 12 Wisdom saving throw or be frightened for 1 minute. Target saves at the end of its turn. Once a creature saves, they are immune to this effect for 24 hours.



HOWLER WASP

Small monstrosity, chaotic evil

Armor Class 12 (natural)

Hit Points 14 (2d6+4)

Speed 10 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 12(+1) | 13(+1) | 15(+2) | 3(-4) | 13(+1) | 6(-2) |

Skills Perception +3

Senses darkvision 60ft., passive Perception 13

Languages -

Challenge 1/2 (100 XP)

Inciting Pheromone. If a melee attack reduces a howler wasp to 0 or fewer hit points, or if the wasp takes a critical hit from a melee attack, it can attempt to douse its foe with a pheromone (+3 melee attack). The wasp uses this ability as a reaction before resolving the effect of the damage. The pheromone draws other howler wasps to the target, inciting them into a fearsome rage. All howler wasps within 60 feet of a creature doused with the pheromone gain an advantage on attack rolls against the doused creature. Howler wasps detect the doused creature as if they had blindsense. The pheromone's effects last for 10 minutes, though a doused creature can wash the substance off by submerging in water.

ACTIONS

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

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d3+1) piercing damage plus 5 (1d10) poison damage

INFERNO SPIDER

Large monstrosity, neutral

Armor Class 16 (natural)

Hit Points 144 (14d10+56)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 20(+5) | 16(+3) | 18(+4) | 6(-2) | 11(+0) | 11(+0) |

Skills Stealth +6, Perception +3

Senses darkvision 60ft., tremorsense 60 ft., passive Perception 13

Languages Ignan

Challenge 5 (1,800 XP)

Fire Shield. An inferno spider's body produces tremendous heat. Any creature that strikes or touches an inferno spider with its body or a weapon, or that grapples an inferno spider, automatically takes 1d6 points of fire damage. A creature takes damage from this ability only once per turn.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 5) piercing damage and 9 (3d6) fire damage

Web (Recharge 5-6) *Ranged Weapon Attack:* +6 to hit, range 50/100 ft., one target. Hit: 6 (2d6) fire damage and the creature is restrained by webbing. Fire damage will be dealt each round in the web. As an action, the restrained creature can make a DC 15 Athletics (Strength) or Escape (Dexterity) check, escaping from the webbing on a success. The effect ends if the webbing is destroyed (AC 12, 20 hit points, resistant to bludgeoning damage and immune to poison and psychic damage, vulnerable to cold).

IBIXIAN

Medium humanoid, neutral

Armor Class 12 (studded leather)

Hit Points 21 (3d8+3)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|-------|--------|
| 15(+2) | 11(+0) | 13(+1) | 8(-1) | 8(-1) | 10(+0) |

Skills Intimidate +2, Perception +1

Senses darkvision 60ft., passive Perception 11

Languages Ibixian, Common

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The ibixian makes one greataxe attack and one head butt.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 8 (1d12+2) slashing damage.

Head Butt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) bludgeoning damage.



JOVOC

Small fiend (demon)

Armor Class 13 (natural)

Hit Points 36 (4d6+18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 12(+1) | 15(+2) | 16(+3) | 7(-2) | 10(+0) | 7(-2) |

Skills Stealth +4

Damage Resistance cold, fire, acid; bludgeoning, piercing and slashing weapons that are not silver

Damage Immunities poison, lightning

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 3 (700 XP)

Area of Retribution. This effect is always active within 30 ft. of the jovoc. Whenever the jovoc takes damage from any source, all non-demon creatures within 30 ft., immediately take the same damage. A DC 13 Constitution saving throw halves the damage. This damage is not subject to negation or reduction because of the targets resistance, immunity or damage reduction.

Fast Healing. A jovoc regains lost hit points at the rate of 5 per round at the start of its turn. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

ACTIONS

Multiattack. The jovoc makes two claw and one bite attack.

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

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



JUSTICE ARCHON

Medium celestial, lawful good

Armor Class 18 (plate)

Hit Points 63 (6d8+30)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 16(+3) | 12(+1) | 21(+5) | 10(+0) | 13(+1) | 14(+2) |

Skills Concentration +8, Persuasion +5, Perception +4

Damage Resistance poison; bludgeoning, piercing and slashing weapons that are not magic

Senses darkvision 60ft., passive Perception 11

Languages Celestial, draconic, abyssal, tongues

Challenge 6 (2,300 XP)

Poison Resilience. The justice archon has advantage on saving throws against poison.

Tongues. The justice archon has a continuous *tongues* spell on itself.

Magic Circle. The justice archon has a continuous *magic circle* against undead and fiends on itself.

Aura of Menace. All enemy creatures within 20 ft. of the justice archon must make a DC 13 Wisdom saving throw or be at disadvantage on attack rolls. Targets save at the end of their turns. If they are successful, they are immune to that justice archon's aura for 24 hours.

Justice Strike. A justice archon that hits with a melee attack can, as a reaction, choose to use this special ability instead of dealing normal weapon damage. Justice strike deals the damage of the struck opponent's primary melee attack. This damage includes effects that apply automatically on a hit, such as energy damage or poison, but not those from optional effects or feats.

Teleport. The justice archon can use the *teleport* spell; at will.

ACTIONS

Multiattack. The justice archon makes two melee attacks.

+1 Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 10 (2d6+4) slashing damage.

KHUMAT

Large fiend, neutral evil

Armor Class 18 (natural)

Hit Points 114 (11d10+44)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 24(+7) | 13(+1) | 19(+4) | 8(-1) | 13(+1) | 8(-1) |

Skills Survival +4, Stealth +4

Saving Throws Constitution +7, Wisdom +4

Damage Resistances acid, cold, lightning, fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 11

Languages Aquan, Common

Challenge 5 (1,800 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 15 (2d8+7) piercing damage and grappled (DC 17 escape).

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. Hit: 14 (1d12+7) bludgeoning damage.



KOPRU

Medium monstrosity, chaotic evil

Armor Class 13 (natural)

Hit Points 43 (8d8)

Speed 5 ft., swim 40 ft.

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

Skills Concentration +2, Stealth +4

Saving Throws Dexterity +4, Wisdom +3

Senses darkvision 60ft., passive Perception 11

Languages Aquan, Common

Challenge 3 (700 XP)

Dominate Person (1/day). A kopru can produce an effect like that of a dominate person spell at a range of 180 ft. A creature must make a DC 12 Wisdom saving throw to avoid the effect. The duration is 8 days.

ACTIONS

Multiattack. The kopru makes two claw and one tail attack.

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

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 (1d8+2) bludgeoning damage and the target is grappled (escape DC 12).



KRUTHIK, ADULT

Medium beast, lawful evil

Armor Class 16

Hit Points 45 (6d8+12)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 17(+3) | 22(+6) | 15(+2) | 4(-3) | 13(+1) | 10(+0) |

Skills Stealth +8

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 4 (1,100 XP)

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

ACTIONS

Multiattack. The kruthik makes two claw attacks and a bite or two spike attacks

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (1d10+3) slashing damage.

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

Spike. Ranged Weapon Attack: +8 to hit, range 50/100 ft., one creature. Hit: 9 (1d6+6) piercing damage.



KRUTHIK, GREATER

Large beast, lawful evil

Armor Class 15

Hit Points 84 (8d10+32)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 22(+6) | 20(+6) | 19(+2) | 4(-3) | 13(+1) | 10(+0) |

Skills Stealth +9

Senses darkvision 60ft., passive Perception 11

Damage Resistances Acid

Languages -

Challenge 6 (2,300 XP)

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

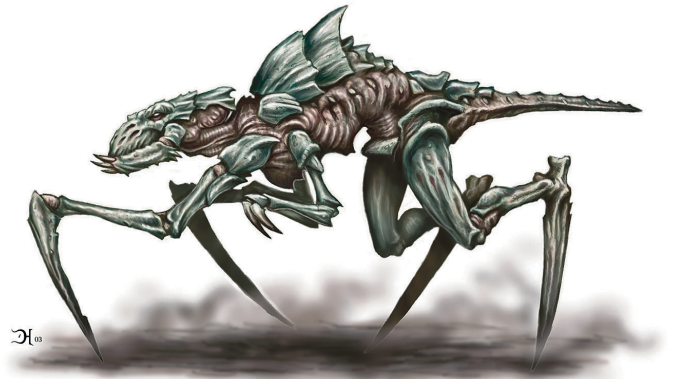
Rend. If the kruthik hits with both claw attacks, it deals an additional 6 (2d6) slashing damage.

ACTIONS

Multiattack. The kruthik makes two claw attacks and a bite attack.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 9 (2d6+6) slashing damage plus 4 (2d4) acid damage

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 9 (1d6+6) piercing damage plus 4 (2d4) acid damage



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KRUTHIK, HATCHLING

Small beast, lawful evil

Armor Class 16

Hit Points 22 (4d6+4)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 13(+1) | 22(+6) | 13(+1) | 4(-3) | 13(+1) | 10(+0) |

Skills Stealth +8

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The kruthik makes two claw attacks

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



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LAMIA

Large monstrosity, chaotic evil

Armor Class 15 (natural)

Hit Points 67 (9d10 + 9)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 18(+4) | 15(+2) | 12(+1) | 13(+1) | 15(+2) | 12(+1) |

Skills Persuasion +4, Stealth +5

Senses darkvision 60ft., passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Innate Spellcasting. The lamia can innately cast the following Wisdom based spells (DC 13, +5 attack)

At will: *disguise self*, *ventriloquism*

3/day: *charm person*, *major image*, *mirror image*, *suggestion*

1/day: *sleep* (as a 3rd level spell)

ACTIONS

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

Wisdom Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 2 (1d4) points of Wisdom drain.



LIZARDFOLK, BLACKSCALE

Large humanoid, neutral

Armor Class 15 (natural)

Hit Points 36 (4d10 + 8)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 19(+4) | 10(+0) | 14(+2) | 8(-1) | 11(+0) | 7(-2) |

Skills Athletics +6

Damage Resistance Acid

Senses darkvision 60ft., passive Perception 10

Languages Draconic, Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The blackscale lizardfolk makes two claw and one bite attack or one greatclub attack and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) slashing damage.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 12 (2d8+4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one creature. Hit: 7 (1d6 + 4) piercing damage.



LIZARDFOLK, POISONDUSK

Medium humanoid, neutral

Armor Class 13 (natural)

Hit Points 7 (1d6+1)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 12(+1) | 15(+3) | 12(+1) | 8(-1) | 11(+0) | 7(-2) |

Damage Resistance Acid

Senses darkvision 60ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Chameleon Skin. Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains advantage on Stealth checks to hide.

ACTIONS

Multiattack. The poisondusk lizardfolk makes two claw and one bite attack or one longsword attack and one bite attack.

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

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. Hit: 6 (1d6+3) piercing damage.



LODESTONE MARAUDER

Large monstrosity, neutral

Armor Class 18 (natural)

Hit Points 136 (11d10+66)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 24(+7) | 13(+1) | 22(+6) | 2(-4) | 12(+1) | 8(-1) |

Skills Athletics +11, Perception +5

Senses darkvision 60ft., passive Perception 15

Languages -

Challenge 9 (5,000 XP)

Magnetic Defense. Attacks on a lodestone marauder with metallic weapons are made at disadvantage.

Stability. A lodestone marauder has advantage on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).

Magnetic Attraction. A lodestone marauder can create a pulse of magnetic energy within a 30-foot-radius emanation that sends metal objects hurtling toward it. An affected creature carrying such an object must succeed on a DC 18 Strength saving throw or the object is drawn in a straight line toward it. Such objects stick to its body, and they can be removed only on the marauder's death or with a DC 18 Strength check. The save and check DCs are Constitution-based.

Magnetic Repulsion. This ability works like magnetic attraction, except repulsion pushes objects away from the marauder within a 30-foot-radius burst. An affected creature carrying such an object must succeed on a DC 18 Strength saving throw or drop the object in its space. All creatures wearing metal armor or carrying metal shields within the area of the marauder must succeed on DC 18 Reflex saves or be knocked prone. The save DC is Constitution-based.

ACTIONS

Multiattack. The marauder makes two claw and one bite attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. Hit: 15 (2d8 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. Hit: 13 (2d6 + 7) piercing damage.



MAD SLASHER

Medium beast, chaotic evil

Armor Class 13

Hit Points 31 (4d8+8)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 13(+1) | 17(+3) | 15(+2) | 6(-2) | 10(+0) | 6(-2) |

Skills Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Magnetic Defense. All attacks on a lodestone marauder with metallic weapons are made at disadvantage.

ACTIONS

Multiattack. The mad slasher makes two claw attacks.

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



MAGMA HURLER

Medium elemental, chaotic evil

Armor Class 14 (natural)

Hit Points 43 (4d8+20)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 20(+5) | 13(+1) | 20(+5) | 7(-2) | 12(+1) | 11(+0) |

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60ft., passive Perception 11

Languages Ignan

Challenge 3 (700 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) bludgeoning damage.

Magma Rock. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one creature. Hit: 3 (2d10+1) bludgeoning damage plus 3 (1d6) fire damage.



OPHIDIAN

Medium humanoid, neutral

Armor Class 13 (natural)

Hit Points 18 (3d8)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 12(+1) | 15(+2) | 11(+0) | 8(-1) | 11(+0) | 10(+0) |

Senses darkvision 60ft., passive Perception 10

Languages Common, yuan-ti

Challenge 1 (200 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage plus target must succeed at a DC 11 Constitution saving throw or be affected by a curse that turns the target into an ophidian.



PHANTOM FUNGUS

Medium plant, neutral

Armor Class 14 (natural)

Hit Points 19 (2d8+6)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 14(+2) | 10(+0) | 16(+3) | 2(-4) | 11(+0) | 9(-1) |

Condition Immunities blinded, deafened, frightened

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Greater Invisibility. The fungus is affected by a greater invisibility effect that remains until killed. It is not subject to the invisibility purge spell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 2) piercing damage.



QUICKLING

Small fey, neutral

Armor Class 17

Hit Points 22 (4d6+4)

Speed 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-------|--------|--------|--------|--------|--------|
| 8(-1) | 24(+7) | 13(+1) | 15(+2) | 15(+2) | 14(+2) |

Condition Immunities blinded, deafened, frightened

Senses darkvision 60ft., passive Perception 12

Languages Common, sylvan

Challenge 2 (450 XP)

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the quickling instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Natural Invisibility. A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a reaction.

Supernatural Speed. A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed. All attacks are at disadvantage against the quickling.

Slow Susceptibility. A quickling that succumbs to a *slow* effect loses its supernatural speed ability and is poisoned as long as the effect persists. The poisoned condition persists for 1 round after the *slow* effect ends.

Sneak Attack (1/turn). The quickling deals an extra 3 (1d6) damage when it hits a target and has advantage or when the target is within 5 feet of an ally.

ACTIONS

Short Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 7) slashing damage.



RAVID

Medium fiend, neutral

Armor Class 14 (natural)

Hit Points 21 (3d8+3)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 13(+1) | 10(+0) | 13(+1) | 7(-2) | 12(+1) | 14(+2) |

Damage Immunities fire

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Innate Spellcasting. The ravid can innately cast the following spells

At will: *animate objects*

ACTIONS

Multiattack. The ravid makes one claw and one tail attack.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 1) piercing damage plus 10 (2d10) lightning damage

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 1) piercing damage plus 10 (2d10) lightning damage



REDCAP

Small fey, chaotic evil

Armor Class 12 (natural)

Hit Points 26 (4d6+8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 14(+2) | 13(+1) | 14(+2) | 11(+0) | 12(+1) | 13(+1) |

Skills Intimidate +3, Stealth +3

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1 (200 XP)

Powerful Build. The redcap is considered one size larger with respect to any checks that involve size.

Eldritch Stone. Stones fired from a redcap's sling are considered +1 magical and deal 1d6 damage.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage

REDSPAWN ARCANISS

Medium monstrosity (spawn of Tiamat), chaotic evil

Armor Class 11 (14 with mage armor)

Hit Points 59 (8d8+16)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 10(+0) | 13(+1) | 15(+2) | 10(+0) | 10(+0) | 17(+3) |

Skills Concentration +4, Perception +3

Damage Immunities fire

Damage Vulnerability cold

Condition Immunities paralyzed, sleep

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 6 (2,300 XP)

Spellcasting. The redspawn arcaniss is an 8th level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The redspawn has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, chill touch, ray of frost, shocking grasp, true strike*

1st level (4 slots): *burning hands, mage armor*

2nd level (3 slots): *scorching ray, blur*

3rd level (3 slots): *fireball, haste*

4th level (2 slots): *wall of fire, dimension door*

Sorcery Points. The redspawn arcaniss has 8 sorcery points to use on its metamagic abilities.

Empower Spell. The redspawn arcaniss can spend 1 sorcery point to reroll up to 3 spell damage dice.

Quicken Spell. The redspawn arcaniss can spend 2 sorcery points to change the casting time of a spell from 1 action to 1 bonus action.

Fire Spell Affinity. The redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage. A redspawn arcaniss is proficient with light armor and shields.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 4 (1d8) bludgeoning damage.



REDSPAWN FIREBELCHER

Large monstrosity (spawn of Tiamat), chaotic evil

Armor Class 15 (natural)

Hit Points 92 (8d10+40)

Speed 40 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|-------|--------|-------|
| 19(+4) | 8(-1) | 21(+5) | 1(-5) | 11(+0) | 6(-2) |

Skills Athletics +7, Perception +3

Damage Immunities fire

Damage Vulnerability cold

Condition Immunities paralyzed, sleep

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 6 (2,300 XP)

Tiamat's Blessing (Fire). All spawn of Tiamat within 5 feet of or riding on a redspawn firebelcher gain immunity to fire.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 10 (1d12 + 4) piercing damage plus 6 (2d6) fire damage.

Belch Fire. *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one creature. Hit: 18 (6d6) fire damage and adjacent creatures take 9 (3d6) fire damage. A DC 16 Dexterity saving throw reduces the damage to half. The save DC is Constitution-based.



ROT HARBINGER

Medium undead, chaotic evil

Armor Class 15 (natural)

Hit Points 143 (20d8+40)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 22(+6) | 17(+3) | 14(+2) | 10(+0) | 14(+2) | 13(+2) |

Skills Perception +7, Stealth +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

Turn Resistance. The rot harbinger receives advantage on saving throws to resist turning

Wave of Decay (1/day). When reduced to 1/2 its maximum hit points, a rot harbinger releases a wave of life-rending energy. All creatures within 120 feet of the rot harbinger must succeed on a DC 15 Constitution saving throw or take 15 (5d6) points of necrotic damage. The rot harbinger heals half of this damage. The save DC is Charisma-based.

ACTIONS

Multiattack. The rot harbinger makes two claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. Hit: 11 (1d10 + 6) slashing damage plus 6 (2d6) 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 creature finishes a long rest. The target dies if this effect reduces its hit point maximum

SHARDSOUL SLAYER

Medium construct, chaotic evil

Armor Class 14 (natural)

Hit Points 51 (6d8+18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|-------|-------|
| 18(+4) | 14(+2) | 16(+3) | 6 (-2) | 3(-4) | 8(-1) |

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 6

Languages Understands undercommon

Challenge 5 (1,800 XP)

Disorienting Aura. At the end of a shardsoul slayer's turn, creatures within 5 feet of it must succeed on a DC 11 Wisdom save or be affected by *confusion*, as the spell for 1 round

Death's Release. When a shardsoul slayer is destroyed, its fragment of elemental essence reunites another fragment. A shardsoul slayer reduced to 0 hit points or fewer can select another shardsoul slayer within 120 feet to receive its unbound essence. The recipient shardsoul slayer immediately gains one of the following effects for 2 rounds, as chosen by the dying construct.

Haste, as the spell.

Advantage on attack rolls

+2 bonus to AC

Advantage on saving throws.

ACTIONS

Multiattack. The shardsoul slayer makes two slam attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6+4) bludgeoning damage plus 1 point of Wisdom drain. The Wisdom drain is cumulative. If a creature is reduced to 0 Wisdom, they die. Wisdom is regained after a long rest or the appropriate spell.

SHOCKER LIZARD

Small beast, neutral

Armor Class 13

Hit Points 12 (2d6+2)

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

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 10(+0) | 15(+2) | 13(+1) | 2(-4) | 12(+1) | 6(-2) |

Damage Immunities lightning

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

Lethal Shock. Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 ft. and is centered on one of the contributing lizards. It deals 8 (2d8) lightning damage with a DC 13 Dexterity saving throw to halve the damage. Each additional lizard that contributes adds an additional 2d8 damage up to a maximum of 12d8.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 6 (1d4) piercing damage.

Stunning Shock. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 8 (2d8) lightning damage with a DC 13 Dexterity saving throw to halve the damage.



SKULL LORD

Medium undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 99 (12d8+36)

Speed fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 11(+0) | 19(+4) | 16(+3) | 14(+2) | 15(+2) | 17(+3) |

Skills Stealth +7, Perception +5

Damage Resistances necrotic

Damage Immunities poison, cold

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Turn Resistance. The skull lord receives advantage on saving throws to resist turning

Triple Skulls. Each round, as a reaction, a skull lord can use one of these abilities: bone beckon, bone shard, or create servitor.

Bone Beckon. A skull lord can use its beckoning skull to bring forth fragments of bone from the body of an opponent within 30 feet that has a skeletal system. The creature must succeed on a DC 14 Wisdom saving throw or take 6 (2d6) points of piercing damage as the shards are torn from its body. A skull lord can instantaneously cause the shards to be absorbed by a corporeal undead of its choice within 30 feet (including itself). The chosen undead heals 5 points of damage. A skull lord can hold the shards in the mouth of its spitting skull

Bone Shard. A skull lord's spitting skull can spit shards of bone from its mouth. If a skull lord has used the bone beckon ability to hold bone shards wrenched from a creature, it can fire those shards with this ability. If the skull lord fires bone shards at the same creature the shards were taken from, the bone shard attack automatically hits. A skull lord must make this special bone shard attack in the round immediately after it brings forth the shards with its bone beckon ability.

Create Servitor. A skull lord's creator skull can create a skeleton from nearby bones and bone shards. This skeleton can have a CR of 3 or 4. Undead created are automatically under control of the skull lord.

ACTIONS

Multiattack. The skull lord makes three bone staff attacks or one bone shard attack.

Bone Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d6) bludgeoning damage plus 3 (1d6) cold damage

Bone Shard. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature. Hit: 3 (1d6) piercing damage plus 3 (1d6) cold damage



SORROWSWORN

Large fiend (demon), chaotic evil

Armor Class 20 (natural)

Hit Points 256 (18d10+144)

Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 24(+7) | 17(+3) | 26(+8) | 20(+5) | 22(+6) | 21(+5) |

Skills Persuasion +11, Concentration +14, Perception +12

Saving Throws Constitution +14, Wisdom +12

Damage Resistance acid, cold, fire; bludgeoning, piercing and slashing weapons that are not cold iron

Damage Immunities poison, lightning

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 22

Languages Abyssal, celestial, common, dwarvish, elvish, giant, goblin, telepathy 120 ft.

Challenge 17 (18,000 XP)

Innate Spellcasting. The sorrowsworn can innately cast the following Intelligence based spells (DC 19, +11 attack)

At will: *detect magic*, *invisibility*, *teleport*

3/day: *blight*, *dispel magic* (5th level)

1/day: *feblemind*, *plane shift*, *weird*

Area of Loss. A sorrowsworn demon radiates feelings of intense personal loss. Any creature within 30 feet of a sorrowsworn demon must make a DC 19 Wisdom saving throw or be overwhelmed with feelings of despair as they continually visualize the most terrible losses they've ever endured or can imagine happening. These feelings manifest as a disadvantage on attack rolls, saving throws, and skill checks. In addition, due to the distracting nature of the aura, any affected creatures that attempt to cast spells must succeed on a Concentration check (DC 19) to avoid losing the spell. This ability lasts for as long as affected Creatures remain within the area of the aura and for 2d6 rounds after they leave. Creatures that leave the aura and reenter must make another save upon reentry or be affected once more, regardless of whether they made their initial saving throw. The sorrowsworn demon can suppress or activate this ability at will as a reaction. This is a mind-affecting ability. The save DC is Charisma-based.

Whispers of Loss. A sorrowsworn can focus on one target within 60 feet and can apply one of the following effects

as a bonus action while in combat. Each effect requires a DC 19 Wisdom save to negate.

Future Sorrow: The demon whispers of losses to come and target becomes stunned until the end of its next turn.

Great Emptiness: The demon whispers of great losses in history that causes *confusion* the target as the spell

Past Losses: The demon describes the target creatures past losses and the target is paralyzed for 3 rounds.

ACTIONS

Multiattack. The sorrowsworn makes three glaive attacks or two claw and one bite attack.

+2 Glaive. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. Hit: 17 (2d8+9) slashing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. Hit: 11 (1d8+7) slashing damage.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. Hit: 11 (1d8+7) piercing damage plus 1 Constitution point of damage.



SPARK LASHER

Medium beast, chaotic evil

Armor Class 14 (natural)

Hit Points 21 (3d8+3)

Speed 30 ft., swim 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-------|--------|--------|--------|-------|--------|
| 8(-1) | 13(+1) | 13(+1) | 12(+1) | 8(-1) | 13(+1) |

Skills Intimidate +3, Stealth +3

Damage Immunities lightning

Senses darkvision 60ft., passive Perception 9

Languages Aquan, Abyssal

Challenge 2 (450 XP)

ACTIONS

Tentacle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 12 (3d8) lightning damage.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. Hit: 8 (1d6-1) piercing damage.



SPAWN OF JUIBLEX, LESSER

Large elemental, chaotic evil

Armor Class 14 (natural)

Hit Points 84 (8d10+32)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 20(+5) | 12(+1) | 19(+4) | 4(-3) | 13(+1) | 10(+0) |

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison

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

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

Languages Aquan

Challenge 6 (2,300 XP)

Sludge Form. The spawn flows like thick, muddy water as it moves. Its movement never provokes opportunity attacks. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place. If a lesser spawn of Juiblex enters a living creature's space, that creature must attempt a DC 14 Constitution saving throw. On a failed save, the creature takes 2d6 points of poison damage and is poisoned for 1 round. On a successful save, the creature takes half damage and is not poisoned. The save is Constitution based.

Slimy Infestation. When a spawn of Juiblex deals damage to a creature with its slam attack, it covers its target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a bonus action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if no other creatures are in reach). It makes a +4 slam attack with an attack dealing 6 (1d8+2) points of bludgeoning damage. A creature afflicted by slimy infestation can remove the slime as an action. The slime is also destroyed if the creature it covers is dealt 10 points of cold or fire damage.

ACTIONS

Multiattack. The spawn makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 8 (2d8 + 5) bludgeoning damage plus make a DC 14 Constitution saving throw or have slimy infestation.

SPAWN OF JUIBLEX, GREATER

Huge elemental, chaotic evil

Armor Class 16 (natural)
Hit Points 148 (11d12+66)
Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 24(+7) | 10(+0) | 22(+6) | 6(-2) | 15(+2) | 10(+0) |

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison

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

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

Languages Aquan

Challenge 10 (5,900 XP)

Sludge Form. The spawn flows like thick, muddy water as it moves. Its movement never provokes opportunity attacks. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place. If a lesser spawn of Juiblex enters a living creature's space, that creature must attempt a DC 18 Constitution saving throw. On a failed save, the creature takes 4d6 points of poison damage and 1 point of Constitution damage. On a successful save, the creature takes half damage and does not take the Constitution damage. The save is Constitution based.

Slimy Infestation. When a spawn of Juiblex deals damage to a creature with its slam or orb attack, it covers its target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a bonus action. The slime sprouts tentacles and attacks any creature within 10 feet (including the target if no other creatures are in reach). It makes a +6 slam attack with an attack dealing 6 (1d8+4) points of bludgeoning damage. A creature afflicted by slimy infestation can remove the slime as an action. The slime is also destroyed if the creature it covers is dealt 10 points of cold or fire damage.

Horrid Presence. Any creature that starts its turn adjacent to a greater spawn of Juiblex must succeed on a DC 18 Constitution save or be forced to move 10 feet away from the monster. This movement does not provoke opportunity attacks and does not count toward the victim's regular movement for the round. A creature unable to move is dazed for 1 round if it fails the save. The save DC is Constitution-based.

ACTIONS

Multiattack. The spawn makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 15 ft., one creature. Hit: 19 (3d8 + 7) bludgeoning damage plus make a DC 18 Constitution saving throw or have slimy infestation.

Sludge Orb. Range Weapon Attack: +5 to hit, range 20/40 ft., one creature. Hit: 8 (2d8) bludgeoning damage plus make a DC 18 Constitution saving throw or have slimy infestation.

STEELWING

Huge monstrosity, neutral

Armor Class 17

Hit Points 190 (15d12+80)

Speed 50 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 24(+7) | 24(+7) | 22(+6) | 6(-2) | 16(+3) | 18(+4) |

Skills Perception +8

Saves Constitution +11, Dexterity +12

Damage Immunities cold

Damage Resistances slashing, piercing, and bludgeoning from nonmagical attacks that are not adamantite

Senses passive Perception 18

Languages Common

Challenge 14 (11,500 XP)

Superior Critical. The wing and razor feather attacks from the steelwing score a critical hit on a roll of 18-20.

Razorfeather Shield. A steelwing generates a storm of razorfeathers around its body. At the beginning of a steelwing's turn, any creature within 5 feet of it takes 15 (5d6) points of slashing damage. In addition, the storm of whirling steel feathers imposes disadvantage on all ranged attacks.

ACTIONS

Multiattack. The steelwing makes two talon attacks, 2 wing attacks and 1 bite attack or three razor feathers attacks.

Talon. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. Hit: 11 (1d8+7) piercing damage.

Wing. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. Hit: 11 (1d8+7) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. Hit: 13 (2d6+7) slashing damage.

Razor Feathers. *Melee Ranged Attack:* +12 to hit, range 50/100 ft., one creature. Hit: 11 (1d8+7) slashing damage.

Hail of Razor Feathers (Recharge 5-6). As a standard action, a steel wing can cast a 60-foot cone of its razorfeathers. Creatures caught in the area must succeed on a DC 19 Dexterity saving throw or take 45 (15d6) points of slashing damage. A successful save takes half damage.

STONECHILD

Medium humanoid, neutral good

Armor Class 14 (natural)

Hit Points 21 (2d8+8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|-------|
| 19(+4) | 10(+0) | 19(+4) | 12(+1) | 11(+1) | 8(-1) |

Skills Perception +3

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 13

Languages Common, Terran

Challenge 1 (200 XP)

ACTIONS

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6+4) slashing damage.

Magic Stone. *Melee Ranged Attack:* +2 to hit, range 50/100 ft., one creature. Hit: 3 (1d4+1) piercing damage.



H₀₃

THASKOR

Large monstrosity, lawful evil

Armor Class 19 (natural)
Hit Points 147 (13d10+65)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 25(+7) | 10(+0) | 21(+5) | 12(+1) | 13(+1) | 16(+3) |

Skills Intimidate +3, Stealth +3

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 9 (5,000 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. Hit: 15 (2d8+7) bludgeoning damage.

Trumpeting Blast (Recharge 5-6). The thaskor can emit a trumpeting blast in a 10 ft. cone as a bonus action. Targets in that area must make a DC 17 Constitution saving throw or be stunned until the end of the thaskor's next turn. The save is Constitution based



THOQQUA

Medium beast, neutral

Armor Class 14 (natural)
Hit Points 21 (3d8+3)
Speed 30 ft., burrow 20 ft.

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

Damage Immunities fire

Senses tremorsense 60ft., darkvision 60ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Heat. Any creature within 5 feet of the thoqqua when they activate takes 3 (1d6) fire damage.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d6+2) bludgeoning damage plus 6 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.



TOJANIDA

Medium elemental, neutral

Armor Class 16 (natural)

Hit Points 52 (7d8+14)

Speed 10 ft., swim 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|-------|
| 16(+3) | 13(+1) | 15(+2) | 10(+0) | 12(+1) | 9(-1) |

Damage Immunities acid cold

Damage Resistances lightning, fire

Senses darkvision 60ft., passive Perception 11

Languages Aquan

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The tojanida makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 11 (2d8+3) piercing damage.

Ink Cloud (Recharge 6). The tojanida can emit a spherical cloud of jet-black ink with a radius of 30 ft. as a reaction. The effect is like a *fog cloud* spell. Out of water, the ink comes out in a stream and can be used to blind a creature for 1 round unless they make a DC 13 Dexterity saving throw.

ULGURSTASTA

Gargantuan undead, chaotic evil

Armor Class 17 (natural)

Hit Points 230 (17d20+34)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 24(+7) | 15(+2) | 14(+2) | 18(+4) | 16(+3) | 19(+4) |

Skills Intimidate +8, Perception +7

Damage Resistances necrotic

Damage Immunities poison, cold, acid

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 17

Languages Understand common

Challenge 11 (7,200 XP)

Turn Resistance. The ulgurstasta receives advantage on saving throws to resist turning

Breath Weapon (1/day). An ulgurstasta can regurgitate the contents of its stomach. This results in a 60 ft. cone of necromantic acid. Anyone in the cone's path must make a DC 14 Dexterity saving throw or take 9 (3d6) points of

Constitution drain. A successful save nets only 3 (1d6) Constitution drain. Creatures killed in this manner animate in the next round as skeletons under the ulgurstasta's control. Any dormant skeletons in the ulgurstasta's gut are vomited up as well and animate and attack all but the ulgurstasta.

Swallow Whole. An ulgurstasta can swallow a single creature that it has grappled by making another successful grapple check. Once inside the ulgurstasta, the opponent is bathed in necromantic acid. A successful escape check allows the swallowed creature to climb out of the stomach and return to the ulgurstasta's maw where another escape check is needed to get free. A swallowed creature can try to cut its way out doing 25 points of damage to create an opening large enough to escape through

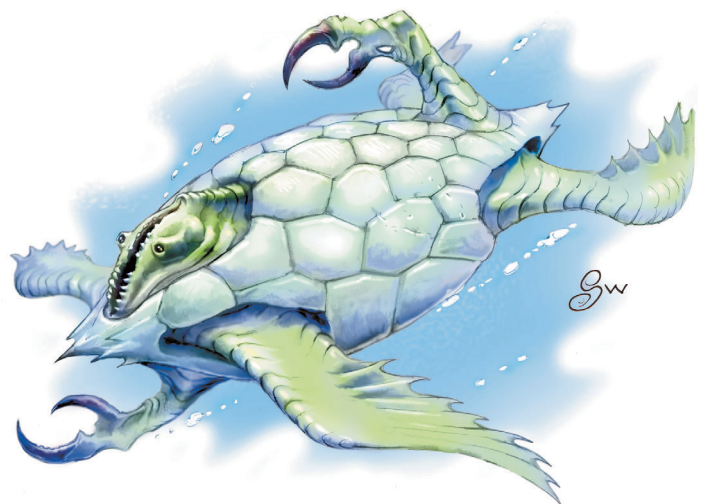
Necromantic Acid. A swallowed creature takes 1d8 points of Constitution drain each round.

Spawn Skeletons. As a full round action, an ulgurstasta can regurgitate dormant skeletons. At any one time, it has 2d4 skeletons of various sizes in its gut. These undead obey the mental commands without fail and can function in the round after regurgitation.

Tendrils. The millions of pores on an ulgurstasta's body provide it with a deadly defense. Each pore contains a coiled 40 ft. long tendril. When the creature is angered, the tendrils extend to their full range and whip about in a frenzy. This renders the ulgurstasta immune to nonmagical ranged weapons and deals 6 (1d12) points of slashing damage per round to any creature within 40 ft. It also imposes disadvantage on melee attacks against the ulgurstasta.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one creature. Hit: 16 (3d6+7) piercing damage and grappled (escape DC 17)



VARGOUILLE

Small monstrosity, neutral evil

Armor Class 12 (natural)

Hit Points 7 (1d6+1)

Speed fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 10(+0) | 13(+1) | 12(+1) | 5(-3) | 12(+1) | 8(-1) |

Senses darkvision 60ft., passive Perception 11

Languages Abyssal

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage and must make a DC 11 Constitution saving throw or be poisoned and unable to recover hit points.

Shriek (Recharge 6). The vargouille can emit a terrible shriek. Any creature within 60 ft., except other vargouilles, must make a DC 11 Constitution saving throw or become paralyzed for 1 minute, or until the vargouille attacks them or leaves their sight. Affected creatures can save at the end of their turns. If the save is successful, then the creature is immune to the vargouille shriek for 24 hours.

Kiss. The vargouille can kiss a paralyzed creature with a successful bite attack. The affected creature must succeed at a DC 11 Constitution saving throw or begin a transformation into a vargouille within 24 hours. A *remove disease* is required to remove the effect.



VERBEEG

Large giant, neutral evil

Armor Class 12 (natural)

Hit Points 49 (5d10+15)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|--------|--------|--------|
| 21(+5) | 8(-1) | 17(+3) | 10(+0) | 12(+1) | 11(+0) |

Senses Athletics +7, Perception +3

Senses passive Perception 13

Languages Giant

Challenge 4 (1,100 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 13 (2d8+5) bludgeoning damage.



VITREOUS DRINKER

Medium undead, neutral evil

Armor Class 17 (natural)

Hit Points 101 (14d8+28)

Speed fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 12(+1) | 19(+4) | 14(+2) | 18(+4) | 15(+2) | 16(+3) |

Skills Concentration +6, Intimidation +6, Perception +5

Saves Dexterity +8, Wisdom +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 11 (7,200 XP)

Turn Resistance. The vitreous drinker receives advantage on saving throws to resist turning.

Innate Spellcasting. The vitreous drinker can innately cast the following Wisdom based spells (spell save DC 14, attack +6)

At will: *arcane eye*, *detect thoughts*, *tongues*

3/day: *eyebite*, *vampiric touch*

1/day: *dimension door*, *finger of death*

ACTIONS

Multiattack. The vitreous drinker makes two tongue lash attacks.

Tongue Lash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 8 (2d4+4) bludgeoning damage and target must make a DC 15 Constitution saving throw or become blinded until cured or vitreous drinker is destroyed.

Horrifying Visage. Each non-undead creature within 60 feet of the vitreous drinker that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is also poisoned. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this creature's Horrifying Visage for the next 24 hours. A creature is poisoned until the vitreous drinker is destroyed.

VOOR

Medium monstrosity, chaotic evil

Armor Class 16 (natural)

Hit Points 24 (3d8+6)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 16(+3) | 17(+3) | 14(+2) | 7(-3) | 11(+0) | 14(+2) |

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal

Challenge 3 (700XP)

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

Shadow Form (1/day). The vvoor can assume the form of a living shadow for up to 10 minutes. In this form, it is resistant to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks and has condition immunities: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained.

Shadow Jump (1/day). The vvoor can travel between shadows as if by a dimension door spell. The starting and ending point of the jump must be in shadow and no further than 60 ft. in distance.

Sneak Attack (1/Turn). The vvoor deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the vvoor that isn't incapacitated and the vvoor doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The vvoor makes two claw attacks and one bite attack.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 7 (2d4+3) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



WENDIGO

Medium fey, chaotic evil

Armor Class 15

Hit Points 39 (4d8+16)

Speed fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 12(+1) | 20(+5) | 18(+4) | 10(+0) | 15(+2) | 20(+5) |

Skills Stealth +7, Concentration +6

Damage Resistances fire

Damage Immunities cold

Senses passive Perception 12

Languages Abyssal

Challenge 5 (1,800XP)

Regeneration. The wendigo regains 5 hit points at the start of its turn. If the wendigo takes acid or fire damage, this trait doesn't function at the start of the wendigo's next turn. The wendigo dies only if it starts its turn with 0 hit points and doesn't regenerate.

Ravenous Bite. The wendigo's bite threatens a critical on a natural roll of 18-20

Spellcasting. The wendigo is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit). The wendigo has the following sorcerer spells prepared.

Cantrips: (at will): *chill touch, dancing lights, ray of frost, shocking grasp, true strike*

1st (4 slots): *detect magic, magic missile, shield*

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

Sneak Attack (1/Turn). The wendigo deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wendigo that isn't incapacitated and the wendigo doesn't have disadvantage on the attack roll.

Maddening Whispers (1/day). The wendigo uses this ability on one target within 120 ft. The victim must make a DC 15 Wisdom saving throw or lose 1d3 points of Wisdom. Lost Wisdom is regained after a long rest.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 7 (1d6+1) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or contract *cackle fever*.

WHITESPAWN HORDELING

Small monstrosity (spawn of Tiamat), chaotic evil

Armor Class 11 (natural)

Hit Points 14 (2d6 + 4)

Speed 40 ft., fly 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|-------|-------|
| 11(+0) | 10(+0) | 14(+2) | 4(-3) | 9(-1) | 9(-1) |

Skills Acrobatics +2, Perception +1

Damage Immunities cold

Damage Vulnerability fire

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

ACTIONS

Multiattack. The whitespawm hordeling makes one short sword attack and one bite.

Short Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 3 (1d6) piercing damage plus 6 (2d6) fire damage.

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

Cold Breath (Recharge 5-6). The whitespawm hordling can breathe a 30 ft. cone of cold. Creatures in that area must make a DC 12 Dexterity saving throw or take 6 (2d6) cold damage with a save reducing it to half. The save DC is Constitution-based.

WHITESPAWN HUNTER

Medium monstrosity (spawn of Tiamat), chaotic evil

Armor Class 13 (natural)

Hit Points 45 (6d8 + 12)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 15(+2) | 12(+1) | 14(+2) | 8(-1) | 13(+1) | 10(+0) |

Skills Survival +3, Perception +3

Damage Immunities cold

Damage Vulnerability fire

Condition Immunities paralyzed, sleep

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 4 (1,100 XP)

Ice Step. Whitespawm hunters ignore all movement penalties associated with snow or ice on the ground.

They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.

ACTIONS

Multiattack. The whitespawm hunter makes two melee or one ranged attacks.

Ranseur. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. Hit: 6 (2d4+2) slashing damage.

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

WHITESPAWN ICESKIDDER

Large monstrosity (spawn of Tiamat), chaotic evil

Armor Class 16 (natural)

Hit Points 94 (9d10 + 36)

Speed 40 ft.

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

Skills Athletics +8, Perception +5

Damage Immunities cold

Damage Vulnerability fire

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 6 (2,300 XP)

Ice Step. Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.

Tiamat's Blessing (Cold). All spawn of Tiamat within 5 feet of or riding on a whitespawn iceskider gain immunity to cold.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 11 (2d6+5) piercing damage.

Cold Breath (Recharge 5-6). The whitespawn iceskider can breathe a 30 ft. cone of cold. Creatures in that area must make a DC 15 Dexterity saving throw or take 18 (6d6) cold damage and is paralyzed with cold. A successful save ignores this effect and damage is reduced by half. The save DC is Constitution-based. The surfaces within the breath area are considered covered with ice and difficult terrain. Creatures must succeed on a DC 15 Acrobatics (Dexterity) check to avoid falling prone.



WICKER MAN

Huge construct, neutral

Armor Class 15 (natural)

Hit Points 101 (12d12+36)

Speed fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|-------|--------|-------|
| 22(+6) | 8(-1) | 16(+3) | 4(-3) | 10(+0) | 2(-4) |

Damage Immunities poison, fire, psychic; piercing weapon attacks

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

Senses passive Perception 10

Languages Understands creator's language

Challenge 11 (7,200 XP)

Magic Immunity. Wicker men are immune to all spells and spell-like abilities except as follows. Being in the area of an *entangle* spell when cast heals a wicker man 2d8 points of damage.

Flaming Body. When exposed to fire, a wicker man becomes sheathed in flames. Anyone within 30 ft. must make a DC 15 Constitution saving throw or take 3 (1d6) fire damage. Melee attacks by the wicker man deal an additional 6 (2d6) fire damage. Encaged creatures take 18 (6d6) fire damage each round. A wicker man set aflame lasts 10 minutes.

ACTIONS

Multiattack. The wicker man makes two slam attacks.

Encage. A wicker man can attempt to encage foes of Large or smaller size by making another successful grapple check against an already grappled creature. An encaged foe can force its way out with a successful opposed grapple check or deal 20 points of damage cutting its way out. Encaged creatures are not dealt damage unless the wicker man is enflamed.

WRACKSPAWN

Medium fiend, chaotic evil

Armor Class 14 (natural)

Hit Points 47 (4d8+24)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 19(+4) | 10(+0) | 22(+6) | 6(-3) | 11(+0) | 12(+1) |

Skills Stealth +2, Intimidate +3

Saves Constitution +8

Damage Resistance fire

Condition Immunities blinded

Senses blindsight 120 ft., passive Perception 10

Languages understand Abyssal

Challenge 3 (700XP)

Blind Senses. The wrackspawn can't use its blindsight while deafened and unable to smell.

ACTIONS

Multiattack. The wrackspawn makes one claw and one spear attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4+4) slashing damage.

Shortspear. Melee or Ranged Weapon Attack: +6 or +2 to hit, reach 5 ft. or 20/60 ft., one creature. Hit: 7 (1d6+4) piercing damage and target must make a DC 16 Constitution saving throw or take an additional 6 (2d6) necrotic damage and be poisoned. A successful save negates the poisoning and reduces the damage by half.

YETH HOUND

Medium beast, neutral evil

Armor Class 14 (natural)

Hit Points 24 (3d8+6)

Speed 40 ft., fly 60 ft.

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

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons that are not silver

Senses darkvision 60ft., passive Perception 12

Languages understand Abyssal

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the yeth hound monitor has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8+3) piercing damage and the target must make a DC 13 Strength saving throw or be knocked prone.

Bay (Recharge 6). A yeth hound can howl and cause all creatures within 60 ft. to make a DC 10 Charisma saving throw or be frightened for 1 minute. Target may save at the end of its turn.



YRTHAK

Huge beast, neutral

Armor Class 17 (natural)

Hit Points 125 (12d12+36)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 20(+5) | 14(+2) | 17(+3) | 7(-3) | 13(+1) | 11(+0) |

Skills Perception +5

Condition Immunities blinded

Senses blindsight 120ft., passive Perception 15

Languages understand Abyssal

Challenge 9 (5,000 XP)

Blind Senses. The yrthak can't use its blindsight while deafened.

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

ACTIONS

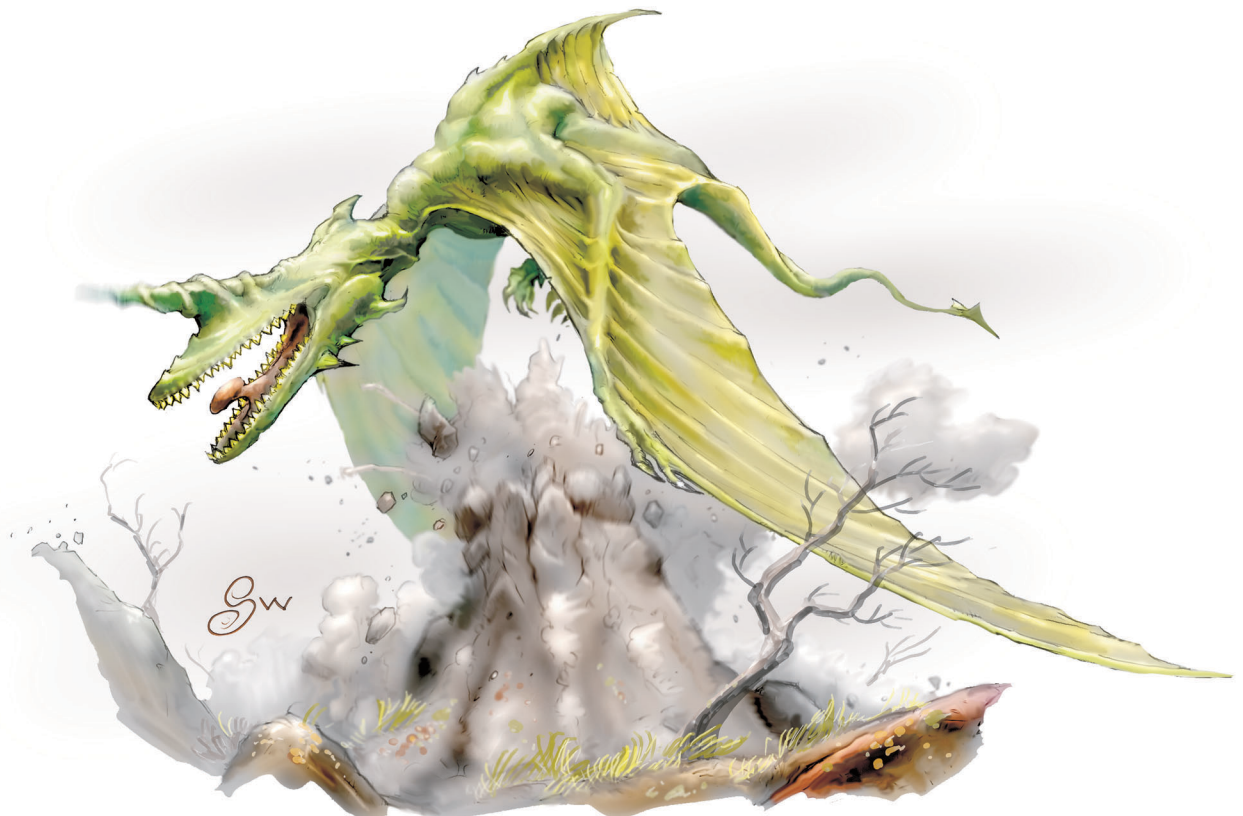
Multiattack. The yrthak makes two claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 13 (2d8+5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 8 (1d6+5) slashing damage.

Thunder Lance. *Melee Ranged Attack:* +6 to hit, range (60/60 ft.), one creature. Hit: 18 (6d6) thunder damage.

Explosion. A yrthak can fire its thunder lance at the ground up to 60 ft. away. This attack does 6 (2d6) piercing damage to all targets within 10 feet of the point of contact



MONSTERS BY CHALLENGE RATING

| | | | | | |
|-----------------------------|-----|-------------------------------|---|--------------------------------|----|
| Catfolk | 1/4 | Dracotaur | 3 | Athach | 8 |
| Poisondusk Lizardfolk | 1/4 | Howler | 3 | Banshrae | 8 |
| Clockroach | 1/2 | Jovoc | 3 | Aspect of Asmodeus | 9 |
| Displacer Serpent | 1/2 | Kopru | 3 | Aspect of Demogorgon | 9 |
| Fihyr | 1/2 | Magma Hurler | 3 | Aspect of Mephistopheles | 9 |
| Howler Wasp | 1/2 | Voor | 3 | Aspect of Orcus | 9 |
| Phantom Fungus | 1/2 | Wrackspawn | 3 | Blackspawn Stalker | 9 |
| Vargouille | 1/2 | Yeth Hound | 3 | Bluespawn Burrower | 9 |
| Crucian | 1 | Adult Kruthik | 4 | Gulgar | 9 |
| Cursed Spirit | 1 | Armanite | 4 | Lodestone Marauder | 9 |
| Hatchling Kruthik | 1 | Bluespawn Ambusher | 4 | Thaskor | 9 |
| Ibixian | 1 | Verbeeg | 4 | Yrthak | 9 |
| Ophidian | 1 | Whitespawn Hunter | 4 | Aspect of Bahamut | 10 |
| Redcap | 1 | Infernor Spider | 5 | Aspect of Tiamat | 10 |
| Shocker Lizard | 1 | Khumat | 5 | Aspect of Venca | 10 |
| Stonechild | 1 | Shardsoul Slayer | 5 | Balhannoth | 10 |
| Whitespawn Hordeling | 1 | Tojanida | 5 | Blackspawn Exterminator | 10 |
| Blackscale Lizardfolk | 2 | Wendigo | 5 | Bluespawn Godslayer | 10 |
| Bloodhulk Fighter | 2 | Arcadian Avenger | 6 | Greater Spawn of Jubilex | 10 |
| Carnage Demon | 2 | Bluespawn Stormlizard | 6 | Aspect of Hextor | 11 |
| Cave Fisher | 2 | Bonedrinker | 6 | Aspect of Kord | 11 |
| Crypt Thing | 2 | Briarvex | 6 | Aspect of Lolth | 11 |
| Equiceph | 2 | Greater Kruthik | 6 | Ulgurstasta | 11 |
| Gravehound | 2 | Justice Archon | 6 | Vitreous Drinker | 11 |
| Greenspawn Leaper | 2 | Lamia | 6 | Wicker Man | 11 |
| Greenspawn Sneak | 2 | Lesser Spawn of Jubilex | 6 | Aspect of Nerull | 12 |
| Mad Slasher | 2 | Redspawn Arcaniss | 6 | Rot Harbinger | 13 |
| Quickling | 2 | Redspawn Firebelcher | 6 | Blood Fiend | 14 |
| Ravid | 2 | Whitespawn Iceskidder | 6 | Steelwing | 14 |
| Spark Lasher | 2 | Bloodfire Ooze | 7 | Grisgol | 15 |
| Thoqqua | 2 | Girrash | 7 | Death Giant | 16 |
| Blackspawn Raider | 3 | Greenspawn Razorfiend | 7 | Sorrowsworn | 17 |
| Bright Naga | 3 | Skull Lord | 7 | | |

MONSTERS BY TYPE

| | | | | | |
|--------------------------------|-----------|--------------------------------|-------------|------------------------------|-------------|
| Adult Kruthik | Beast | Aspect of Mephistopheles | Fiend | Displacer Serpent | Monstrosity |
| Cave Fisher | Beast | Aspect of Nerull | Fiend | Fihyr | Monstrosity |
| Greater Kruthik | Beast | Aspect of Orcus | Fiend | Greenspawn Leaper | Monstrosity |
| Hatchling Kruthik | Beast | Blood Fiend | Fiend | Greenspawn Razorfiend | Monstrosity |
| Mad Slasher | Beast | Carnage Demon | Fiend | Greenspawn Sneak | Monstrosity |
| Shocker Lizard | Beast | Girrash | Fiend | Howler Wasp | Monstrosity |
| Spark Lasher | Beast | Howler | Fiend | Infernor Spider | Monstrosity |
| Thoqqua | Beast | Jovoc | Fiend | Kopru | Monstrosity |
| Yeth Hound | Beast | Khumat | Fiend | Lamia | Monstrosity |
| Yrthak | Beast | Ravid | Fiend | Lodestone Marauder | Monstrosity |
| Arcadian Avenger | Celestial | Sorrowsworn | Fiend | Redspawn Arcaniss | Monstrosity |
| Aspect of Kord | Celestial | Wrackspawn | Fiend | Redspawn Firebelcher | Monstrosity |
| Justice Archon | Celestial | Athach | Giant | Steelwing | Monstrosity |
| Clockroach | Construct | Death Giant | Giant | Thaskor | Monstrosity |
| Grisgol | Construct | Verbeeg | Giant | Vargouille | Monstrosity |
| Shardsoul Slayer | Construct | Blackscale Lizardfolk | Humanoid | Voor | Monstrosity |
| Wicker Man | Construct | Catfolk | Humanoid | Whitespawn Hordeling | Monstrosity |
| Aspect of Bahamut | Dragon | Crucian | Humanoid | Whitespawn Hunter | Monstrosity |
| Aspect of Tiamat | Dragon | Equiceph | Humanoid | Whitespawn Iceskiddier | Monstrosity |
| Dracotaur | Dragon | Gulgar | Humanoid | Bloodfire Ooze | Ooze |
| Greater Spawn of Jubilex | Elemental | Ibixian | Humanoid | Briarvex | Plant |
| Lesser Spawn of Juiblex | Elemental | Ophidian | Humanoid | Phantom Fungus | Plant |
| Magma Hurler | Elemental | Poisondusk Lizardfolk | Humanoid | Aspect of Venca | Undead |
| Tojanida | Elemental | Stonechild | Humanoid | Bloodhulk Fighter | Undead |
| Banshrae | Fey | Balhannoth | Monstrosity | Bonedrinker | Undead |
| Quickling | Fey | Blackspawn Exterminator | Monstrosity | Crypt Thing | Undead |
| Redcap | Fey | Blackspawn Raider | Monstrosity | Cursed Spirit | Undead |
| Wendigo | Fey | Blackspawn Stalker | Monstrosity | Gravehound | Undead |
| Armanite | Fiend | Bluespawn Ambusher | Monstrosity | Rot Harbinger | Undead |
| Aspect of Asmodeus | Fiend | Bluespawn Burrower | Monstrosity | Skull Lord | Undead |
| Aspect of Demogorgon | Fiend | Bluespawn Godslayer | Monstrosity | Ulgurstasta | Undead |
| Aspect of Hextor | Fiend | Bluespawn Stormlizard | Monstrosity | Vitreous Drinker | Undead |
| Aspect of Lolth | Fiend | Bright Naga | Monstrosity | | |