

Into The Unknown



Book 5: Monsters



Into The Unknown



Basic & Expert rules for roleplaying in fantastical worlds of fantasy!

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INTRODUCTION

Monster Construction

A monster's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run it. It's constructed according to the this formula:

[MONSTER NAME]

[Size] [Type], [Alignment]

[General description of monster]

AC [] HP [] (XdY) Speed [] ft., swim [] ft.

STR []|DEX []|CON []|INT []|WIS []|CHA []

Saving Throws []

Proficiency Areas []

Senses [] Telepathy []

Morale [] No. Enc. [] ([])

Challenge [] TrType []

[Special Trait]. [Description of trait]

Actions

[Typical attack]. +[] to hit, Dmg: [] (XdY+[]).

[Other action]. [description].

Legendary Actions

[Legendary Action]. [Description].

Size

The *Size Categories* table below shows how much space a creature of a particular size controls in combat.

Size Categories

| Size | Space | Examples |
|------------|-----------------------|---------------------|
| Tiny | 2½ by 2½ ft. | Imp, sprite |
| Small | 5 by 5 ft. | Giant rat, goblin |
| Medium | 5 by 5 ft. | Orc, werewolf |
| Large | 10 by 10 ft. | Hippogriff, ogre |
| Huge | 15 by 15 ft. | Fire giant, treant |
| Gargantuan | 20 by 20ft. or larger | Kraken, purple worm |

Type

Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type.

The game includes the following monster types, which have no rules of their own.

Aberrations are utterly alien beings.

Beasts are a natural part of the fantasy ecology.

Celestials are creatures native to the Upper Planes.

Constructs are made, not born.

Dragons are creatures of ancient origin and power.

Elementals are native to the elemental planes.

Fey are magical creatures closely tied to nature.

Fiends are wicked creatures native to the Lower Planes.

Giants tower over humans and their kind.

Humanoids are the main peoples of a fantasy world, both civilized and savage, including humans and a tremendous variety of other species.

Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign.

Oozes are gelatinous beings, rarely with a fixed shape.

Plants in this context are vegetable creatures.

Undead are the once-living, brought to a horrifying state of undeath through necromancy or a curse.

Tags

A monster might have a parenthetical tag to provide additional categorization (for example humanoid (orc)). For instance, a demon slaying spear would work against any monster with the (demon) tag.

Alignment

All monsters will be chaotic, neutral, or lawful.

Armor Class (AC)

By default, a monster's AC is based on its DEX modifier and natural armor, if any. If a monster wears armor, or carries a shield, this is noted in parentheses after its AC.

Hit Points (HP)

A monster's hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average.

A monster's size determines the die used to calculate its hit points, as shown in the *Hit Dice by Size* table below.

Hit Dice by Size

| Monster Size | Hit Die | Average HP per Die |
|--------------|---------|--------------------|
| Tiny | d4 | 2 ½ |
| Small | d6 | 3 ½ |
| Medium | d8 | 4 ½ |
| Large | d10 | 5 ½ |
| Huge | d12 | 6 ½ |
| Gargantuan | d20 | 10 ½ |

A monster's CON modifier also affects its hit points.

Speed

Some creatures have special movement modes.

Burrow

The ability to move through sand, earth, mud, or ice.

Climb

The ability to move on vertical surfaces.

Fly

Monsters that can hover are hard to knock out of the air. Such a monster stops hovering when it dies.

Swim

The ability to move unimpeded through water.

Ability Scores

Every monster has six ability score modifiers.

Saving Throws

Most creatures don't have special saving throw bonuses, in which case this section is absent. When shown, it is the sum of the relevant ability modifier and proficiency bonus (as shown below).

Proficiency Bonus by Challenge Rating

| Challenge Rating | Proficiency Bonus | Challenge Rating | Proficiency Bonus |
|------------------|-------------------|------------------|-------------------|
| 0 | +2 | 8 | +3 |
| 1/8 | +2 | 9 | +4 |
| 1/4 | +2 | 10 | +4 |
| 1/2 | +2 | 11 | +4 |
| 1 | +2 | 12 | +4 |
| 2 | +2 | 13 | +5 |
| 3 | +2 | 14 | +5 |
| 4 | +2 | 15 | +5 |
| 5 | +3 | 16 | +5 |
| 6 | +3 | 17 | +6 |
| 7 | +3 | | |

Proficiency Areas

The Proficiency Areas entry is reserved for monsters that are proficient in special relevant areas.

It is the sum of a monster's ability modifier and its proficiency bonus (from the Proficiency Bonus by Challenge Rating table). Other modifiers might apply.

Vulnerability, Resistance & Immunity

Some creatures have vulnerability, resistance, or immunity to certain types of damage and conditions.

Senses

The Senses entry notes any special senses the monster might have. Special senses are described below.

Blindsight

A monster with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Darkvision

A monster with darkvision can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light, but can't discern color in darkness.

Tremorsense

A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't detect flying or incorporeal creatures.

Truesight

A monster with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saves against them, perceive original forms of shapechangers or creatures transformed by magic and see into the Ethereal Plane within the same range.

Telepathy

Telepathy is a magical ability that lets monsters communicate mentally with another creature within a specified range. A shared language is not needed, but the recipient must understand at least one language.

A telepathic monster doesn't need to see a contacted creature and can initiate and end the contact at any time without using an action. Contact is broken as soon as the recipient is no longer within range or if the telepathic monster contacts a different creature.

Morale

This is the number that the GM refers to when testing for morale. The GM will roll 2d6 according to the Morale Check rules in Book 4. Any monster that fails this check will attempt to flee or surrender.

Numbers Encountered (No. Enc.)

This is the typical number appearing together if encountered on a dungeon level equal to the hit dice of the monster. For example, if a 4 HD creature has a No. Enc. listing of 1d8, then, 1d8 of the creatures will be encountered when encountered on a 4th dungeon level.

The GM should lower the number if encountered on a higher level, and increase it on a lower level.

When a range is also given in parenthesis it represents the typical number in a lair or in a wilderness setting.

Challenge

An appropriately prepared party of four adventurers should be able to defeat a monster of equal challenge rating to its level without any deaths.

Note, that this doesn't mean that all encounters should necessarily be of an appropriate challenge rating for the party. It is included simply to give an idea of how strong the encounter is relative to the party and perhaps prevent an accidental total party kill.

Monsters that are significantly weaker than 1st-level characters have a challenge rating lower than 1.

Treasure Type (TrType)

The type of treasure a creature will have.

Special Traits

Special traits are characteristics likely to be relevant in a combat encounter.

Innate Spellcasting

Unless noted otherwise, an innate spell of 1st level or higher is always cast at its lowest possible level and can't be cast at a higher level. If a monster has a cantrip where its level matters and no level is given, use the monster's challenge rating.

A monster's innate spells can't be swapped out with other spells. If a monster's innate spells don't require attack rolls, no attack bonus is given for them.

Spellcasting

A monster with the Spellcasting special trait has a spellcaster level and spell slots. The spellcaster level is also used for any cantrips included in the feature.

The monster has a list of spells known or prepared from a specific class. A monster can cast a spell from its list at a higher level if it has the spell slot to do so.

Actions

When a monster takes its action, it can choose from the options in the Actions section of its stat block or actions available to all creatures (see "Actions in Combat").

Melee and Ranged Attacks

The most common actions a monster will take in combat are attacks.

Dmg. Any damage dealt or other effects that occur as a result of an attack hitting a target. You have the option of taking average damage or rolling the damage.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "Miss:" notation.

Multiattack

A creature can't use Multiattack for opportunity attacks, which must be a single melee attack.

Ammunition

Assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces for a projectile weapon such as a bow or crossbow.

Reactions

A monster that can do something special with its reaction, is listed here.

Limited Usage

Some special abilities have restrictions on the number of times they can be used.

X/Day. A monster must finish a long rest to regain expended uses.

Recharge X–Y. At the start of each of the monster's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability; or when the monster finishes a short or long rest.

Recharge after a Rest. This means a monster can use a special ability once per rest.

Equipment

A stat block rarely refers to equipment, other than armor or weapons used by a monster. You can equip monsters however you like. A battered suit of armor made for a monster is rarely usable by someone else.

Grapple Rules for Monsters

Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

Legendary Creatures

A legendary creature can take special actions outside its turn, and exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through a spell, it doesn't gain that form's legendary actions, lair actions, or regional effects.

Legendary Actions

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. A creature regains its spent legendary actions at the start of its turn. It can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

MONSTERS



ABOLETH

Large aberration, lawful evil

An ancient malevolent, eel-like race with racial memories and potent psionic abilities.

AC 17 **HP** 135 (18d10+36)

Speed 10 ft., swim 40 ft.

STR +5 | **DEX** -1 | **CON** +2 | **INT** +4 | **WIS** +2 | **CHA** +4

Saving Throws CON +6, INT +8, WIS +6

Proficiency Areas History+12, Perception+10

Senses darkvision 120 ft. **Telepathy** 120 ft.

Morale 9 **No. Enc.** 1d4 (1d4)

Challenge 10 **TrType** F

Amphibious. Breathes air and water.

Mucous Cloud. While underwater anyone that touches the aboleth, or hits it with a melee attack, must make a DC 14 CON save or be *diseased* for 1d4 hours. The diseased creature can then breathe only underwater.

Probing Telepathy. Aboleths communicating telepathically with someone learn their greatest desires.

Actions

Multiattack. 3 attacks with tentacles.

Tentacle. +9 to hit, reach 10ft. *Dmg:* 12 (2d6+5).

DC 14 CON save or become *diseased*. After 1 minute, target's skin becomes translucent and slimy, can't regain hit points unless underwater, and can then be cured only by *heal* or another disease-curing spell of 6th level or higher. When outside a body of water, it takes 6 (1d12) acid damage every 1 segment, unless moisture is applied to the skin before the segment has passed.

Tail. +9 to hit, reach 10ft. *Dmg:* 15 (3d6+5).

Enslave (3/Day). Targets one creature it can see within 30 feet. Target must succeed on a DC 14 WIS save or be magically *charmed*

and under the aboleth's control.

The target can't take reactions. The aboleth and target can communicate telepathically over any distance.

Anytime a charmed target takes damage, it can repeat the save to end the effect. Once every 24 hours, the target can also repeat the save, if at least 1 mile away from the aboleth. Else, it lasts until the aboleth dies.

Legendary Actions

Takes 3 legendary actions per round, but only one at a time and only at the end of another creature's turn.

Detect. a WIS (Perception) check.

Tail Swipe. one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to that damage.

ANGEL, DEVA

Medium celestial, Lawful

Angels are a race of celestials native to the lawfully-aligned outer planes.

AC 17 **HP** 136 (16d8+64)

Speed 30 ft., fly 90 ft.

STR +4 | **DEX** +4 | **CON** +4 | **INT** +3 | **WIS** +5 | **CHA** +5

Saving Throws WIS +9, CHA +9

Proficiency Areas Insight+9, Perception+9

Dmg Resistances radiant; nonmagical physical attacks **Immunities** charmed, exhaustion, frightened

Senses darkvision 120 ft. **Telepathy** 120 ft.

Morale 12 **No. Enc.** 1 (1d3)

Challenge 10 **TrType** -

Angelic Weapons. A deva's weapon attacks are magical. When it hits with any weapon, it deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. Charisma (spell save DC 17). Can innately cast the following spells, with only verbal components:

At will: *detect evil and good*

1/day each: *commune, raise dead*

Magic Resistance. Advantage on saves against magic.

Actions

Multiattack. 2 attacks.

Mace. +8 to hit. *Dmg:* 7 (1d6+4) + 18 (4d8) radiant damage.

Healing Touch (3/Day). Touch another creature which magically regains 20 (4d8+2) hit points and freed from any curse, disease, poison, blindness, or deafness.

Change Shape. Magically polymorphs into a humanoid or beast with a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment worn or carried is absorbed or borne by the new form (the deva's choice).

In a new form, it retains its game statistics and can speak, but its AC, movement modes, STR, DEX and special senses are replaced by the new form's, and it gains any statistics and capabilities (except class features and legendary actions) that the new form has.

ANIMATED ARMOR

Medium construct, Neutral

These magical guardians are often enchanted to speak warnings, or demand passwords.

AC 18 HP 33 (6d8+6) Speed 25 ft.

STR +2 | DEX 0 | CON +1 | INT -5 | WIS -4 | CHA -5

Dmg Immunities poison, psychic

Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius)

Morale 12 No. Enc. 1 d2 (-)

Challenge 1 TrType -

Antimagic Susceptibility. It is incapacitated in an antimagic field. If targeted by *dispel magic*, it must make a CON save against the spell's DC or fall unconscious for 1 minute.

False Appearance. While motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. 2 melee attacks.

Slam. +4 to hit. *Dmg:* 5 (1d6+2).



BASILISK

Medium monstrosity, neutral

A reptilian monster that petrifies living creatures with a mere gaze.

Often lives in dense woods or labyrinths.

AC 15 HP 52 (8d8+16) Speed 20 ft.

STR +2 | DEX -1 | CON +2 | INT -4 | WIS -1 | CHA -2

Senses darkvision 60 ft.

Morale 9 No. Enc. 1d6 (1d6)

Challenge 3 TrType F

Petrifying Gaze. If a foe starts its turn within 30 feet of it and they can see each other, it can force a DC 12 CON save, if not incapacitated.

On a failed save, the foe begins to turn to stone and is restrained. It must repeat the save at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A non-surprised creature can avert its eyes to avoid the save at the start of its turn though it can't see the basilisk until the start of its next turn.

If it looks at the basilisk in the meantime, it must immediately make a save. If it sees its reflection within 30 feet in bright light, it mistakes it for a rival and targets itself with its gaze.

Actions

Bite. +5 to hit. *Dmg:* 10 (2d6+3)+ 7 (2d6) poison damage.

BLINK DOG

Medium fey, lawful

Blink dogs have a hatred for other displacing creatures and attack them on sight.

AC 13 HP 22 (4d8+4) Speed 40 ft.

STR +1 | DEX +3 | CON +1 | INT 0 | WIS +1 | CHA 0

Proficiency Areas Perception+3, Stealth+5

Morale 6 **No. Enc.** 1d6 (1d6)

Challenge ¼ **TrType** C

Keen Hearing and Smell. Advantage on hearing or smell based WIS checks.

Actions

Bite. +3 to hit. *Dmg:* 4 (1d6+1).

Teleport (Recharge 4–6). Magically teleports, along with any equipment worn or carried, up to 40 feet to an unoccupied space it can see. Before or after teleporting, it can make one bite attack.

BUGBEAR

Medium humanoid (goblinoid), Chaotic

These large, hairy cousins of goblins are quite strong. They are deceptively stealthy.

AC 16 (hide armor, shield) HP 27 (5d8+5)

Speed 30 ft.

STR +2 | DEX +2 | CON +1 | INT -1 | WIS 0 | CHA -1

Proficiency Areas Stealth+6, Survival +2

Senses darkvision 60 ft.

Morale 9 **No. Enc.** 2-8 (5-20)

Challenge 1 **TrType** B

Brute. A melee weapon deals one extra die of damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.



Actions

Morningstar. +4 to hit. *Dmg:* 11 (2d8+2).

Javelin. *Melee or Ranged:* +4 to hit, (range 30/120ft).

Dmg: 9 (2d6+2) in melee or 5 (1d6+2) at range.

CENTAUR



Large monstrosity,
Neutral

Centaur have bodies and legs of horses, with human upper bodies. They are reclusive and live far from humans in densely wooded settings.

AC 12 HP 45 (6d10+12) Speed 50 ft.

STR +4 | DEX +2 | CON -2 | INT -1 | WIS +1 | CHA 0

Proficiency Areas Athletics+6,

Perception+3, Survival +3

Morale 8 **No. Enc.** 0 (2d10)

Challenge 2 **TrType** A

Charge. Move at least 30 feet straight toward a target and hit it with a pike attack on the same turn to give an extra 10 (3d6) damage.



Actions

Multiattack. 2 Attacks. Pike & hooves or 2 w/longbow.

Pike. +6 to hit, reach 10ft. *Dmg:* 9 (1d10+4).

Hooves. +6 to hit. *Dmg:* 11 (2d6+4).

Longbow. *Ranged:* +4 to hit, 150/600ft.

Dmg: 6 (1d8+2).



CHIMERA

Large monstrosity, Chaotic

A magical hybrid of lion, goat, and dragon with a head of each, the wings of a dragon, the front portion of a lion, and the rear of a goat. They live in the wilds, particularly hills, but also settle in dungeons.

AC 14 HP 114 (12d10+48)

Speed 30 ft., fly 60 ft.

STR +4 | DEX 0 | CON +4 | INT -4 | WIS +2 | CHA 0

Proficiency Areas Perception+8

Senses darkvision 60 ft.

Morale 9 No. Enc. 1d2 (1d4)

Challenge 6 TrType F

Actions

Multiattack. 3 attacks. bite, horns, and claws. When available, it can use its breath in place of bite or horns.

Bite. +7 to hit. Dmg: 11 (2d6+4).

Horns. +7 to hit. Dmg: 10 (1d12+4).

Claws. +7 to hit. Dmg: 11 (2d6+4).

Fire Breath (Recharge 5–6). A 15-foot cone of fire doing 31 (7d8) fire damage. A successful DC 15 DEX save halves this damage.

COCKATRICE

Small monstrosity, Neutral

Ill-tempered magical creatures with the body of a rooster, but the tail of a reptile. They live in any climate, including labyrinths.

AC 11 HP 27 (6d6+6) Speed 20 ft., fly 40 ft.

STR -2 | DEX +1 | CON +1 | INT -4 | WIS +1 | CHA -3

Senses darkvision 60 ft.

Morale 7 No. Enc. 1d4 (1d8)

Challenge ½ TrType D

Actions

Bite. +3 to hit. Dmg: 3 (1d4+1) - Target must make a DC 11 CON save or be restrained.

It must then repeat the saving throw at the end of its next turn. Success ends the effect. Else, it's petrified for 24 hours.

DEMON, IMP

Tiny fiend (devil, shapechanger), chaotic

When these small demons are not busy serving as familiars to evil wizards, they serve as emissaries and messengers for demons of greater stature.

AC 13 HP 10 (3d4+3) Speed 20 ft., fly 40 ft.

STR -2 | DEX +3 | CON +1 | INT 0 | WIS -1 | CHA +2

Proficiency Areas Deception+4, Insight+3, Persuasion+4, Stealth+5

Dmg Resistances cold; nonmagical physical attacks that aren't silvered

Dmg Immunities fire, poison

Immunities poisoned

Senses darkvision 120 ft.

Morale 7 No. Enc. 1 (1)

Challenge 1 TrType -

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Magic Resistance. Advantage on saves against magic.

Actions

Sting (Bite in Beast Form). +5 to hit. Dmg: 5 (1d4+3), target must make on a DC 11 CON save, taking 10 (3d6) poison damage or half that on a successful save.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.



DEMON, TYPE I (SCREAMING)

Large fiend (demon), Chaotic

Part bird and part man, it stands over 8 feet tall on stork-like legs. Powerful claws adorn humanoid arms.

AC 15 HP 104 (11d10+44)

Speed 40 ft., fly 60 ft.

STR +3 | DEX +2 | CON +4 | INT -1 | WIS +1 | CHA -1

Saving Throws DEX +5, WIS +4, CHA +2

Dmg Resistances cold, fire, lightning; nonmagical physical attacks

Dmg Immunities poison

Immunities poisoned

Senses darkvision 120 ft. Telepathy 120 ft.

Morale 8 No. Enc. 1d6 (1d6)

Challenge 6 TrType B

Magic Resistance. Advantage on saves against magic.

Actions

Multiattack. 2 attacks: beak and talons.

Beak. +6 to hit. *Dmg:* 10 (2d6+3).

Talons. +6 to hit. *Dmg:* 14 (2d10+3).

Spores (Recharge 6). A 15-foot-radius cloud, spreading around corners, forces a DC 14 CON save or become poisoned. While poisoned, a target takes 5 (1d10) poison damage at the start of each of its turns. A new save can be made at the end of each of one's turns to end the effect. Splashing holy water ends the effect.

Stunning Screech (1/Day). Each non-demonic hearing creature within 20 feet must succeed on a DC 14 CON save or be stunned till the end of the demon's next turn.

DEMON, TYPE II (CROAKING)

Large fiend (demon), Chaotic

Croaking demons have toad-like faces, black skin, and metallic wire-like appendages protruding from the skin.

AC 16 HP 136 (13d10+65) Speed 30 ft.

STR +4 | DEX +3 | CON +5 | INT -3 | WIS +1 | CHA +1

Saving Throws STR +7, CON +8, WIS +4

Dmg Resistances cold, fire, lightning; nonmagical physical attacks

Dmg Immunities poison

Immunities poisoned

Senses darkvision 120 ft. Telepathy 120 ft.

Morale 10 No. Enc. 1-3 (1d6)

Challenge 8 TrType C

Magic Resistance. Advantage on saves against magic.

Stench. All starting a turn within 10 feet must save vs CON (DC 14) or be poisoned until the start of its next turn. A successful save gives immunity for 24 hours.

Actions

Multiattack. 3 attacks: 1 bite and 2 claws.

Bite. +7 to hit. *Dmg:* 15 (2d10+4).

Claw. +7 to hit. *Dmg:* 11 (2d6+4).



DEMON, TYPE III (HOWLING)

Large fiend (demon), Chaotic
Two of its four arms end in clawed hands and two in pincers. Its doglike horned head is full of sharp teeth. They tempt victims into ruin with power or wealth.

AC 17 HP 157 (15d10+75) Speed 40 ft

STR +5 | DEX +2 | CON +5 | INT +4 | WIS +3 | CHA +3

Saving Throws

STR +9, CON +9, WIS +7, CHA +7

Dmg Resistances cold, fire, lightning; nonmagical physical attacks

Dmg Immunities poison

Immunities poisoned

Senses truesight 120 ft. **Telepathy** 120 ft.

Morale 10 **No. Enc.** 1 (1-3)

Challenge 9 **Tr>Type** D

Innate Spellcasting. Intelligence (spell save DC 16). Can cast the following spells, with no material components:

At will: *darkness, detect magic, dispel magic*

1/day each: *confusion, fly, power word stun*
Magic Resistance. Advantage on saves against magic.

Actions

Multiattack. 4 attacks: 2 pincers and 2 fists. Alternatively, 2 attacks with pincers and casts a spell.

Pincer. +9 to hit, reach 10ft. **Dmg:** 16 (2d10+5). If the target is Medium, it is grappled (escape DC 15). Can grapple one target with each of its two pincer.

Fist. +9 to hit. **Dmg:** 7 (2d4+2).



DEMON, TYPE IV (GROANING)

Large fiend (demon), Chaotic
Blending the appearance of an ape and a boar with a pair of small wings, they judge new condemned souls.

AC 18 HP 184 (16d10+96)

Speed 20 ft., fly 30 ft.

STR +5 | DEX 0 | CON +6 | INT +4 | WIS +1 | CHA +2

Saving Throws

CON +11, INT +9, WIS +6, CHA +7

Dmg Resistances cold, fire, lightning; nonmagical physical attacks

Dmg Immunities poison

Immunities poisoned

Senses truesight 120 ft. **Telepathy** 120 ft.

Morale 10 **No. Enc.** 1d6 (1d6)

Challenge 13 **Tr>Type** E

Magic Resistance. Advantage on saves against magic.

Actions

Multiattack. It uses Horror Nimbus if it can. It then makes 3 attacks: 1 bite and 2 claws.

Bite. +10 to hit. **Dmg:** 32 (5d10+5).

Claw. +10 to hit, reach 10ft.

Dmg: 15 (3d6+5).

Horror Nimbus (Recharge 5–6). A scintillating light causes each creature within 15 feet that can see it to make a DC 15 WIS save or be frightened for 1 minute.

A new save can be attempted at the end of each of its turns to end the effect. Once ended, the creature is immune to the Horror Nimbus for 24 hours.

Teleport.

Magically teleport, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

DEMON, WHISPERING

Medium fiend (shapechanger), neutral
Also called succubus, they usually appear as innocent and seductive mortals. Its natural form is human with wings and horns.

AC 15 HP 66 (12d8+12)

Speed 30 ft., fly 60 ft.

STR -1 | DEX +3 | CON +1 | INT -2 | WIS +1 | CHA +5

Proficiency Areas Deception+9, Insight+5, Perception+5, Persuasion+9, Stealth+7

Dmg Resistances cold, fire, lightning, poison; nonmagical physical attacks

Senses darkvision 60 ft. **Telepathy** 60 ft.

Morale 8 **No. Enc.** 1 (1)

Challenge 4 **TrType** 1(Q)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed, including other planes.

Shapechanger. Can polymorph into a Small or Medium humanoid, or back to its true form, as an action. Other than size and speed, its statistics are the same. It can't fly without wings. Equipment isn't transformed. It reverts to its true form on death.

Actions

Claw (Fiend Form Only).

+5 to hit. **Dmg:** 6 (1d6+3).

Charm. One humanoid it can see within 30 feet must make a DC 15 WIS save or be magically charmed for 1 day. The charmed target obeys verbal and telepathic commands. If the target suffers harm or receives a suicidal command, it can repeat the saving throw. If it successfully saves against the effect, or the effect ends, the target is immune for the next 24 hours.

If the fiend charms a new target, the effect on the previous target ends.

Draining Kiss. The fiend kisses a willing or charmed creature who takes 32 (5d10+5) psychic damage, or half that on a successful DC 15 CON save. The target's hit point maximum is also reduced by this damage. This lasts until the target finishes a long rest. If hit point maximum is reduced to 0, the target dies.

Etherealness. The fiend magically enters the Ethereal Plane, or vice versa.

DOPPELGANGER

Medium monstrosity (shapechanger),
Chaotic

In their true form, doppelgangers are 5½ feet tall, pale and frail, with gangly limbs and half-formed features. Its large, bulging yellow eyes have slitted pupils.

AC 14 HP 52 (8d8+16) Speed 30 ft.

STR 0 | DEX +4 | CON +2 | INT 0 | WIS +1 | CHA +2

Proficiency Areas Deception+6, Insight+3

Immunities charmed

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1d6 (1d6)

Challenge 3 **TrType** E

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

Ambusher. Advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. 2 melee attacks.

Slam. +6 to hit. **Dmg:** 7 (1d6+4).

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it.

The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken as if concentrating on a spell. While reading the target's mind, Advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

DRAGON, BLACK

Huge dragon, chaotic

Black dragons live in swamps and are known as curious and callous students of their surroundings.

AC 19 HP 195 (17d12+85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR +6 | DEX +2 | CON +5 | INT +2 | WIS +1 | CHA +3

Saving Throws

DEX +7, CON +10, WIS +6, CHA +8

Proficiency Areas Perception+11, Stealth+7

Dmg Immunities acid

Senses blindsight 60 ft., darkvision 120 ft.

Morale 8 No. Enc. 1-4 (1-4)

Challenge 14 TrType H

Amphibious. It can breathe air and water.

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

Actions

Multiattack. It can use its Frightful Presence and make 3 attacks: 1 bite and 2 claws.

Bite. +11 to hit, reach 10ft. Dmg: 17 (2d10+6)+4 1d8 acid damage.

Claw. +11 to hit. Dmg: 13 (2d6+6).

Tail. +11 to hit, reach 15 ft. Dmg: 15 (2d8+6).

Frightful Presence. Anyone of its choice within 120, who are aware of it must succeed on a DC 16 WIS save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns. When it makes its save, it's immune to Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 DEX save, taking 54 (12d8) acid damage. A successful save halves the damage.

Legendary Actions

It can take 3 legendary actions. Only one option can be used at a time and only at the end of another creature's turn. It regains spent actions at the start of its turn.

Detect. a WIS (Perception) check.

Tail Attack. a tail attack.

Wing Attack (Costs 2 Actions). Each creature within 10 feet must make a DC 19 DEX save or take 13 (2d6+6) damage and be knocked prone. It can then fly at half its flying speed.



DRAGON, BLUE

Huge dragon, neutral

Blue dragons live in open plains and deserts

AC 19 HP 225 (18d12+108)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR +7 | DEX 0 | CON +6 | INT +3 | WIS +2 | CHA +4

Saving Throws

DEX +5, CON +11, WIS +7, CHA +9

Proficiency Areas Perception+12, Stealth+5

Dmg Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft.

Morale 9 No. Enc. 1-4 (1-4)

Challenge 16 TrType H

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

Actions

Multiattack. It can use its Frightful Presence and make 3 attacks: 1 bite and 2 claws.

Bite. +12 to hit, reach 10ft. *Dmg:* 18 (2d10+7)+5 1d10 lightning damage.

Claw. +12 to hit. *Dmg:* 14 (2d6+7).

Tail. +12 to hit, reach 15 ft. *Dmg:* 16 (2d8+7).

Frightful Presence. Each creature aware of it within 120 feet of the dragon's choice must succeed on a DC 17 WIS save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns. When it makes its save, it's immune to Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). Exhaling lightning in a 5 feet wide 90-foot line, all creatures in that line take 66 (12d10) lightning damage, or half that on a successful DC 19 DEX save.

Legendary Actions

It can take 3 legendary actions. Only one option can be used at a time and only at the end of another creature's turn. It regains spent actions at the start of its turn.

Detect. a WIS (Perception) check.

Tail Attack. a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings, forcing each creature within 10 feet to succeed on a DC 19 DEX save or take 13 (2d6+6) damage and be knocked prone. It can then fly at half its flying speed.

DRAGON, GREEN

Huge dragon, chaotic

Green dragons live in woodlands / jungles.

AC 19 HP 207 (18d12+90)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR +6 | DEX +1 | CON +5 | INT +4 | WIS +2 | CHA +3

Saving Throws

DEX +6, CON +10, WIS +7, CHA +8

Proficiency Areas Deception+8, Insight+7, Perception+12, Persuasion+8, Stealth+6

Dmg Immunities poison

Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft.

Morale 9 No. Enc. 1-4 (1-4)

Challenge 15 TrType H

Amphibious. It can breathe air and water.

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

Actions

Multiattack. It can use its Frightful Presence and make 3 attacks: 1 bite and 2 claws.

Bite. +11 to hit, reach 10ft. *Dmg:* 17 (2d10+6)+7 2d6 poison damage.

Claw. +11 to hit. *Dmg:* 13 (2d6+6).

Tail. +11 to hit, reach 15 ft. *Dmg:* 15 (2d8+6).

Frightful Presence. Anyone of its choice within 120, who are aware of it must succeed on a DC 16 WIS save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns. When it makes its save, it's immune to Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). Exhaling poisonous gas in a 60-foot cone, all creatures in the area take 56 (16d6) poison damage, or half on a DC 18 CON save.

Legendary Actions

It has 3 legendary actions. Only one option can be used at a time and only at the end of another creature's turn. It regains spent actions at the start of its turn.

Detect. a WIS (Perception) check.

Tail Attack. a tail attack.

Wing Attack (Costs 2 Actions). Each creature within 10 feet must make a DC 19 DEX save or take 13 (2d6+6) damage and be knocked prone. It can then fly at half its flying speed.

DRAGON, RED

Huge dragon, chaotic

Legendary Fire-breathers that live in hills & mountains.

AC 19 HP 256 (19d12+133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR +8 | DEX 0 | CON +7 | INT +3 | WIS +1 | CHA +5

Saving Throws

DEX +6, CON +13, WIS +7, CHA +11

Proficiency Areas Perception+13, Stealth+6

Dmg Immunities Fire

Senses blindsight 60 ft., darkvision 120 ft.

Morale 10 **No. Enc.** 1-4 (1-4)

Challenge 17 **TrType** H

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

Actions

Multiattack. It can use its Frightful Presence and make 3 attacks: 1 bite and 2 claws.

Bite. +14 to hit, reach 10ft.

Dmg: 19 (2d10+8)+7 2d6) fire damage.

Claw. +14 to hit. *Dmg:* 15 (2d6+8).

Tail. +14 to hit, reach 15 ft. *Dmg:* 17 (2d8+8).

Frightful Presence. Each creature aware of it within 120 feet of the dragon's choice must succeed on a DC 19 WIS save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns. When it makes its save, it's immune to Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 DEX save, taking 63 (18d6) fire damage. A successful save halves the damage.

Legendary Actions

It can take 3 legendary actions. Only one option can be used at a time and only at the end of another creature's turn. It regains spent actions at the start of its turn.

Detect. a WIS (Perception) check.

Tail Attack. a tail attack.

Wing Attack

(Costs 2 Actions). Each creature within 10 feet must make a DC 22 DEX save or take 15 (2d6+8) damage and be knocked prone. It can then fly at half its flying speed.

DRAGON, WHITE

Huge dragon, neutral

White dragons live in cold regions

AC 18 HP 200 (16d12+96) **Speed** 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR +6 | DEX 0 | CON +6 | INT -1 | WIS +1 | CHA +1

Saving Throws

DEX +5, CON +11, WIS +6, CHA +6

Proficiency Areas Perception+11, Stealth+5

Dmg Immunities cold

Senses blindsight 60 ft., darkvision 120 ft.

Morale 8 **No. Enc.** 1-4 (1-4)

Challenge 13 **TrType** H

Ice Walk. The dragon can move across and climb icy surfaces without an ability check. Ice and snow are not Difficult terrain for it.

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

Actions

Multiattack. It can use its Frightful Presence and make 3 attacks: 1 bite and 2 claws.

Bite. +11 to hit, reach 10ft. *Dmg:* 17 (2d10+6)+4 1d8) cold damage.

Claw. +11 to hit. *Dmg:* 13 (2d6+6).

Tail. +11 to hit, reach 15 ft. *Dmg:* 15 (2d8+6).

Frightful Presence. Each creature aware of it within 120 feet of the dragon's choice must succeed on a DC 14 WIS save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns. When it makes its save, it's immune to Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). Exhaling an icy blast in a 60-foot cone, all in the area take 54 (12d8) cold damage, or half that on a successful DC 19 CON save.

Legendary Actions

It can take 3 legendary actions. Only one option can be used at a time and only at the end of another creature's turn. It regains spent actions at the start of its turn.

Detect. a WIS (Perception) check.

Tail Attack. a tail attack.

Wing Attack (Costs 2 Actions). Each creature within 10 feet must make a DC 19 DEX save or take 13 (2d6+6) damage and be knocked prone. It can then fly at half its flying speed.

DRYAD

Medium fey, neutral

Female, beautiful, bark skinned tree spirits.

AC 11 (16 with *barkskin*) HP 22 (5d8)

Speed 30 ft.

STR 0 | DEX +1 | CON 0 | INT +2 | WIS +2 | CHA +4

Proficiency Areas Perception+4, Stealth+5

Senses darkvision 60 ft.

Morale 6 **No. Enc.** 0 (1d6)

Challenge 1 **TrType** D

Innate Spellcasting. Uses CHA (spell save DC 14). Cast these with no material components:

At will: *guidance*

3/day each: *entangle*,
goodberry

1/day each: *barkskin*,
pass without trace,
shillelagh

Magic Resistance.

Advantage on saves against magic.

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

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

Actions

Club. +2 to hit (+6 to hit with *shillelagh*), reach 5 ft. **Dmg:** 2 (1d4) damage, or 8 (1d8+4) with *shillelagh*.

Fey Charm. Targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must make a DC 14 WIS save or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although not under the dryad's control, it takes her requests or actions in the most favorable way it can.



Each time the dryad or its allies do anything harmful to the target, it can repeat the save to end the effect. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane, or ends the effect as a bonus action. If a target saves, it is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.

ELEMENTAL, AIR

Large elemental, neutral

Summoned spirits of pure elemental air

AC 15 HP 90 (12d10+24)

Speed 0 ft., fly 90ft. (hover)

STR +2 | DEX +5 | CON +2 | INT -2 | WIS 0 | CHA -2

Dmg Resistances lightning, thunder; nonmagical physical attacks

Dmg Immunities poison

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

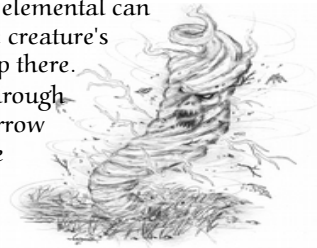
Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1 (1)

Challenge 5 **TrType** -

Air Form. The elemental can enter a hostile creature's space and stop there.

It can move through a space as narrow as 1 inch wide without squeezing.



Actions

Multiattack. two slam attacks.

Slam. +8 to hit. **Dmg:** 14 (2d8+5).

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 STR save or take 15 (3d8+2) and be flung up 20 feet away in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, it takes 3 (1d6) damage for every 10 feet thrown.

If thrown at another creature, that creature must succeed on a DC 13 DEX save or take the same damage and be knocked prone.

On a successful save, the target takes half damage and isn't flung away or knocked prone.



ELEMENTAL, EARTH

Large elemental, neutral

Beings of rock, dirt and stone, bound to this realm by powerful wizards

AC 17 HP 126 (12d10+60)

Speed 30 ft., burrow 30 ft.

STR +5 | DEX -1 | CON +5 | INT -3 | WIS 0 | CHA -3

Dmg Vulnerabilities thunder

Dmg Resistances nonmagical physical attacks

Dmg Immunities poison

Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft.

Morale 10 **No. Enc.** 1 (1)

Challenge 5 **TrType** -

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

Siege Monster.

The elemental deals double damage to objects and structures.

Actions

Multiattack.

two slam attacks.

Slam. +8 to hit, reach 10ft.

Dmg: 14 (2d8+5).



ELEMENTAL, FIRE

Large elemental, neutral

Living flames of pure elemental fire, summoned to wreak havoc by destructive magic-users.

AC 13 HP 102 (12d10+36) Speed 50 ft.

STR 0 | DEX +3 | CON +3 | INT -2 | WIS 0 | CHA -2

Dmg Resistances nonmagical physical attacks

Dmg Immunities fire, poison

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

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1 (1)

Challenge 5 **TrType** -

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

Actions

Multiattack. two touch attacks.

Touch. +6 to hit. **Dmg:** 10 (2d6+3) fire damage. If the target is a creature or flammable, it ignites. The target takes 5 (1d10) fire damage at the start of each of its turns, until a creature takes an action to douse the fire.

ELEMENTAL, WATER

Large elemental, neutral

Conjured beings of elemental water

AC 14 **HP** 114 (12d10+48)

Speed 30 ft., swim 90 ft.

STR +4 | **DEX** +2 | **CON** +4 | **INT** -3 | **WIS** 0 | **CHA** -1

Dmg Resistances acid; nonmagical physical attacks

Dmg Immunities poison

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

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1 (1)

Challenge 5 **TrType** -

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. two slam attacks.

Slam. +7 to hit. *Dmg:* 13 (2d8+4).

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8+4). If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8+4).

A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.



GARGOYLE

Medium elemental, chaotic

Magical monsters looking like horned, winged statues.

AC 15 **HP** 52 (7d8+21)

Speed 30 ft., fly 60 ft.

STR +2 | **DEX** 0 | **CON** +3 | **INT** -2 | **WIS** 0 | **CHA** -2

Dmg Resistances nonmagical physical attacks that aren't adamantite

Dmg Immunities poison

Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft.

Morale 11 **No. Enc.** 1d6 (2-8)

Challenge 2 **TrType** C

False Appearance. Gargoyles appear as inanimate statues when motionless.

Actions

Multiattack. 2 attacks: 1 bite & 1 claw.

Bite. +4 to hit. *Dmg:* 5 (1d6+2).

Claws. +4 to hit. *Dmg:* 5 (1d6+2).



GENIE, DJINNI

Large elemental, lawful

Noble beings from the plane of air, wreathed in cloud.

AC 17 HP 161 (14d10+84)

Speed 30 ft., fly 90 ft.

STR +5 | DEX +2 | CON +6 | INT +2 | WIS +3 | CHA +5

Saving Throws DEX +6, WIS +7, CHA +9

Dmg Immunities lightning, thunder

Senses darkvision 120 ft.

Morale 12 No. Enc. 1 (1)

Challenge 11 TrType -

Elemental Demise. When a djinni dies, it disintegrates into a warm breeze, leaving behind only the equipment it was carrying.

Innate Spellcasting. Uses CHA (spell save DC 17, +9 to hit with spell attacks). It cast spells with no material components:

At will: *detect evil & good, detect magic, thunderwave*

3/day each: *create food and water*

(can create wine too), *tongues, wind walk*

1/day each: *conjure elemental* (air), *creation, gaseous form, invisibility, major image, plane shift*

Actions

Multiattack. three scimitar attacks.

Scimitar. +9 to hit. Dmg: 12 (2d6+5)+3 1d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

GENIE, EFREETI

Large elemental, chaotic

Noble beings from the plane of fire, who look like giant men with demonic faces and auras of heat and smoke.

AC 17 HP 200 (16d10+112)

Speed 40 ft., fly 60 ft.

STR +6 | DEX +1 | CON +7 |

INT +3 | WIS +2 | CHA +3

Saving Throws INT +7, WIS +6, CHA +7

Dmg Immunities fire

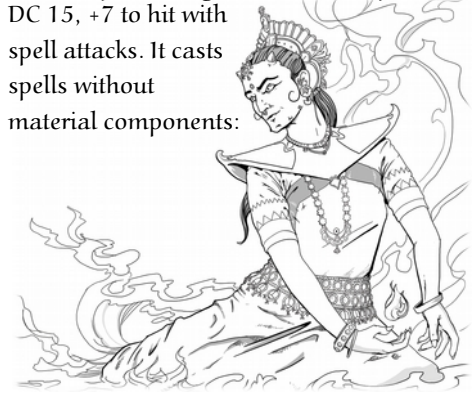
Senses darkvision 120 ft.

Morale 12 No. Enc. 1 (1)

Challenge 11 TrType -

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only the equipment it was carrying.

Innate Spellcasting. Uses CHA (spell save DC 15, +7 to hit with spell attacks). It casts spells without material components:



At will: *detect magic*

3/day: *enlarge/reduce, tongues*

1/day each: *conjure elemental* (fire), *gaseous form, invisibility, major image, plane shift, wall of fire*

Actions

Multiattack. two scimitar attacks or Hurl Flame twice.

Scimitar. +10 to hit. Dmg: 13 (2d6+6)+7 2d6) fire damage.

Hurl Flame. Ranged Spell Attack: +7 to hit, 120ft. Dmg: 17 (5d6) fire damage.

GHOST

Medium undead, any

Undead souls of humanoid unable to rest.

AC 11 HP 45 (10d8)

Speed 0 ft., fly 40ft. (hover)

STR -2 | DEX +1 | CON 0 | INT 0 | WIS +1 | CHA +3

Dmg Resistances acid, fire, lightning, thunder; nonmagical physical attacks

Dmg Immunities cold, necrotic, poison

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

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1 (1)

Challenge 4 **TrType** N(D)

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

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

Actions

Withering Touch. +5 to hit.

Dmg: 17 (4d6+3) necrotic damage.

Etherealness. It can shift between the Ethereal and Material Planes. It is visible on the Material Plane while in the Border Ethereal, and vice versa, but can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 WIS save or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years.

A frightened target can repeat the saving throw at the end of each of its turns to end the fright. When the effect, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 CHA save or be possessed by the ghost which disappears, as the target is incapacitated and loses control of its body.

Though the ghost now controls the body, the target remains aware. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead. It retains its alignment, INT, WIS, CHA, and immunity to being charmed and frightened.

It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or Proficiency Areas.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or it is turned or forced out by an effect like *dispel evil and good*. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GHOUL, GHAST

Medium undead, chaotic

More cunning and powerful ghouls, often found leading packs of regular ghouls.

AC 13 HP 36 (8d8) Speed 30 ft.

STR +3 | DEX +3 | CON 0 | INT 0 | WIS 0 | CHA -1

Dmg Resistances necrotic

Dmg Immunities poison

Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1d6 (1d6)

Challenge 2 **TrType** B(T)

Stench. Any creature starting its turn within 5 feet of it must make a DC 10 CON save or be poisoned until the start of its next turn. On a successful save, the creature is immune to the gha'st's Stench for 24 hours.

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

Actions

Bite. +3 to hit. *Dmg:* 12 (2d8+3).

Claws. +5 to hit. *Dmg:* 10 (2d6+3). A living creature must succeed on a DC 10 CON save or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns. A success ends the effect.

GHOUL

Medium undead, chaotic

Formerly human, but now flesh-eating undead mockeries of their former existence, ghouls are fearsome enemies of all things living.

AC 12 **HP** 22 (5d8) **Speed** 30 ft.

STR +1 | **DEX** +2 | **CON** 0 | **INT** -2 | **WIS** 0 | **CHA** -2

Dmg Immunities poison

Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft.

Morale 9 **No. Enc.** 1d6 (2-16)

Challenge 1 **TrType** B

Actions

Bite. +2 to hit. *Dmg:* 9 (2d6+2).

Claws. +4 to hit. *Dmg:* 7 (2d4+2). A living creature must succeed on a DC 10 CON save or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns. A success ends the effect.

GIANT, CLOUD

Huge giant, neutral

Aggressive, 20 feet tall humanoids with skin and hair ranging from grey to white.

AC 14 **HP** 200 (16d12+96) **Speed** 40 ft.

STR +8 | **DEX** 0 | **CON** +6 | **INT** +1 | **WIS** +3 | **CHA** +3

Saving Throws CON +10, WIS +7, CHA +7

Proficiency Areas Insight+7, Perception+7

Morale 10 **No. Enc.** 1d2 (1d3)

Challenge 9 **TrType** E+5k gp

Keen Smell. Advantage on smell-based WIS checks.

Innate Spellcasting. Uses Charisma. It can cast these spells with no material components:

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

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

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

Actions

Multiattack. two morningstar attacks.

Morningstar. +12 to hit, reach 10ft. *Dmg:* 21 (3d8+8).

Rock. Ranged: +12 to hit, 60/240ft. *Dmg:* 30 (4d10+8).



GIANT, FIRE

Huge giant, chaotic

Black hair and red skin. Dress in armor from golden metals. Dwell in places of extreme heat (e.g. near volcanoes).

AC 18 (plate) **HP** 162 (13d12+78)

Speed 30 ft.

STR +7 | **DEX** -1 | **CON** +6 | **INT** 0 | **WIS** +2 | **CHA** +1

Saving Throws DEX +3, CON +10, CHA +5

Proficiency Areas

Athletics+11, Perception+6

Dmg Immunities fire

Morale 9 **No. Enc.** 1d2 (1d3)

Challenge 9 **TrType** E+5k gp

Actions

Multiattack. two greatsword attacks.

Greatsword. +11 to hit, reach 10ft. *Dmg:* 28 (6d6+7).

Rock. Ranged: +11 to hit, 60/240ft. *Dmg:* 29 (4d10+7).

GIANT, FROST

Huge giant, chaotic

Pale skin and hair (yellow or blue hued). Dress in furs or iron armor.

AC 15 (patch armor) **HP** 138 (12d12+60)

Speed 40 ft.

STR +6 | **DEX** -1 | **CON** +5 | **INT** -1 | **WIS** 0 | **CHA** +1

Saving Throws CON +8, WIS +3, CHA +4

Proficiency Areas Athletics+9, Perception+3

Dmg Immunities cold

Morale 9 **No. Enc.** 1d2 (1d4)

Challenge 8 **TrType** E+5k gp

Actions

Multiattack. two greataxe attacks.

Greataxe. +9 to hit, reach 10ft. *Dmg:* 25 (3d12+6).

Rock. Ranged: +9 to hit, 60/240ft. *Dmg:* 28 (4d10+6).

GIANT, HILL

Huge giant, chaotic

Hairy, brutish, 12 feet tall and of low intelligence. Known to attack human settlements to steal food.

AC 13 **HP** 105 (10d12+40) **Speed** 40 ft.

STR +5 | **DEX** -1 | **CON** +4 | **INT** -3 | **WIS** -1 | **CHA** -2

Proficiency Areas Perception+2

Morale 8 **No.Enc.** 1d4 (2d4)

Challenge 5 **TrType** E+5k gp

Actions

Multiattack. two greatclub attacks.

Greatclub. +8 to hit, reach 10ft.

Dmg: 18 (3d8+5).

Rock. Ranged: +8 to hit, 60/240ft.

Dmg: 21 (3d10+5).

GIANT, STONE

Huge giant, neutral

14 feet tall with stone-like, grey skin. Dwell in caverns or primitive huts of stone.

AC 17 **HP** 126 (11d12+55) **Speed** 40 ft.

STR +6 | **DEX** +2 | **CON** +5 | **INT** 0 | **WIS** +1 | **CHA** -1

Saving Throws DEX +5, CON +8, WIS +4

Proficiency Areas

Athletics+12, Perception+4

Senses darkvision 60 ft.

Morale 9 **No.Enc.** 1d2 (1d6)

Challenge 7 **TrType** E+5k gp

Stone Camouflage. Advantage on DEX (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. two greatclub attacks.

Greatclub. +9 to hit, reach 15 ft. **Dmg:** 19 (3d8+6).

Rock. Ranged: +9 to hit, 60/240ft. **Dmg:** 28 (4d10+6). Creature must save vs DC 17 Str or be knocked prone.

Reactions

Rock Catching. If a rock is hurled at the giant, it can catch it and take no damage with a DC 10 DEX save.

GIANT, STORM

Huge giant, lawful

22 feet tall with bronze-hued skin and garish hair (red or yellow).

AC 16 (scale mail) **HP** 230 (20d12+100)

Speed 50 ft., swim 50 ft.

STR +9 | **DEX** +2 | **CON** +5 | **INT** +3 | **WIS** +4 | **CHA** +4

Saving Throws

STR +14, CON +10, WIS +9, CHA +9

Proficiency Areas Arcana+8, Athletics+14, History+8, Perception+9

Dmg Resistances cold

Dmg Immunities lightning, thunder

Morale 10 **No.Enc.** 1 (1d3)

Challenge 13 **TrType** E+5k gp

Amphibious. Can breathe air and water.

Innate Spellcasting. Uses Charisma (spell save DC 17). It can cast these spells with no material components:

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

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

Actions

Multiattack. two greatsword attacks.

Greatsword. +14 to hit, reach 10ft.

Dmg: 30 (6d6+9).

Rock. Ranged: +14 to hit, 60/240ft.

Dmg: 35 (4d12+9).

Lightning Strike (Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17

DEX save, taking

54 (12d8)

lightning damage.

A successful

save halves

the

damage.



GNOLL

Medium humanoid (gnoll), chaotic
Lazy, humanoid hyenas living by intimidation and theft.

AC 15 (hide armor, shield) HP 22 (5d8)
Speed 30 ft.

STR +2 | DEX +1 | CON 0 | INT -2 | WIS 0 | CHA -2

Senses darkvision 60 ft.

Morale 8 No. Enc. 1d6 (3-18)

Challenge ½ TrType D

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

Actions

Bite. +4 to hit.

Dmg: 4 (1d4+2).

Spear. *Melee or Ranged:* +4 to hit, (range 20/60ft.)

Dmg: 5 (1d6+2), or 6 (1d8+2) if used with two hands to make a melee attack.

Longbow. *Ranged:* +3 to hit, 150/600ft.

Dmg: 5 (1d8+1).



GOBLIN

Small humanoid (goblinoid), chaotic
Small creatures that inhabit dark woods, underground caverns, and the fet realms.

AC 15 (leather armor, shield) HP 7 (2d6)
Speed 30 ft.

STR -1 | DEX +2 | CON 0 | INT 0 | WIS -1 | CHA -1

Proficiency Areas Stealth+6

Senses darkvision 60 ft.

Morale 7 No. Enc. 2-8 (6-10)

Challenge ¼ TrType R(C)

Nimble Escape. Goblins can take the Disengage or Hide action as a bonus action on each turn.

Actions

Scimitar. +4 to hit.

Dmg: 5 (1d6+2).

Shortbow. *Ranged:* +4 to hit, 80/320ft. Dmg: 5 (1d6+2).



GOLEM, CLAY

Large construct, neutral

Sculptures often animated by divine power.

AC 14 HP 133 (14d10+56) Speed 20 ft.

STR +5 | DEX -1 | CON +4 | INT -4 | WIS -1 | CHA -5

Dmg Immunities acid, poison, psychic; nonmagical physical attacks that aren't adamantine

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

Senses darkvision 60 ft.

Morale 12 No. Enc. 1 (1)

Challenge 9 TrType -

Acid Absorption. It ignores acid damage and instead regains hit points equal to the acid damage dealt.

Berserk. When starting its turn with 60 hit points or fewer, roll a d6. On a 6, it goes berserk. On each turn while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, it attacks an object, with preference for objects smaller than itself. Once it goes berserk, it continues so until it is destroyed or regains all its hit points.

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

Magic Resistance. Advantage on saves against magic.

Magic Weapons. Its attacks are magical.

Actions

Multiattack. 2 slam attacks.

Slam. +8 to hit. Dmg: 16 (2d10+5).

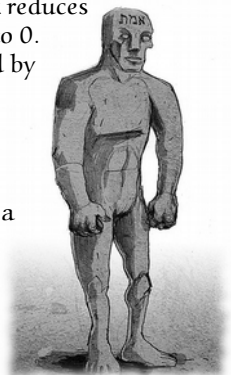
Target creature must succeed on a DC 15 CON save or have its hit point maximum reduced by the amount of damage taken.

Target dies if this attack reduces its hit point maximum to 0.

This lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5–6).

Until the end of its next turn, it magically gains a +2 bonus to its AC, advantage on DEX saves, and can slam attack as a bonus action.



GOLEM, FLESH

Medium construct, neutral

Stitched from body parts and animated.

AC 9 **HP** 93 (11d8+44) **Speed** 30 ft.

STR +4 | **DEX** -1 | **CON** +4 | **INT** -2 | **WIS** 0 | **CHA** -3

Dmg Immunities lightning, poison; nonmagical physical attacks that aren't adamantine

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

Senses darkvision 60 ft.

Morale 12 **No. Enc.** 1 (1)

Challenge 5 **TrType** -



Berserk. Whenever it starts its turn with 40 hit points or less, roll 1d6. On a 6, it goes berserk. Each turn it is berserk, it attacks the nearest creature it can see. If no one is near enough, it attacks an object, preferring ones smaller than itself. Once berserk, it stays so until destroyed or regains all hit points.

The golem's creator, if within 60 feet, can try to calm it by speaking firmly and persuasively. It must be able to hear its creator, who must take an action to make a DC 15 CHA check. If successful, it ceases being berserk. If it takes damage while at 40 hit points or fewer, it may go berserk again.

Aversion of Fire. If it takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Lightning Absorption. Whenever takes lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. Advantage on saves against magic.

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

Actions

Multiattack. two slam attacks.

Slam. +7 to hit. *Dmg:* 13 (2d8+4).

GOLEM, STONE

Large construct, neutral

Constructs often guarding ancient tombs and cities of great arcane power.

AC 17 **HP** 178 (17d10+85) **Speed** 30 ft.

STR +6 | **DEX** -1 | **CON** +5 | **INT** -4 | **WIS** 0 | **CHA** -5

Dmg Immunities poison, psychic; nonmagical physical attacks that aren't adamantine

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

Senses darkvision 120 ft.

Morale 12 **No. Enc.** 1 (1)

Challenge 10 **TrType** -

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

Magic Resistance. Advantage on saves against magic.

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

Actions

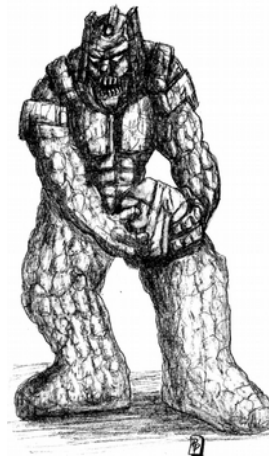
Multiattack. two slam attacks.

Slam. +10 to hit. *Dmg:* 19 (3d8+6).

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 WIS save against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn.

In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute.

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



GORGON

Large monstrosity, chaotic

Magical monsters resembling iron-scaled bulls. They dwell in plains or foothills and also in dungeons.

AC 19 **HP** 114 (12d10+48) **Speed** 40 ft.

STR +5 | **DEX** 0 | **CON** +4 | **INT** -4 | **WIS** +1 | **CHA** -2

Proficiency Areas Perception +4

Immunities petrified

Senses darkvision 60 ft.

Morale 8 **No. Enc.** 1-2 (1-4)

Challenge 5 **TrType** E

Trampling Charge. If the gorgon moves at least 20 feet straight toward a foe and hits it with a gore attack on the same turn, the target must make a DC 16 STR save or be knocked prone. If prone, the gorgon can make one attack with its hooves against it as a bonus action.

Actions

Gore. +8 to hit. *Dmg:* 18 (2d12+5).

Hooves. +8 to hit. *Dmg:* 16 (2d10+5).

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 CON save. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.



GRIFFON

Large monstrosity, neutral

Rapacious predators that combine the features of eagles and lions. They love horsemeat above all.

AC 12 **HP** 59 (7d10+21)

Speed 30 ft., fly 80 ft.

STR +4 | **DEX** +2 | **CON** +3 | **INT** -4 | **WIS** +1 | **CHA** -1

Proficiency Areas Perception +5

Senses darkvision 60 ft.

Morale 8 **No. Enc.** 0 (2d8)

Challenge 2 **TrType** E

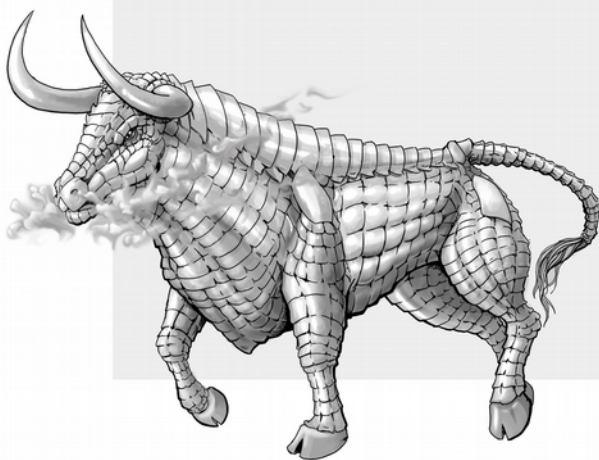
Keen Sight. Advantage on WIS (Perception) checks that rely on sight.

Actions

Multiattack. 2 attacks: beak and claws.

Beak. +6 to hit. *Dmg:* 8 (1d8+4).

Claws. +6 to hit. *Dmg:* 11 (2d6+4).



HAG, BLACK

Medium fiend, neutral evil

These blue-black hags live in caves or in huts deep in dark woods. Usually with 3d6 evil monsters (many of them often undead)

AC 17 **HP** 112 (15d8+45) **Speed** 30 ft.

STR +4 | **DEX** +2 | **CON** +3 | **INT** +3 | **WIS** +2 | **CHA** +3

Proficiency Areas Deception+7, Insight+6, Perception+6, Stealth+6

Dmg Resistances cold, fire; nonmagical non-silver physical attacks

Immunities charmed

Senses darkvision 120 ft.

Morale 10 **No. Enc.** 1 (1)

Challenge 5 **TrType** C

Innate Spellcasting. The hag's innate Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

Magic Resistance. Advantage on saves against magic.

Actions

Claws (Hag Form Only). +7 to hit. **Dmg:** 13 (2d8+4).

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane, causing dreadful visions as long as contact persists. *Protection from evil and good* prevents this contact, as does *magic circle*.

If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If the target's hit point maximum is reduced

to 0, the target dies, and if it was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

HAG, SEA

Medium fey, chaotic

Living in shallow coast waters, sea hags are among the ugliest creatures known. It never leaves the sea for more than three hours.

AC 14 **HP** 52 (7d8+21)

Speed 30 ft., swim 40 ft.

STR +3 | **DEX** +1 | **CON** +3 | **INT** +1 | **WIS** +1 | **CHA** +1

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1 (1)

Challenge 2 **TrType** G+M

Amphibious. The hag can breathe air and water.

Horrific

Appearance.

Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 WIS save. On a failed save, the creature is frightened for 1 minute. A creature can repeat the



saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

Claws. +5 to hit. *Dmg:* 10 (2d6+3).

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 WIS save against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.



HARPY

Medium monstrosity, chaotic
Grotesque females with legs & wings of giant eagles.

AC 11 **HP** 38 (7d8+7) **Speed** 20 ft., fly 40 ft.

STR +1 | **DEX** +1 | **CON** +1 | **INT** -2 | **WIS** 0 | **CHA** +1

Morale 7 **No. Enc.** 1d6 (2-8)

Challenge 1 **TrType** C

Actions

Multiattack. 2 attacks: claws and club.

Claws. +3 to hit. *Dmg:* 6 (2d4+1).

Club. +3 to hit. *Dmg:* 3 (1d4+1).

Luring Song. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 WIS save or be charmed until the song ends. The harpy must take a bonus action every turn to continue singing. The song ends if it is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, it must move on its turn toward the harpy by the most direct route, to get within 5 feet. It doesn't avoid opportunity attacks. Before moving into damaging terrain, such as lava, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

HELL HOUND

Medium fiend, lawful

Fire-breathing hounds the size of small ponies. They love heat and dwell in dungeons or near volcanoes.

AC 15 **HP** 45 (7d8+14) **Speed** 50 ft.

STR +3 | **DEX** +1 | **CON** +2 | **INT** -2 | **WIS** +1 | **CHA** -2

Proficiency Areas Perception+5

Dmg Immunities fire

Senses darkvision 60 ft.

Morale 9 **No. Enc.** 2-8 (2-8)

Challenge 3 **TrType** C

Keen Hearing and Smell. Advantage on hearing or smell based WIS checks.

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Actions

Bite. +5 to hit. *Dmg:* 7 (1d8+3)+7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 DEX save, taking 21 (6d6) fire damage. A successful save halves the damage.

HIPPOGRIFF

Large monstrosity, neutral

Fantastic creatures combining the features of eagles horses. They nest among craggy rocks and may be sometimes tamed as mounts

AC 11 HP 19 (3d10+3)

Speed 40 ft., fly 60 ft.

STR +3 | DEX +1 | CON +1 | INT -4 | WIS +1 | CHA -1

Proficiency Areas Perception +5

Morale 8 No. Enc. 0 (2-16)

Challenge 1 TrType -

Keen Sight. Advantage on WIS (Perception) checks that rely on sight.

Actions

Multiattack. 2 attacks: one beak and one claws.

Beak. +5 to hit. *Dmg:* 8 (1d10+3).

Claws. +5 to hit. *Dmg:* 10 (2d6+3).



HOBGOBLIN

Medium humanoid (goblinoid), chaotic

Larger, militaristic relatives of goblins. They dwell underground, but commonly raid above ground.

AC 18 (chain mail, shield) HP 11 (2d8+2)

Speed 30 ft.

STR +1 | DEX +1 | CON +1 | INT 0 | WIS 0 | CHA -1

Senses darkvision 60 ft.

Languages Common, Goblin

Morale 8 No. Enc. 1d6 (4-24)

Challenge ½ TrType D

Martial Advantage. Once per turn, it can deal an extra 7 (2d6) damage to a foe it hits with a weapon attack if that foe is within 5 feet of an ally that isn't incapacitated.

Actions

Longsword. +3 to hit. *Dmg:* 5 (1d8+1), or 6 (1d10+1) if used with 2 hands.

Longbow. Ranged: +3 to hit, 150/600ft. *Dmg:* 5 (1d8+1).



HYDRA

Huge monstrosity, neutral

Large, dragon-like creatures with multiple, serpentine heads. Sea hydras also exist.

AC 15 **HP** 172 (15d12+75)

Speed 30 ft., swim 30 ft.

STR +5 | **DEX** +1 | **CON** +5 | **INT** -4 | **WIS** 0 | **CHA** -2

Proficiency Areas Perception+6

Senses darkvision 60 ft.

Morale 9 **No. Enc.** 1 (1)

Challenge 8 **TrType** B

Hold Breath. Can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, Advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. as many bite attacks as it has heads.

Bite. +8 to hit, reach 10ft. *Dmg:* 10 (1d10+5).



INVISIBLE STALKER

Medium elemental, neutral

Creatures of magic from another dimension

AC 14 **HP** 104 (16d8+32)

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

STR +3 | **DEX** +4 | **CON** +2 | **INT** 0 | **WIS** +2 | **CHA** 0

Proficiency Areas Perception+8, Stealth+10

Dmg Resistances nonmagical physical attacks

Dmg Immunities poison

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

Senses darkvision 60 ft.

Morale 12 **No. Enc.** 1 (1)

Challenge 6 **TrType** N

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. two slam attacks.

Slam. +6 to hit. *Dmg:* 10 (2d6+3).

KOBOLD

Small humanoid (kobold), chaotic

Sadistic, Short and dog-like cowards with scaly skin from rusty brown to rusty black

AC 12 **HP** 5 (2d6-2) **Speed** 30 ft.

STR -2 | **DEX** +2 | **CON** -1 | **INT** -1 | **WIS** -2 | **CHA** -1

Senses darkvision 60 ft.

Morale 6 **No. Enc.** 4d4 (6d10)

Challenge 1/6 **TrType** P (J)

Sunlight Sensitivity. While in sunlight, it has disadvantage on attack rolls, and sight-based WIS checks.

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

Actions

Dagger. +4 to hit. *Dmg:* 4 (1d4+2).

Sling. Ranged: +4 to hit, 30/120ft.

Dmg: 4 (1d4+2).

LIZARDFOLK

Medium humanoid (lizardfolk), neutral
Lizardfolk live in dungeons, especially those with water entrances. They otherwise dwell in marshes.

AC 15 (shield) HP 22 (4d8+4)

Speed 30 ft., swim 30 ft.

STR +2 | DEX 0 | CON +1 | INT -2 | WIS +1 | CHA -2

Proficiency Areas

Perception+3, Stealth+4, Survival +5,

Morale 12 No. Enc. 2d4 (6d6)

Challenge ½ TrType D

Hold Breath. can hold its breath for 15 minutes.

Actions

Multiattack. two melee attacks, each one with a different weapon.

Bite. +4 to hit. *Dmg:* 5 (1d6+2).

Heavy Club. +4 to hit. *Dmg:* 5 (1d6+2).

Javelin. *Melee or Ranged:* +4 to hit, reach 5 ft. or range 30/120ft. *Dmg:* 5 (1d6+2).

Spiked Shield. +4 to hit. *Dmg:* 5 (1d6+2).

MANTICORE

Large monstrosity, chaotic
Lion bodies with giant bat wings, long reptilian tails with barbed spikes and a human face. Human eaters.

AC 14 HP 68 (8d10+24) Speed 30 ft., fly 50 ft.

STR +3 | DEX +3 | CON +3 | INT -2 | WIS +1 | CHA -1

Senses darkvision 60 ft.

Morale 9 No. Enc. 1d2 (1d4)

Challenge 3 TrType D

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. 3 attacks: 1 bite and 2 claws or 3 tail spikes.

Bite. +5 to hit.

Dmg: 7 (1d8+3).

Claw. +5 to hit.

Dmg: 6 (1d6+3).

Tail Spike. *Ranged:*

+5 to hit, 100/200ft.

Dmg: 7 (1d8+3).



MEDUSA

Medium monstrosity, chaotic
Monstrous women with snakes in place of hair.

AC 15 HP 127 (17d8+51) Speed 30 ft.

STR 0 | DEX +2 | CON +3 | INT +1 | WIS +1 | CHA +2

Proficiency Areas Deception+5, Insight+4, Perception+4, Stealth+5

Senses darkvision 60 ft.

Morale 8 No. Enc. 1d3 (1d4)

Challenge 6 TrType F

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of it, it can force a DC 14 CON save if the medusa isn't incapacitated and can see the creature. If the save fails by 5 or more, the creature is instantly petrified.

Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

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

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

Actions

Multiattack. 3 melee attacks—1 with snake hair and 2 with shortsword—or 2 ranged attacks with longbow.

Snake Hair. +5 to hit.

Dmg: 4 (1d4+2)+14 (4d6) poison damage.

Shortsword. +5 to hit. *Dmg:* 5 (1d6+2).

Longbow. *Ranged:*

+5 to hit, 150/600ft.

Dmg: 6 (1d8+2)+7 (2d6) poison damage.

MERFOLK

Medium humanoid (merfolk), neutral
Aquatic men with fishtails instead of legs.

AC 11 **HP** 11 (2d8+2)

Speed 10 ft., swim 40 ft.

STR 0 | **DEX** +1 | **CON** +1 | **INT** 0 | **WIS** 0 | **CHA** +1

Proficiency Areas Perception +2

Morale 8 **No. Enc.** 0 (1d20)

Challenge 1/8 **TrType** A

Amphibious can breathe air and water.

Actions

Spear. *Melee or Ranged:*

+2 to hit, reach 5 ft. *or* range 20/60ft.

Dmg: 3 (1d6), *or* 4 (1d8) if used with two hands to make a melee attack.

MINOTAUR

Large monstrosity, chaotic
Human bodied with heads of a horned bull, these usually live in dungeons, and delight in human flesh. They relentless chase fleeing prey.

AC 14 **HP** 76 (9d10+27) **Speed** 40 ft.

STR +4 | **DEX** 0 | **CON** +3 | **INT** -2 | **WIS** +3 | **CHA** -1

Proficiency Areas Perception +7

Senses darkvision 60 ft.

Morale 12 **No. Enc.** 1d6 (1d8)

Challenge 3 **TrType** C

Charge. Move at least 10 feet straight toward a target and hit it with a gore attack on the same turn to give an extra 9 (2d8) damage. It must make a DC 14 STR save or be knocked prone.

Labyrinthine Recall. Can perfectly recall any path it has traveled.

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

Actions

Greataxe. +6 to hit.

Dmg: 17 (2d12+4).

Gore. +6 to hit. **Dmg:** 13 (2d8+4).



MUMMY

Medium undead, chaotic
Undead corpses animated through the auspices of dark desert gods. They haunt old tombs and lost ruins.

AC 11 **HP** 58 (9d8+18) **Speed** 20 ft.

STR +3 | **DEX** -1 | **CON** +2 | **INT** -2 | **WIS** 0 | **CHA** +1

Saving Throws WIS +2

Dmg Vulnerabilities fire

Dmg Resistances nonmagical physical attacks

Dmg Immunities necrotic, poison

Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft.

Morale 12 **No. Enc.** 1d4 (1d12)

Challenge 3 **TrType** D

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. +5 to hit. **Dmg:** 10 (2d6+3)+10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 CON save or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 WIS save against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.





OGRE

Large giant, chaotic

Savage & cruel humanoids. Often dwell in caves.

AC 11 (hide armor)

Hit Points 59 (7d10+21) **Speed** 40 ft.

STR +4 | **DEX** -1 | **CON** +3 | **INT** -3 | **WIS** -2 | **CHA** -2

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1d6 (2d6)

Challenge 2 **TrType** C+1k gp

Actions

Greatclub. +6 to hit. *Dmg:* 13 (2d8+4).

Javelin. *Melee or Ranged:* +6 to hit, reach 5 ft. or range 30/120ft. *Dmg:* 11 (2d6+4).

OGRE MAGE

Large giant, chaotic

These evil spirit clad themselves in the living flesh of ogres when they enter the mortal realm to cause havoc.

AC 16 (chain mail) **HP** 110 (13d10+39)

Speed 30 ft., fly 30 ft.

STR +4 | **DEX** 0 | **CON** +3 | **INT** +2 | **WIS** +1 | **CHA** +2

Saving Throws

DEX +3, CON +6, WIS +4, CHA +5

Proficiency Areas

Arcana+5, Deception+8, Perception+4

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1 (1)

Challenge 7 **TrType** C

Innate Spellcasting. Uses CHA (spell save DC 13). Casts the following spells with no material components:

At will: *darkness, invisibility*

1/day each: *charm person, cone of cold, gaseous form, sleep*

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

Regeneration. The ogre mage regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. two attacks, either with claws or glaive.

Claw (Oni Form Only). +7 to hit.

Dmg: 8 (1d8+4).

Glaive. +7 to hit, reach 10ft.

Dmg: 15 (2d10+4) or

9 1d10+4) in Small or Medium form.

Change Shape. The Ogre Mage magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that's transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the Ogre Mage dies, it reverts to its true form, and its glaive reverts to its normal size.

OOZE, BLACK PUDDING

Large ooze, neutral

Mindless blobs of black jelly, driven by endless hunger.

AC 7 **HP** 85 (10d10+30)

Speed 20 ft., climb 20 ft.

STR +3 | **DEX** -3 | **CON** +3 | **INT** -5 | **WIS** -2 | **CHA** -5

Dmg Immunities

acid, cold, lightning, slashing

Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this)

Morale 12 **No. Enc.** 1(0)

Challenge 4 **TrType** -

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent

and cumulative -1 penalty to damage rolls. If its penalty drops to -5 , the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod. $+5$ to hit. *Dmg:* 6 (1d6+3)+18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a Medium or larger pudding is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.



OOZE, GELATINOUS CUBE

Large ooze, neutral

Mindless cubes of transparent jelly, they move through dungeons, absorbing all debris and living creatures on their way.

AC 6 HP 84 (8d10+40) Speed 15 ft.

STR +2 | DEX -4 | CON +5 | INT -5 | WIS -2 | CHA -5

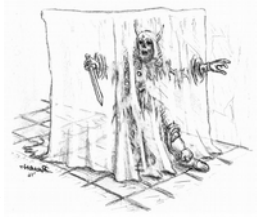
Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this)

Morale 12 No. Enc. 1(0)

Challenge 2 TrType V

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover.



A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

It can hold only one Large creature or up to four Medium creatures inside it at a time.

Transparent. Even when it is in plain sight, it takes a successful DC 15 WIS (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. $+4$ to hit. *Dmg:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 DEX save.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature

that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

OOZE, GRAY

Medium ooze, neutral

Slimy horrors lurk on stone surfaces before pouncing.

AC 8 **HP** 22 (3d8+9)

Speed 10 ft., climb 10 ft.

STR +1 | **DEX** -2 | **CON** +3 | **INT** -5 | **WIS** -2 | **CHA** -4

Proficiency Areas Stealth+2

Dmg Resistances acid, cold, fire

Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this)

Morale 12 **No. Enc.** 1(0)

Challenge ½ **TrType** -

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. +3 to hit.

Dmg: 4 (1d6+1)+7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.



OOZE, OCHRE JELLY

Large ooze,

This amoeba eats through cloth, wood, & leather.

AC 8 **HP** 45 (6d10+12)

Speed 10 ft., climb 10 ft.

STR +2 | **DEX** -2 | **CON** +2 | **INT** -4 | **WIS** -2 | **CHA** -5

Dmg Resistances acid

Dmg Immunities lightning, slashing

Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this)

Morale 12 **No. Enc.** 1(0)

Challenge 2 **TrType** -

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

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

Actions

Pseudopod. +4 to hit.
Dmg: 9 (2d6+2)+3 (1d6) acid damage.

Reactions

Split. When Medium or larger Jelly is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit

points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are a size smaller than the original.



ORC

Medium humanoid (orc), chaotic

Ugly tribal humanoids who live underground and are active at night. They are both sadistic and aggressive.

AC 13 (hide armor)

HP 15 (2d8+6) Speed 30 ft.

STR +3 | DEX +1 | CON +3 | INT -2 | WIS 0 | CHA 0

Proficiency Areas Intimidation +2

Senses darkvision 60 ft

Morale 6 No. Enc. 2d4 (6d10)

Challenge ½ TrType D

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

Actions

Greataxe. +5 to hit.

Dmg: 9 (1d12+3).

Javelin. *Melee or Ranged:*

+5 to hit,

(range 30/120ft.)

Dmg: 6 (1d6+3).



OWLBEAR

Large monstrosity, neutral

Magical hybrid bears with giant owl heads. They prefer woods, but are as likely to live in caves or dungeons.

AC 13 HP 59 (7d10+21) Speed 40 ft.

STR +5 | DEX +1 | CON +3 | INT -4 | WIS +1 | CHA -2

Proficiency Areas Perception+3

Senses darkvision 60 ft.

Morale 9 No. Enc. 1d4(1d4)

Challenge 3 TrType C

Keen Sight and Smell. Advantage on sight and smell-based WIS checks.

Actions

Multiattack. 2 attacks: 1 beak and 1 claws.

Beak. +7 to hit. *Dmg:* 10 (1d10+5).

Claws. +7 to hit. *Dmg:* 14 (2d8+5).

PEGASUS

Large celestial, Lawful

Shy and wild intelligent winged horses.

AC 12 HP 59 (7d10+21)

Speed 60 ft., fly 90 ft.

STR +4 | DEX +2 | CON +3 | INT 0 | WIS +2 | CHA +1

Saving Throws DEX +4, WIS +4, CHA +3

Proficiency Areas Perception+6

Morale 8 No. Enc. 0 (1d12)

Challenge 2 TrType -

Actions

Hooves. +6 to hit. *Dmg:* 11 (2d6+4).

PSEUDODRAGON

Tiny dragon, neutral

Miniature dragons, highly sought after as familiars by magic-users.

AC 13 HP 7 (2d4+2) Speed 15 ft., fly 60 ft.

STR -2 | DEX +2 | CON +1 | INT 0 | WIS +1 | CHA 0

Proficiency Areas Perception+3, Stealth+4

Senses blindsight 10 ft., darkvision 60 ft.

Morale 7 No. Enc. 1 (1)

Challenge ¼ TrType Lx10

Keen Senses. Advantage on WIS (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. Advantage on saves against magic.

Limited Telepathy. Communicate simple ideas, emotions, and images with anyone who understands a language within 100 ft.

Actions

Bite. +4 to hit. *Dmg:* 4 (1d4+2).

Sting. +4 to hit. *Dmg:* 4 (1d4+2), Target must make a DC 11 CON save or be poisoned for 1 hour. If save fails by 5+, it also falls unconscious, until it takes damage or someone shakes it awake as an action.



PURPLE WORM

Gargantuan monstrosity, neutral

Gigantic slimy worms living in large tunnels they burrow themselves underground. They strike at the surface only when looking for prey.

AC 18 HP 247 (15d20+90)

Speed 50 ft., burrow 30 ft.

STR +9 | DEX -2 | CON +6 | INT -5 | WIS -1 | CHA -3

Saving Throws CON +11, WIS +4

Senses blindsight 30 ft., tremorsense 60 ft.

Morale 10 No. Enc. 1d2 (1d4)

Challenge 15 TrType D

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. two attacks: one with its bite and one with its stinger.

Bite. +9 to hit, reach 10ft. *Dmg:* 22 (3d8+9). If the target is Large or smaller, it must succeed on a DC 19 DEX save or be swallowed. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the worm. It takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 21 CON save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. +9 to hit, reach 10ft. *Dmg:* 19 (3d6+9), target takes 42 (12d6) poison damage, or half that on a DC 19 CON save.



RAKSHASA

Medium fiend, lawful

Demonic spirits incarnated on this plane. Fond of scheming and eating human flesh.

AC 16 HP 110 (13d8+52) Speed 40 ft.

STR +2 | DEX +3 | CON +4 | INT +1 | WIS +3 | CHA -5

Proficiency Areas Deception+10, Insight+8

Dmg Vulnerabilities piercing from magic weapons wielded by good creatures

Dmg Immunities nonmagical physical attacks

Senses darkvision 60 ft.

Morale 9 No. Enc. 1d4 (1d4)

Challenge 13 TrType E

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate Charisma (spell save DC 18, +10 to hit with spell attacks). Can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Actions

Multiattack. two claw attacks.

Claw. +7 to hit. *Dmg:* 9 (2d6+2) and target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

RUST MONSTER

Medium monstrosity, neutral

Insectile armadillo-like creatures with long tails and two long, antennae-like feelers. Feed on rusted metal.

AC 14 **HP** 27 (5d8+5) **Speed** 40 ft.

STR +1 | **DEX** +1 | **CON** +1 | **INT** -4 | **WIS** +1 | **CHA** -2

Senses darkvision 60 ft.

Morale 7 **No. Enc.** 1 d4 (1d4)

Challenge ½ **TrType** -

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

Bite. +3 to hit. *Dmg:* 5 (1d8+1).

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 DEX save to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

SATYR

Medium fey, chaotic

These delight in frolicking, piping, chasing nymphs and resent intrusion on their forest.

AC 14 (leather armor) **HP** 31 (7d8)

Speed 40 ft.

STR +1 | **DEX** +3 | **CON** 0 | **INT** +1 | **WIS** 0 | **CHA** +2

Proficiency Areas

Perception +2, Performance +6, Stealth +5

Morale 6 **No. Enc.** 0 (1d12)

Challenge ½ **TrType** B

Magic Resistance. Advantage on saves against magic.

Actions

Ram. +3 to hit.

Dmg: 6 (2d4+1).

Shortsword.

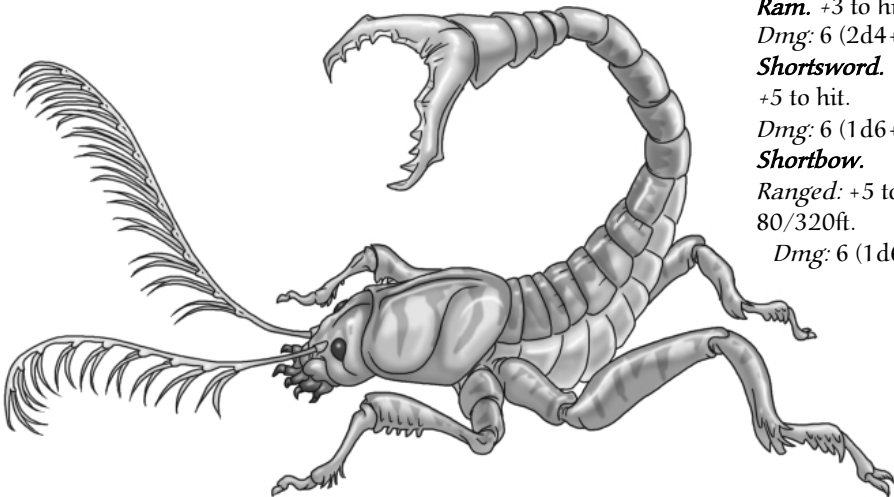
+5 to hit.

Dmg: 6 (1d6+3).

Shortbow.

Ranged: +5 to hit,
80/320ft.

Dmg: 6 (1d6+3).



SHADOW

Medium monstrosity, chaotic

Incorporeal monsters that resemble shadowy ghosts, they are not actually undead.

AC 12 **HP** 16 (3d8+3) **Speed** 40 ft.

STR -2 | **DEX** +2 | **CON** +1 | **INT** -2 | **WIS** 0 | **CHA** -1

Proficiency Areas

Stealth+4 (+6 in dim light or darkness)

Dmg Vulnerabilities radiant

Dmg Resistances acid, cold, fire, lightning, thunder; nonmagical physical attacks

Dmg Immunities necrotic, poison

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

Senses darkvision 60 ft.

Morale 12 **No. Enc.** 1d8 (1d12)

Challenge ½ **TrType** F

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saves.

Actions

Strength Drain. +4 to hit. **Dmg:** 9 (2d6+2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.



SHRIEKER

Medium plant, neutral

Giant, purple mushrooms found underground.

AC 5 **HP** 13 (3d8) **Speed** 0 ft.

STR -5 | **DEX** -5 | **CON** 0 | **INT** -5 | **WIS** -4 | **CHA** -5

Immunities blinded, deafened, frightened

Senses blindsight 30ft. (blind beyond this)

Morale 12 **No. Enc.** 1d8 (0)

Challenge 0 **TrType** -

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Reactions

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

SKELETON

Medium undead, chaotic

The animated mindless bones of the dead, that obey the orders of their evil masters.

AC 13 (armor scraps) **HP** 13 (2d8+4)

Speed 30 ft.

STR 0 | **DEX** +2 | **CON** +2 | **INT** -2 | **WIS** -1 | **CHA** -3

Dmg Vulnerabilities bludgeoning

Dmg Immunities poison

Immunities exhaustion, poisoned

Senses darkvision 60 ft.

Morale 12 **No. Enc.** 3d4 (3d10)

Challenge ¼ **TrType** -

Actions

Shortsword. +4 to hit. **Dmg:** 5 (1d6+2).

Shortbow. Ranged: +4 to hit, 80/320ft. **Dmg:** 5 (1d6+2).

SPHINX

Large monstrosity, any
Wise guardians of lost secrets and places.

AC 17 HP 136 (16d10+48)

Speed 40 ft., fly 60 ft.

STR +4 | DEX +2 | CON +3 | INT +4 | WIS +4 | CHA +4

Proficiency Areas Arcana+12, History+12, Perception+8, Religion +8

Dmg Resistances nonmagical physical attacks

Dmg Immunities psychic

Immunities charmed, frightened

Senses truesight 120 ft.

Morale 10 **No. Enc.** 1d2 (1d4)

Challenge 11 **TrType** E

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 9th-level spellcaster. Its Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. It has these wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, prestidigitation*

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

2nd level (3 slots): *darkness, locate object, suggestion*

3rd level (3 slots): *dispel magic, remove curse, tongues*

4th level (3 slots):
banishment,

greater invisibility

5th level (1 slot)
legend lore

Actions

Multiattack.

2 claw attacks.

Claw. +8 to hit.

Dmg: 13
(2d8+4).



Legendary Actions

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

Claw Attack. one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). It casts a spell from its list, using a spell slot as normal.

SPRITE

Tiny fey, neutral

Reclusive winged fey creatures related to elves & pixies. Though not malicious, they are mischievous, and enjoy playing tricks on other creatures.

AC 15 (leather armor) HP 2 (1d4)

Speed 10 ft., fly 40 ft.

STR -4 | DEX +4 | CON 0 | INT +2 | WIS +1 | CHA 0

Proficiency Areas Perception+3, Stealth+8

Morale 7 **No. Enc.** 3d6 (5d8)

Challenge ¼ **TrType** S

Actions

Longsword. +2 to hit. **Dmg:** 1.

Shortbow. **Ranged:** +6 to hit, 40/160ft. **Dmg:** 1 and target must succeed on a DC 10 CON save or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state.

If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. Magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

STIRGE

Tiny beast, Neutral

Bat-like creatures with long bloodsucking beaks.

AC 14 HP 2 (1d4) **Speed** 10 ft., fly 40 ft.

STR -3 | **DEX** +3 | **CON** 0 | **INT** -4 | **WIS** -1 | **CHA** -2

Senses darkvision 60 ft.

Morale 9 **No. Enc.** 1d10 (3d12)

Challenge 1/8 **TrType** L

Actions

Blood Drain. +5 to hit. *Dmg:* 5 (1d4+3), and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4+3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It only does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach it.

TREANT

Huge plant, lawful

Long-lived humanoid tree creatures primarily concerned with protecting their native woodlands.

AC 16 HP 138 (12d12+60) **Speed** 30 ft.

STR +6 | **DEX** -1 | **CON** +5 | **INT** +1 | **WIS** +3 | **CHA** +1

Dmg Resistances bludgeoning, piercing

Dmg Vulnerabilities fire

Morale 9 **No. Enc.** 0 (1d8)

Challenge 9 **TrType** C

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

Actions

Multiattack. two slam attacks.

Slam. +10 to hit. *Dmg:* 16 (3d6+6).

Rock. Ranged: +10 to hit, 60/180ft. *Dmg:* 28 (4d10+6).

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they

can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



TROLL

Large giant, chaotic

Wicked humanoids with emaciated, rubbery bodies. They dwell under ground, in barren wilderness, and prefer the flesh of other humanoids.

AC 15 HP 84 (8d10+40) **Speed** 30 ft.

STR +4 | **DEX** +1 | **CON** +5 | **INT** -2 | **WIS** -1 | **CHA** -2

Proficiency Areas Perception+2

Senses darkvision 60 ft.

Morale 10 **No. Enc.** 1d8 (1d8)

Challenge 5 **TrType** D

Keen Smell. Advantage on smell-based WIS checks.

Regeneration. A troll regains 10 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of its next turn and its morale drops to 8. It can only die if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. 3 attacks: 1 bite and 2 claws.

Bite. +7 to hit. *Dmg:* 7 (1d6+4).

Claw. +7 to hit. *Dmg:* 11 (2d6+4).

UNICORN

Large celestial, lawful

Majestic horned horses. Timid, but proud and wilful.

AC 12 HP 67 (9d10+18) **Speed** 50 ft.

STR +4 | **DEX** +2 | **CON** +2 | **INT** 0 | **WIS** +3 | **CHA** +3

Dmg Immunities poison

Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft. **Telepathy** 60 ft.

Morale 7 **No. Enc.** 1d6 (1d8)

Challenge 5 **TrType** -

Charge. Move at least 20 feet straight and hit a target with a horn attack on the same turn to cause an extra 9 (2d8) damage. Creature must make a DC 15 STR save or be knocked prone.

Innate Spellcasting. Uses CHA (spell save dc 14). Casts the following spells, requiring no components:

At will: *detect evil & good, guidance, pass without trace*

1/day: *calm emotions, dispel evil & good, entangle*

Magic Resistance. Advantage on saves against magic.

Magic Weapons. Its weapon attacks are magical.

Actions

Multiattack. 2 attacks: 1 with hooves and 1 with horn.

Hooves. +7 to hit. *Dmg:* 11 (2d6+4).

Horn. +7 to hit. *Dmg:* 8 (1d8+4).

Healing Touch (3/Day). The unicorn touches a creature with its horn who magically regains 11 (2d8+2) hit points. This also neutralizes all diseases and poisons.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions

The unicorn can take 3 legendary actions. Only one can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8+2) hit points.



VAMPIRE

Medium undead (shapechanger), chaotic
Terrifying blood-drinking lord of the night.

AC 16 HP 144 (17d8+68) **Speed** 30 ft.

STR +4 | **DEX** +4 | **CON** +4 | **INT** +3 | **WIS** +2 | **CHA** +4

Saving Throws DEX +9, WIS +7, CHA +9

Proficiency Areas Perception+7, Stealth+9

Dmg Resistances necrotic; nonmagical physical attacks

Senses darkvision 120 ft.

Morale 11 **No. Enc.** 1d4 (1d6)

Challenge 13 **TrType** F

Shapechanger. If not in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, it can't speak, its walking speed is 5 feet, and flying speed 30 feet. Otherwise Its statistics, are unchanged. Anything worn, but not carried, transforms with it. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. If air can pass through a space, the mist can do so without squeezing, but can't pass through water. It has advantage on STR, DEX, and CON saves, and is immune to all nonmagical damage, except damage from sunlight.

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

Misty Escape. When dropping to 0 hit points outside its resting place, it transforms into mist form instead of falling unconscious, provided it isn't in sunlight or running water. It can't revert to vampire form.

If it can't transform, or reach its resting place within 2 hours, it is destroyed. Once there, it reverts to vampire form and is paralyzed until it regains at least 1 hp. It regains 1 hp after 1 hour in its resting place.

Regeneration. Regains 20 hit points at the start of its turn, if it has at least 1 hit point and isn't in sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including ceilings, without ability checks.

Vampire Weaknesses. The vampire has these flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a wooden piercing weapon is driven into its heart while incapacitated in its resting place, it remains paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts a turn in sunlight and has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). 2 attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). +9 to hit. *Dmg:* 8 (1d8+4). Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). +9 to hit, one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Dmg:* 7 (1d6+4)+10 3d6

necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire, a slave to its master so as the master exists.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 WIS save against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire'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 vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move

Unarmed Strike

Bite (Costs 2 Actions)

WEREBEAR

Medium humanoid
(human, shapechanger), neutral
Highly thoughtful and sometimes approachable. They prefer solitude or the company of normal bears.

AC 10 in humanoid form, 11 in bear and hybrid form HP 135 (18d8+54) Speed 30ft. (40 ft., climb 30ft. in bear or hybrid form)

STR +4 | DEX 0 | CON +3 | INT 0 | WIS +1 | CHA +1

Proficiency Areas Perception+7

Dmg Immunities nonmagical physical attacks not made with silvered weapons

Morale 10 **No. Enc.** 1d4 (1d4)

Challenge 5 **TrType** C

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid, a Large bear, or its true form, which is humanoid. Its statistics, other than AC, are the same. Any equipment worn or carried isn't transformed. It reverts to its true form if it dies.

Keen Smell. Advantage on smell-based WIS checks.

Actions

Multiattack. In bear form, two claw attacks. In humanoid form, it makes two maul attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). +7 to hit. *Dmg:* 15 (2d10+4). If the target is a humanoid, it must succeed on a DC 14 CON save or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form Only).

+7 to hit.

Dmg: 13 (2d8+4).

Maul

(Humanoid or Hybrid Form Only).

+7 to hit.

Dmg: 10 (1d10+4).



WEREBOAR

Medium humanoid
(human, shapechanger), neutral
Aggressive, and easily enraged. They often appear as berserkers in their human forms.

AC 10 in humanoid form, 11 in boar or hybrid form HP 78 (12d8+24)

Speed 30ft. (40ft. in boar form)

STR +3 | DEX 0 | CON +2 | INT 0 | WIS 0 | CHA -1

Proficiency Areas Perception+2

Dmg Immunities nonmagical physical attacks not made with silvered weapons

Morale 9 **No. Enc.** 1d4 (2d4)

Challenge 4 **TrType** C

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid, a boar, or its true form, which is humanoid. Its statistics, other than AC, are the same. Any equipment worn or carried isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6). If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack (Humanoid or Hybrid Form Only). two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). +5 to hit. *Dmg:* 10 (2d6+3).

Tusks (Boar or Hybrid Form Only). +5 to hit. *Dmg:* 10 (2d6+3). If the target is a humanoid, it must succeed on a DC 12 CON save or be cursed with wereboar lycanthropy.

WERERAT

Medium humanoid

(human, shapechanger), chaotic

Sneaky, sly and cunning; wererats are often found in cities, lurking in shadowy alleyways.

AC 12 **HP** 33 (6d8+6) **Speed** 30 ft.

STR ○ **DEX** +2 | **CON** +1 | **INT** ○ | **WIS** ○ | **CHA** -1

Proficiency Areas Perception+2, Stealth+4

Dmg Immunities nonmagical physical attacks not made with silvered weapons

Senses darkvision 60ft. (rat form only)

Morale 8 **No. Enc.** 1d8 (2d8)

Challenge 2 **TrType** C

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid a giant rat, or its true form, which is humanoid. Its statistics, other than AC, are the same. Any equipment worn or carried isn't transformed. It reverts to its true form if it dies.

Keen Smell. Advantage on smell-based WIS checks.

Actions

Multiattack (Humanoid or Hybrid Form Only). two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). +4 to hit. *Dmg:* 4 (1d4+2). If the target is a humanoid, it must succeed on a DC 11 CON save or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). +4 to hit. *Dmg:* 5 (1d6+2).

Hand Crossbow (Humanoid or Hybrid Form Only). Ranged: +4 to hit, 30/120ft. *Dmg:* 5 (1d6+2).



WEREWOLF

Medium humanoid

(human, shapechanger), chaotic

Cunning pack hunters who delight in hunting humans.

AC 11 in humanoid form, 12 in wolf or hybrid form **HP** 58 (9d8+18)

Speed 30ft. (40ft. in wolf form)

STR +2 | **DEX** +1 | **CON** +2 | **INT** ○ | **WIS** ○ | **CHA** ○

Proficiency Areas Perception+4, Stealth+3

Dmg Immunities nonmagical physical attacks not made with silvered weapons

Morale 8 **No. Enc.** 1d6 (2d6)

Challenge 3 **TrType** C

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

Keen Hearing and Smell. Advantage on hearing or smell based WIS checks.

Actions

Multiattack (Humanoid or Hybrid Form Only). two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). +4 to hit. *Dmg:* 6 (1d8+2). If the target is a humanoid, it must succeed on a DC 12 CON save or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). +4 to hit.

Dmg: 7 (2d4+2).

Spear (Humanoid Form Only).

Melee or

Ranged:

+4 to hit,
reach 5 ft. or
range 20/60ft.

Dmg: 5
(1d6+2),

or

6 1d8+2)

if used with
two hands to
make a melee
attack.



WIGHT

Medium undead, chaotic

Wights were evil once humans granted reprieve in undeath by dark powers upon dying. They look like twisted gaunt reflections of their former selves.

AC 14 (studded leather) HP 45 (6d8+18)

Speed 30 ft.

STR +2 | DEX +2 | CON +3 | INT 0 | WIS +1 | CHA +2

Proficiency Areas Perception +3, Stealth +4

Dmg Resistances necrotic; nonmagical physical attacks that aren't silvered

Dmg Immunities poison

Immunities exhaustion, poisoned

Senses darkvision 60 ft.

Morale 12 No. Enc. 1d6 (1d12)

Challenge 3 TrType B

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

Actions

Multiattack. two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. +4 to hit. Dmg: 5 (1d6+2) necrotic damage. The target must succeed on a DC 13 CON save or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. +4 to hit.

Dmg: 6 (1d8+2) or 7 (1d10+2) if used with two hands.

Longbow. Ranged:

+4 to hit, 150/600ft.

Dmg: 6 (1d8+2).

WRAITH

Medium undead, chaotic

Incorporeal undead born of evil and darkness.

AC 13 HP 67 (9d8+27)

Speed 0 ft., fly 60ft. (hover)

STR -2 | DEX +3 | CON +3 | INT +1 | WIS +2 | CHA +2

Dmg Resistances acid, cold, fire, lightning, thunder; nonmagical non-silver physical attacks

Dmg Immunities necrotic, poison

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

Senses darkvision 60 ft.

Morale 12 No. Enc. 1d4 (1d6)

Challenge 5 TrType E

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

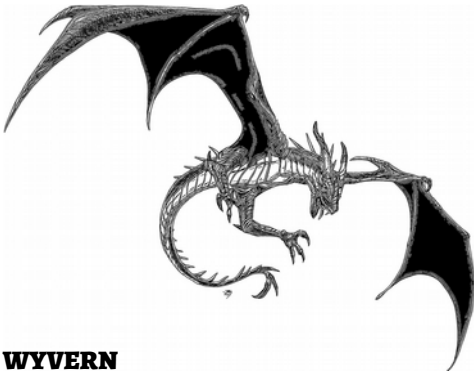
Sunlight Sensitivity. It has disadvantage on attack rolls, as well as sight-based WIS checks, while in sunlight.

Actions

Life Drain. +6 to hit. Dmg: 21 (4d8+3) necrotic damage. The target must succeed on a DC 14 CON save or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet that has been dead for up to 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can control no more than seven specters at a time.





WYVERN

Large dragon, chaotic
Two-legged, dragon-like monsters with a stinging tail.

AC 13 HP 110 (13d10+39)

Speed 20 ft., fly 80 ft.

STR +4 | DEX 0 | CON +3 | INT -3 | WIS +1 | CHA -2

Proficiency Areas Perception+4

Senses darkvision 60 ft.

Morale 9 No. Enc. 1d2 (1d6)

Challenge 6 TrType E

Actions

Multiattack. two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. +7 to hit, reach 10ft. Dmg: 11 (2d6+4).

Claws. +7 to hit. Dmg: 13 (2d8+4).

Stinger. +7 to hit, reach 10ft. Dmg: 11 (2d6+4). The target must make a DC 15 CON save, taking 24 (7d6) poison damage. A successful save halves the damage.



WORG

Large monstrosity, chaotic
Cunning and malevolent wolf-like predators. Often used by goblins and hobgoblins as mounts

AC 13 HP 26 (4d10+4) Speed 50 ft.

STR +3 | DEX -1 | CON +1 | INT -2 | WIS 0 | CHA -1

Proficiency Areas Perception+4

Senses darkvision 60 ft.

Morale 8 No. Enc. 1d4 (2d4)

Challenge ½ TrType -

Keen Hearing and Smell. Advantage on hearing or smell based WIS checks.

Actions

Bite. +5 to hit. Dmg: 10 (2d6+3). If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ZOMBIE

Medium undead, neutral
The mindless walking dead, animated by foul magics to serve powerful evil wizards and anti-clerics.

AC 8 HP 22 (3d8+9) Speed 20 ft.

STR +1 | DEX -2 | CON +3 | INT -4 | WIS -2 | CHA -3

Saving Throws WIS +0

Dmg Immunities poison

Immunities poisoned

Senses darkvision 60 ft.

Morale 12 No. Enc. 2d4 (4d6)

Challenge ¼ TrType -

Undead Fortitude. If a zombie drops to 0 hit points, it must make a DC 5+(damage taken) CON save, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. +3 to hit. Dmg: 4 (1d6+1).



BEASTS

This section contains statistics for various animals, vermin, and other critters.

APE

Medium beast, neutral

AC 12 HP 19 (3d8+6)

Speed 30 ft., climb 30 ft.

STR +3 | DEX +2 | CON +3 | INT -2 | WIS +1 | CHA -2

Proficiency Areas Athletics +5, Perception +3

Morale 7 No. Enc. 1d6 (2d4)

Challenge ½ TrType -

Actions

Multiattack. two fist attacks.

Fist. +5 to hit. Dmg: 6 (1d6+3).

Rock. Ranged: +5 to hit, 25/50ft. Dmg: 6 (1d6+3).

AWAKENED TREE

Huge plant, neutral

An awakened tree is an ordinary tree given sentience and mobility by the Awaken spell or similar magic.

AC 13 HP 59 (7d12+14) Speed 20 ft.

STR +4 | DEX -2 | CON +2 | INT 0 | WIS 0 | CHA -2

Dmg Vulnerabilities fire

Dmg Resistances bludgeoning, piercing

Morale 9 No. Enc. 0 (1d8)

Challenge 2 TrType -

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. +6 to hit, reach 10ft. Dmg: 14 (3d6+4).

BABOON

Small beast, neutral

AC 12 HP 3 (1d6) Speed 30 ft., climb 30 ft.

STR -1 | DEX +2 | CON 0 | INT -3 | WIS +1 | CHA -2

Morale 8 No. Enc. 2d6 (5d6)

Challenge 0 TrType -

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Actions

Bite. +1 to hit. Dmg: 1 (1d4-1).

BAT

Tiny beast, neutral

AC 12 HP 1 (1d4-1) Speed 5 ft., fly 30 ft.

STR -4 | DEX +2 | CON -1 | INT -4 | WIS +1 | CHA -3

Senses blindsight 60 ft.

Morale 6 No. Enc. 1d100 (1d100)

Challenge 0 TrType -

Echolocation. Can not use blindsight while deafened.

Keen Hearing. Advantage on WIS (Perception) checks that rely on hearing.

Actions

Bite. +0 to hit. Dmg: 1.

BOAR

Medium beast, neutral

AC 11 HP 11 (2d8+2) Speed 40 ft.

STR +1 | DEX 0 | CON +1 | INT -4 | WIS -1 | CHA -3

Morale 9 No. Enc. 1d6 (1d6)

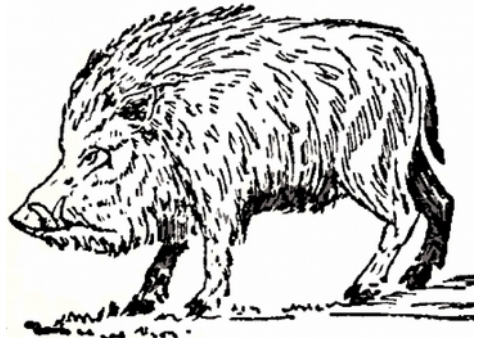
Challenge ¼ TrType -

Charge. Move at least 20 feet straight toward a target and hit it with a tusk attack on the same turn to give an extra 7 (2d6) damage. If the target is a creature, it must make a DC 11 STR saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. +3 to hit. Dmg: 4 (1d6+1).



BEAR

Large beast, neutral

AC 11 HP 34 (4d10+12)

Speed 40 ft., climb 30 ft.

STR +4 | DEX 0 | CON +3 | INT -4 | WIS +1 | CHA -2

Proficiency Areas Perception+3

Morale 8 No. Enc. 1 (1d4)

Challenge 1 TrType U

Keen Smell. Advantage on smell-based WIS checks.

Actions

Multiattack. two attacks: one with its bite and one with its claws.

Bite. +5 to hit. Dmg: 8 (1d8+4).

Claws. +5 to hit. Dmg: 11 (2d6+4).



CAMEL

Large beast, neutral

AC 9 HP 15 (2d10+4) Speed 50 ft.

STR +3 | DEX -1 | CON +2 | INT -4 | WIS 1 | CHA -3

Morale 7 No. Enc. 0 (2d4)

Challenge 1/8 TrType -

Actions

Bite. +5 to hit. Dmg: 2 (1d4).

CAT

Tiny beast, neutral

AC 12 HP 2 (1d4) Speed 40 ft., climb 30 ft.

STR -4 | DEX +2 | CON 0 | INT -4 | WIS +1 | CHA -2

Proficiency Areas Perception+3, Stealth+4

Morale 7 No. Enc. 1d2 (1d6)

Challenge 0 TrType -

Keen Smell. Advantage on smell-based WIS checks.

Actions

Claws. +0 to hit. Dmg: 1.

CONSTRUCTOR SNAKE

Large beast, neutral

AC 12 HP 13 (2d10+2)

Speed 30 ft., swim 30 ft.

STR +2 | DEX +2 | CON +1 | INT -5 | WIS 0 | CHA -4

Senses blindsight 10 ft.

Morale 8 No. Enc. 1d3 (1d3)

Challenge 1/4 TrType U

Actions

Bite. +4 to hit. Dmg: 5 (1d6+2).

Constrict. +4 to hit. Dmg: 6 (1d8+2) and target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

CROCODILE

Large beast, neutral

AC 12 HP 19 (3d10+3)

Speed 20 ft., swim 30 ft.

STR +2 | DEX 0 | CON +1 | INT -4 | WIS 0 | CHA -3

Proficiency Areas Stealth+2

Morale 7 No. Enc. 0 (1d8)

Challenge 1/2 TrType -

Hold Breath. Can hold its breath for 15 minutes.

Actions

Bite. +4 to hit. Dmg: 7 (1d10+2), and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

DINOSAUR, PLESIOSAURUS

Large beast, neutral

AC 13 HP 68 (8d10+24)

Speed 20 ft., swim 40 ft.

STR +4 | DEX +2 | CON +3 | INT -4 | WIS +1 | CHA -3

Proficiency Areas Perception+3, Stealth+4

Morale 9 No. Enc. 0 (1d3)

Challenge 2 TrType -

Hold Breath. Can hold its breath for 1 hour.

Actions

Bite. +6 to hit, reach 10ft. Dmg: 14 (3d6+4).

DINOSAUR, TRICERATOPS

Huge beast, Neutral

AC 13 HP 95 (10d12+30) Speed 50 ft.

STR +6 | DEX -1 | CON +3 | INT -4 | WIS 0 | CHA -3

Morale 8 No. Enc. 0 (1d4)

Challenge 5 TrType -

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. +9 to hit. Dmg: 24 (4d8+6).

Stomp. +9 to hit, one prone creature. Dmg: 22 (3d10+6).

DINOSAUR, TYRANNOSAURUS

Huge beast, Neutral

AC 13 HP 136 (13d12+52) Speed 50 ft.

STR +7 | DEX 0 | CON +4 | INT -4 | WIS -1 | CHA -1

Proficiency Areas Perception+4

Morale 11 No. Enc. 0 (1)

Challenge 8 TrType Vx3

Actions

Multiattack. two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. +10 to hit, reach 10ft. Dmg: 33 (4d12+7). If the target is a Medium or smaller creature, it is grappled escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. +10 to hit, reach 10ft.

Dmg: 20 (3d8+7).



DEER

Medium beast, neutral

AC 13 HP 4 (1d8) Speed 50 ft.

STR 0 | DEX +3 | CON 0 | INT -4 | WIS +2 | CHA -3

Morale 5 No. Enc. 0(3d10)

Challenge 0 TrType -

Actions

Bite. +2 to hit. Dmg: 2 (1d4).

DIRE WOLF

Large beast, neutral

AC 14 HP 37 (5d10+10) Speed 50 ft.

STR +3 | DEX +2 | CON +2 | INT -4 | WIS +1 | CHA -2

Proficiency Areas Perception+3, Stealth+4

Morale 8 No. Enc. 1d4 (2d4)

Challenge 1 TrType -

Keen Hearing and Smell. Advantage on hearing or smell based WIS checks.

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Actions

Bite. +5 to hit. Dmg: 10 (2d6+3). If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DRAFT HORSE

Large beast, neutral

AC 10 HP 19 (3d10+3) Speed 40 ft.

STR +4 | DEX 0 | CON +1 | INT -4 | WIS 0 | CHA -2

Senses passive Perception 10

Morale 6 No. Enc. 0 (domestic)

Challenge ¼ TrType -

Actions

Hooves. +6 to hit. Dmg: 9 (2d4+4).

EAGLE

Small beast, neutral

AC 12 HP 3 (1d6) **Speed** 10 ft., fly 60 ft.

STR -2 | DEX +2 | CON 0 | INT -4 | WIS +2 | CHA -2

Proficiency Areas Perception+4

Morale 8 **No. Enc.** 0 (1d8)

Challenge 0 **TrType** -

Keen Sight. Advantage on WIS (Perception) checks that rely on sight.

Actions

Talons. +4 to hit. *Dmg:* 4 (1d4+2).

ELK

Large beast, neutral

AC 10 HP 13 (2d10+2) **Speed** 50 ft.

STR +3 | DEX 0 | CON +1 | INT -4 | WIS 0 | CHA -2

Morale 5 **No. Enc.** 0 (3d10)

Challenge ¼ **TrType** -

Charge. Move at least 20 feet straight toward a target and hit it with a ram attack on the same turn to give an extra 7 (2d6) damage. It must then make a DC 13 STR saving throw or be knocked prone.

Actions

Ram. +5 to hit. *Dmg:* 6 (1d6+3).

Hooves. +5 to hit, one prone creature. *Dmg:* 8 (2d4+3).

GIANT APE

Huge beast, neutral

AC 12 HP 157 (15d12+60)

Speed 40 ft., climb 40 ft.

STR +6 | DEX +2 | CON +4 | INT -2 | WIS +1 | CHA -2

Proficiency Areas Athletics+9, Perception+4

Morale 7 **No. Enc.** 0 (2d10)

Challenge 7 **TrType** K

Actions

Multiattack. two fist attacks.

Fist. +9 to hit, reach 10ft. *Dmg:* 22 (3d10+6).

Rock. *Ranged:* +9 to hit, 50/100ft. *Dmg:* 30 (7d6+6).

Actions

Multiattack. two attacks: one with its bite and one with its claws.

Bite. +3 to hit. *Dmg:* 4 (1d6+1).

Claws. +3 to hit. *Dmg:* 6 (2d4+1).

GIANT BAT

Large beast, neutral

AC 13 HP 22 (4d10) **Speed** 10 ft., fly 60 ft.

STR +2 | DEX +3 | CON 0 | INT -4 | WIS +1 | CHA -2

Senses blindsight 60 ft.,

Morale 8 **No. Enc.** 1d10 (1d10)

Challenge ¼ **TrType** -

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

Keen Hearing. Advantage on WIS (Perception) checks that rely on hearing.

Actions

Bite. +4 to hit. *Dmg:* 5 (1d6+2).

GIANT BOAR

Large beast, neutral

AC 12 HP 42 (5d10+15) **Speed** 40 ft.

STR +3 | DEX 0 | CON +3 | INT -4 | WIS -2 | CHA -2

Morale 9 **No. Enc.** 1d6 (1d6)

Challenge 2 **TrType** -

Charge. Move at least 20 feet straight toward a target and hit it with a ram attack on the same turn to give an extra 7 (2d6) damage. If the target is a creature, it must make a DC 13 STR saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. +5 to hit. *Dmg:* 10 (2d6+3).

GIANT CENTIPEDE

Small beast, neutral

AC 13 HP 4 (1d6+1) **Speed** 30 ft., climb 30 ft.

STR -3 | DEX +2 | CON +1 | INT -5 | WIS -2 | CHA -4

Senses blindsight 30 ft.

Morale 7 **No. Enc.** 2d4 (1d8)

Challenge ¼ **TrType** -

Actions

Bite. +4 to hit. *Dmg:* 4 (1d4+2), target must succeed on a DC 11 CON save or take 10 (3d6) poison damage. If this reduces the target to 0 hit points, it is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.

GIANT CONSTRICTOR SNAKE

Huge beast, neutral

AC 12 HP 60 (8d12+8)

Speed 30 ft., swim 30 ft.

STR +4 | DEX +2 | CON +1 | INT -5 | WIS 0 | CHA -4

Proficiency Areas Perception+2

Senses blindsight 10 ft.

Morale 8 No. Enc. 1d3 (1d3)

Challenge 2 TrType U

Actions

Bite.

+6 to hit, reach 10ft. Dmg: 11 (2d6+4).

Constrict.

+6 to hit.
Dmg: 13
(2d8+4)

damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.



GIANT CRAB

Medium beast, neutral

AC 15 HP 13 (3d8) Speed 30 ft., swim 30 ft.

STR +1 | DEX +2 | CON 0 | INT -5 | WIS -1 | CHA -4

Proficiency Areas Stealth+4

Senses blindsight 30 ft.

Morale 7 No. Enc. 1d2 (1d6)

Challenge 1/8 TrType -

Amphibious. The crab can breathe air and water.

Actions

Claw. +3 to hit. Dmg: 4 (1d6+1), target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

GIANT CROCODILE

Huge beast, neutral

AC 14 HP 85 (9d12+27)

Speed 30 ft., swim 50 ft.

STR +5 | DEX -1 | CON +3 | INT -4 | WIS 0 | CHA -2

Proficiency Areas Stealth+5

Morale 9 No. Enc. 0 (1d3)

Challenge 5 TrType -

Hold Breath. Can hold its breath for 30 minutes.

Actions

Multiattack. 2 attacks: 1 with bite and 1 with tail.

Bite. +8 to hit. Dmg: 21 (3d10+5), target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. +8 to hit, reach 10ft., one target not grappled by the crocodile. Dmg: 14 (2d8+5). If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

GIANT EAGLE

Large beast, neutral

Giant eagles are noble creatures that speak their own language and understand Common. A mated pair has up to 4 eggs or young in their nest (treat as eagles).

AC 13 HP 26 (4d10+4)

Speed 10 ft., fly 80 ft.

STR +3 | DEX +3 | CON +1 | INT -1 | WIS +2 | CHA 0

Proficiency Areas Perception+4

Morale 9 No. Enc. 0 (1d20)

Challenge 1 TrType U

Keen Sight. Advantage on WIS (Perception) checks that rely on sight.

Actions

Multiattack. two attacks: one with its beak and one with its talons.

Beak. +5 to hit. Dmg: 6 (1d6+3).

Talons. +5 to hit. Dmg: 10 (2d6+3).

GIANT ELK

Huge beast, neutral

The majestic giant elk is rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king.

AC 14 **HP** 42 (5d12+10) **Speed** 60 ft.

STR +4 | **DEX** +3 | **CON** +2 | **INT** -2 | **WIS** +2 | **CHA** 0

Proficiency Areas Perception+4

Morale 7 **No. Enc.** 0 (1d6)

Challenge 2 **TrType** -

Charge. Move at least 20 feet straight toward a target and hit it with a ram attack on the same turn to give an extra 7 (2d6) damage. If the target is a creature, it must make a DC 14 STR saving throw or be knocked prone.

Actions

Ram. +6 to hit, reach 10ft.

Dmg: 11 (2d6+4).

Hooves. +6 to hit, prone only.

Dmg: 22 (4d8+4).



GIANT FIRE BEETLE

Small beast, neutral

A giant fire beetle's glands continue to shed light for 1d6 days after the beetle dies. They are most commonly found underground and in dark forests.

AC 13 **HP** 4 (1d6+1) **Speed** 30 ft.

STR -1 | **DEX** 0 | **CON** +1 | **INT** -5 | **WIS** -2 | **CHA** -4

Senses blindsight 30 ft.

Morale 7 **No. Enc.** 1d8 (2d6)

Challenge 0 **TrType** -

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Bite. +1 to hit. **Dmg:** 2 (1d6-1).

GIANT FROG

Medium beast, neutral

AC 11 **HP** 18 (4d8) **Speed** 30 ft., swim 30 ft.

STR +1 | **DEX** +1 | **CON** 0 | **INT** -4 | **WIS** 0 | **CHA** -4

Proficiency Areas Perception+2, Stealth+3

Senses darkvision 30 ft.

Morale 9 **No. Enc.** 1d6 (1d6)

Challenge ¼ **TrType** -

Amphibious The frog can breathe air and water.

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

Actions

Bite. +3 to hit. **Dmg:** 4 (1d6+1), and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT LIZARD

Large beast, neutral

A giant lizard can be ridden or used as a draft animal. Lizardfolk also keep them as pets, and subterranean giant lizards are used as mounts and pack animals,

AC 12 **HP** 19 (3d10+3) **Speed** 30 ft., climb 30 ft.

STR +2 | **DEX** +1 | **CON** +1 | **INT** -4 | **WIS** 0 | **CHA** -3

Senses darkvision 30 ft.

Morale 7 **No. Enc.** 1d4 (1d8)

Challenge ¼ **TrType** U

Actions

Bite. +4 to hit. **Dmg:** 6 (1d8+2).

GIANT OCTOPUS

Large beast, neutral

AC 11 HP 52 (8d10+8)

Speed 10 ft., swim 60 ft.

STR +3 | DEX +1 | CON +1 | INT -3 | WIS 0 | CHA -3

Proficiency Areas Perception+4, Stealth+5

Senses darkvision 60 ft.

Morale 7 No. Enc. 0 (1d2)

Challenge 1 TrType -

Hold Breath. Can hold breath for 1 hour out of water.

Underwater Camouflage. Advantage on DEX (Stealth) checks while underwater.

Water Breathing. Can only breathe underwater.

Actions

Tentacles. +5 to hit, reach 15 ft. *Dmg:* 10 (2d6+3). If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GIANT OWL

Large beast, neutral

Giant owls often befriend fey and other sylvan creatures and are guardians of their woodland realms.

AC 12 HP 19 (3d10+3) Speed 5 ft., fly 60 ft.

STR +1 | DEX +2 | CON +1 | INT -1 | WIS +1 | CHA 0

Proficiency Areas Perception+5, Stealth+4

Senses darkvision 120 ft.

Morale 8 No. Enc. 0 (1d3)

Challenge ¼ TrType V (no coins)

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

Keen Hearing and Sight. Advantage on hearing and sight-based WIS checks.

Actions

Talons. +3 to hit. *Dmg:* 8 (2d6+1).

GIANT POISONOUS SNAKE

Medium beast, neutral

AC 14 HP 11 (2d8+2)

Speed 30 ft., swim 30 ft.

STR 0 | DEX +4 | CON +1 | INT -4 | WIS 0 | CHA -4

Proficiency Areas Perception+2

Senses blindsight 10 ft.

Morale 8 No. Enc. 1d4 (1d4)

Challenge ¼ TrType U

Actions

Bite. +6 to hit, reach 10ft. *Dmg:* 6 (1d4+4), and the target must make a DC 11 CON save, taking 10 (3d6) poison damage. A successful save halves the damage.

GIANT RAT

Small beast, neutral

AC 12 HP 7 (2d6) Speed 30 ft.

STR -2 | DEX +2 | CON 0 | INT -4 | WIS 0 | CHA -3

Senses darkvision 60 ft.

Morale 8 No. Enc. 3d6 (3d10)

Challenge ⅓ TrType C

Keen Smell. Advantage on smell-based WIS checks.

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Actions

Bite. +4 to hit. *Dmg:* 4 (1d4+2).

Variant: Diseased Giant Rats

Some giant rats carry vile diseases that they spread with their bites. A diseased giant rat has a challenge rating of ⅓ TrType AA and the following action instead of its normal bite attack.

Bite. +4 to hit. *Dmg:* 4 (1d4+2). Target must succeed on a DC 10 CON save or contract a disease. Until cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, it dies.

GIANT SCORPION

Large beast, neutral

AC 15 HP 52 (7d10+14) **Speed** 40 ft.

STR +2 | **DEX** +1 | **CON** +2 | **INT** -5 | **WIS** -1 | **CHA** -4

Senses blindsight 60 ft.

Morale 11 **No. Enc.** 1d6 (1d6)

Challenge 3 **TrType** V

Actions

Multiattack. 3 attacks: 2 with claws and 1 with its sting.

Claw. +4 to hit. *Dmg:* 6 (1d8+2), target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. +4 to hit. *Dmg:* 7 (1d10+2), and the target must make a DC 12 CON save, taking 22 (4d10) poison damage. A successful save halves the damage.

GIANT SEA HORSE

Large beast, neutral

Shy and colorful. Aquatic elves train them as mounts.

AC 13 HP 16 (3d10) **Speed** 0 ft., swim 40 ft.

STR +1 | **DEX** +2 | **CON** 0 | **INT** -4 | **WIS** +1 | **CHA** -3

Morale 7 **No. Enc.** - (1d6)

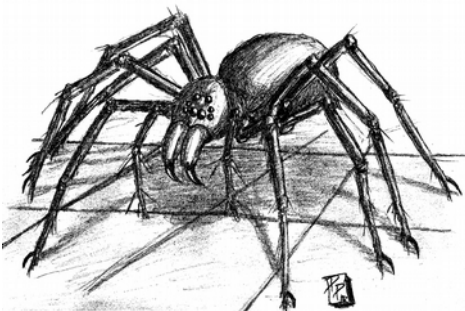
Challenge ½ **TrType** -

Charge. Move at least 20 feet straight toward a target and hit it with a ram attack on the same turn to give an extra 7 (2d6) damage. If the target is a creature, it must make a DC 11 STR saving throw or be knocked prone.

Water Breathing. Can breathe only underwater.

Actions

Ram. +3 to hit. *Dmg:* 4 (1d6+1).



GIANT SHARK

Huge beast, neutral

AC 13 HP 126 (11d12+55)

Speed 0 ft., swim 50 ft.

STR +6 | **DEX** 0 | **CON** +5 | **INT** -5 | **WIS** 0 | **CHA** -3

Proficiency Areas Perception+3

Senses blindsight 60 ft.

Morale 8 **No. Enc.** - (1d3)

Challenge 5 **TrType** -

Blood Frenzy. Advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. Can only breathe underwater.

Actions

Bite. +9 to hit. *Dmg:* 22 (3d10+6).

GIANT SPIDER

Large beast, neutral

AC 14 HP 26 (4d10+4)

Speed 30 ft., climb 30 ft.

STR +2 | **DEX** +3 | **CON** +1 | **INT** -4 | **WIS** 0 | **CHA** -3

Proficiency Areas Stealth+7

Senses blindsight 10 ft., darkvision 60 ft.

Morale 8 **No. Enc.** 1d3 (1d3)

Challenge 1 **TrType** U

Spider Climb. Can climb difficult surfaces, ceilings, without an ability check.

Web Sense. Knows exact location of any creature in contact with the web it is on.

Web Walker. Ignores webbing movement restrictions.

Actions

Bite. +5 to hit. *Dmg:* 7 (1d8+3), target takes 9 (2d8) poison damage, halved on a DC 11 CON save. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged:* +5 to hit, 30/60ft. Target is restrained by webbing. As an action, the restrained target can make a DC 12 STR check to burst the webbing. It can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire; immunity to bludgeoning, poison, and psychic damage).

GIANT TOAD

Large beast, neutral

AC 11 HP 39 (6d10+6)

Speed 20 ft., swim 40 ft.

STR +2 | DEX +1 | CON +1 | INT -4 | WIS 0 | CHA -4

Senses darkvision 30 ft

Morale 6 No. Enc. 1d4 (1d4)

Challenge 1 TrType -

Amphibious can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet.

Actions

Bite. +4 to hit. *Dmg:* 7 (1d10+2)+5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. one bite attack against a Medium or smaller target it is grappling. If it hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, has total cover against attacks and other effects outside the toad, and takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature can escape from the corpse using 5 feet of movement, exiting prone.

GIANT WASP

Medium beast, neutral

AC 12 HP 13 (3d8) Speed 10 ft., fly 50 ft.

STR 0 | DEX +2 | CON 0 | INT -5 | WIS 0 | CHA -4

Morale 9 No. Enc. 1d6 (5d6)

Challenge ½ TrType -

Actions

Sting. +4 to hit. *Dmg:* 5 (1d6+2), target must make a DC 11 CON save, taking 10 (3d6) poison damage. A successful save halves the damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WOLF SPIDER

Medium beast, neutral

Smaller than giant spiders, giant wolf spiders hunt prey across open ground or hides in burrows or crevices

AC 13 HP 11 (2d8+2)

Speed 40 ft., climb 40 ft.

STR +1 | DEX +3 | CON +1 | INT -4 | WIS +1 | CHA -3

Proficiency Areas Perception+3, Stealth+7

Senses blindsight 10 ft., darkvision 60 ft.

Morale 7 No. Enc. 1d4 (2d6)

Challenge ¼ TrType U

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

Web Sense. Knows the exact location of any other creature in contact with the same web as it is on.

Web Walker. Ignores webbing movement restrictions.

Actions

Bite. +3 to hit. *Dmg:* 4 (1d6+1), target must make a DC 11 CON save, taking 7 (2d6) poison damage. A successful save halves the damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GOAT

Medium beast, neutral

AC 10 HP 4 (1d8) Speed 40 ft.

STR +1 | DEX 0 | CON 0 | INT -4 | WIS 0 | CHA -3

Morale 5 No. Enc. 0 (3d10)

Challenge 0 TrType -

Charge. Move at least 20 feet straight toward a target and hit it with a ram attack on the same turn to give an extra 2 (1d4) damage. If the target is a creature, it must make a DC 10 STR saving throw or be knocked prone.

Sure-Footed. Advantage on Strength and DEX saves made against effects that would knock it prone.

Actions

Ram. +3 to hit. *Dmg:* 3 (1d4+1).

HAWK

Tiny beast, neutral

AC 13 HP 1 (1d4+1) **Speed** 10 ft., fly 60 ft.

STR -3 | DEX +3 | CON -1 | INT -4 | WIS +2 | CHA -2

Proficiency Areas Perception+4

Morale 7 **No. Enc.** 0 (1d6)

Challenge 0 **TrType** -

Keen Sight. Advantage on sight-based WIS checks.

Actions

Talons. +5 to hit. *Dmg:* 1.

HUNTER SHARK

Large beast, neutral

Smaller than a giant shark but larger than reef sharks, It usually hunts alone. Multiple hunter sharks might feed in the same area.

AC 12 HP 45 (6d10+12)

Speed 0 ft., swim 40 ft.

STR +4 | DEX +1 | CON +2 | INT -5 | WIS 0 | CHA -3

Proficiency Areas Perception+2

Senses blindsight 30 ft.

Morale 7 **No. Enc.** 0 (1d6)

Challenge 2 **TrType** -

Blood Frenzy. Advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. Can only breathe underwater.

Actions

Bite. +6 to hit. *Dmg:* 13 (2d8+4).

HYENA

Medium beast, neutral

AC 11 HP 5 (1d8+1) **Speed** 50 ft.

STR 0 | DEX +1 | CON +1 | INT -4 | WIS +1 | CHA -3

Proficiency Areas Perception+3

Morale 5 **No. Enc.** - (2d6)

Challenge 0 **TrType** -

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Actions

Bite. +2 to hit. *Dmg:* 3 (1d6).

KILLER WHALE

Huge beast, neutral

AC 12 HP 90 (12d12+12)

Speed 0 ft., swim 60 ft.

STR +4 | DEX 0 | CON +1 | INT -4 | WIS +1 | CHA -2

Proficiency Areas Perception+3

Senses blindsight 120 ft.

Morale 9 **No. Enc.** - (5d8)

Challenge 3 **TrType** -

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

Hold Breath. Can hold its breath for 30 minutes.

Keen Hearing. Advantage on WIS (Perception) checks that rely on hearing.

Actions

Bite. +6 to hit. *Dmg:* 21 (5d6+4).

LION

Large beast, neutral

AC 12 HP 26 (4d10+4) **Speed** 50 ft.

STR +3 | DEX +2 | CON +1 | INT -4 | WIS +1 | CHA -1

Proficiency Areas Perception+3, Stealth+6

Morale 9 **No. Enc.** 1d4 (1d8)

Challenge 1 **TrType** U

Keen Smell. Advantage on smell-based WIS checks.

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

Actions

Bite. +5 to hit. *Dmg:* 7 (1d8+3).

Claw. +5 to hit. *Dmg:* 6 (1d6+3).

LIZARD

Tiny beast, neutral

AC 10 **HP** 2 (1d4) **Speed** 20 ft., climb 20 ft.

STR -4 | **DEX** 0 | **CON** 0 | **INT** -5 | **WIS** -1 | **CHA** -4

Senses darkvision 30 ft.

Morale 5 **No. Enc.** 1d6 (2d6)

Challenge 0 **TrType** -

Actions

Bite. +0 to hit. *Dmg:* 1.



MAMMOTH

Huge beast, neutral

Mammoths are elephantines with thick fur and long tusks. Stockier and fiercer than normal elephants, they inhabit climes from subarctic to subtropical.

AC 13 **HP** 126 (11d12+55) **Speed** 40 ft.

STR +7 | **DEX** -1 | **CON** +5 | **INT** -4 | **WIS** 0 | **CHA** -2

Morale 8 **No. Enc.** 0 (2d8)

Challenge 6 **TrType** tusks (2d4 × 100gp)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone.

If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. +10 to hit, reach 10ft. *Dmg:* 25 (4d8+7).

Stomp. +10 to hit, one prone creature. *Dmg:* 29 (4d10+7).

MASTIFF

Medium beast, neutral

Mastiffs can be trained as guard dogs, hunting dogs, and war dogs. Halflings and other Small humanoids ride them as mounts.

AC 12 **HP** 5 (1d8+1) **Speed** 40 ft.

STR +1 | **DEX** +2 | **CON** +1 | **INT** -4 | **WIS** +1 | **CHA** -2

Proficiency Areas Perception+3

Morale 11 **No. Enc.** 0 (domestic)

Challenge 1/8 **TrType** -

Keen Hearing and Smell. Advantage on hearing or smell based WIS checks.

Actions

Bite. +3 to hit. *Dmg:* 4 (1d6+1). If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

MULE

Medium beast, neutral

AC 10 **HP** 11 (2d8+2) **Speed** 40 ft.

STR +2 | **DEX** 0 | **CON** +1 | **INT** -4 | **WIS** 0 | **CHA** -3

Morale 8 **No. Enc.** 1d8 (3d6)

Challenge 1/8 **TrType** -

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. Advantage on Strength and DEX saves made against effects that would knock it prone.

Actions

Hooves. +2 to hit. *Dmg:* 4 (1d4+2).

OWL

Tiny beast, neutral

AC 11 **HP** 1 (1d4-1) **Speed** 5 ft., fly 60 ft.

STR -4 | **DEX** +1 | **CON** -1 | **INT** -4 | **WIS** +1 | **CHA** -2

Proficiency Areas Perception+3, Stealth+3

Senses darkvision 120 ft.

Morale 6 **No. Enc.** 1 (2)

Challenge 0 **TrType** -

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

Keen Hearing and Sight. Advantage on hearing and sight-based WIS checks.

Actions

Talons. +3 to hit. *Dmg:* 1.

PANTHER

Medium beast, neutral

AC 12 HP 13 (3d8) **Speed** 50 ft., climb 40 ft.

STR +2 | DEX +2 | CON 0 | INT -4 | WIS +2 | CHA -2

Proficiency Areas Perception+4, Stealth+6

Morale 8 **No. Enc.** 1d8 (2d6)

Challenge ¼ **TrType** -

Keen Smell. Advantage on smell-based WIS checks.

Pounce. If the panther moves at least 20 feet straight toward a foe and hits it with a claw attack on that turn, target must succeed on a DC 12 STR save or be knocked prone. If prone, the panther can make a bite attack against it as a bonus action.

Actions

Bite. +4 to hit. *Dmg:* 5 (1d6+2).

Claw. +4 to hit. *Dmg:* 4 (1d4+2).

POISONOUS SNAKE

Tiny beast, neutral

AC 13 HP 2 (1d4) **Speed** 30 ft., swim 30 ft.

STR -4 | DEX +3 | CON 0 | INT -5 | WIS 0 | CHA -4

Senses blindsight 10 ft.

Morale 7 **No. Enc.** 1d8 (1d8)

Challenge ⅛ **TrType** -

Actions

Bite. +5 to hit. *Dmg:* 1 and target must make a DC 10 CON save, taking 5 (2d4) poison damage. A successful save halves the damage.

POLAR BEAR

Large beast, neutral

AC 12 HP 42 (5d10+15)

Speed 40 ft., swim 30 ft.

STR +5 | DEX 0 | CON +3 | INT -4 | WIS +1 | CHA -2

Proficiency Areas Perception+3

Morale 8 **No. Enc.** 1 (1d2)

Challenge 2 **TrType** U

Keen Smell. Advantage on smell-based WIS checks.

Actions

Multiattack. two attacks: one bite and one claws.

Bite. +7 to hit. *Dmg:* 9 (1d8+5).

Claws. +7 to hit. *Dmg:* 12 (2d6+5).

PONY

Medium beast, neutral

AC 10 HP 11 (2d8+2) **Speed** 40 ft.

STR +2 | DEX 0 | CON +1 | INT -4 | WIS 0 | CHA -2

Morale 5 **No. Enc.** 5d10 (2d10)

Challenge ⅓ **TrType** L

Actions

Hooves. +4 to hit. *Dmg:* 7 (2d4+2).

RAT

Tiny beast, neutral

AC 10 HP 1 (1d4-1) **Speed** 20 ft.

STR -4 | DEX 0 | CON -1 | INT -4 | WIS 0 | CHA -3

Senses darkvision 30 ft.

Morale 5 **No. Enc.** 5d10 (2d10)

Challenge 0 **TrType** L

Keen Smell. Advantage on smell-based WIS checks.

Actions

Bite. +0 to hit. *Dmg:* 1.

RAVEN

Tiny beast, neutral

AC 12 HP 1 (1d4-1) **Speed** 10 ft., fly 50 ft.

STR -4 | DEX +2 | CON -1 | INT -4 | WIS +1 | CHA -2

Proficiency Areas Perception+3

Morale 5 **No. Enc.** 0 (3d10)

Challenge 0 **TrType** -

Mimicry. The raven can mimic simple sounds it has heard. A creature that hears the sounds can tell they are imitations with a successful DC 10 WIS (Insight) check.

Actions

Beak. +4 to hit. *Dmg:* 1.

RIDING HORSE

Large beast, neutral

AC 10 HP 13 (2d10+2) **Speed** 60 ft.

STR +3 | DEX 0 | CON +1 | INT -4 | WIS 0 | CHA -2

Morale 7 **No. Enc.** 0 (10d10)

Challenge ¼ **TrType** -

Actions

Hooves. +5 to hit. *Dmg:* 8 (2d4+3).

ROC

Gargantuan beast, neutral
Gigantic eagle ruling the skies

AC 15 HP 248 (16d20+80) **Speed** 20 ft., fly 120 ft.

STR +9 | DEX 0 | CON +5 | INT -4 | WIS 0 | CHA -1

Saving Throws

DEX +4, CON +9, WIS +4, CHA +3

Proficiency Areas Perception +4

Morale 10 **No. Enc.** 0 (1)

Challenge 11 **TrType** 1

Keen Sight. Advantage on WIS (Perception) checks that rely on sight.

Actions

Multiattack. 2 attacks: beak and talons.

Beak. +13 to hit, reach 10ft. *Dmg:* 27 (4d8+9).

Talons. +13 to hit. *Dmg:* 23 (4d6+9) Target is grappled (escape DC 19). Until this grapple ends, target is restrained, and the roc can't use its talons on another target.

SABER-TOOTHED TIGER

Large beast, neutral

AC 12 HP 52 (7d10+14) **Speed** 40 ft.

STR +4 | DEX +2 | CON +2 | INT -4 | WIS +1 | CHA -1

Proficiency Areas Perception +3, Stealth +6

Morale 10 **No. Enc.** 1d4 (1d4)

Challenge 2 **TrType** V

Keen Smell. Advantage on smell-based WIS checks.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Bite. +6 to hit. *Dmg:* 10 (1d10+5).

Claw. +6 to hit. *Dmg:* 12 (2d6+5).

SCORPION

Tiny beast, neutral

AC 11 HP 1 (1d4-1) **Speed** 10 ft.

STR -4 | DEX 0 | CON -1 | INT -5 | WIS -1 | CHA -4

Senses blindsight 10 ft.

Morale 10 **No. Enc.** 1d6 (1d6)

Challenge 0 **TrType** -

Actions

Sting. +2 to hit. *Dmg:* 1 and target must make a DC 9 CON save, taking 4 (1d8) poison damage. A successful save halves the damage.

SWARM OF BATS

Medium swarm of Tiny beasts, neutral

AC 12 HP 22 (5d8) **Speed** 0 ft., fly 30 ft.

STR +3 | DEX +2 | CON 0 | INT -4 | WIS +1 | CHA -3

Dmg Resistances physical

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

Senses blindsight 60 ft.

Morale 10 **No. Enc.** 1d6 (1d6)

Challenge ¼ **TrType** Å

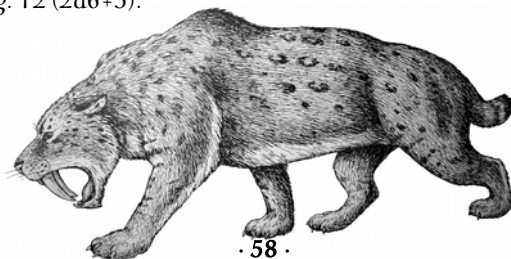
Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. Advantage on WIS (Perception) checks that rely on hearing.

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

Actions

Bites. +4 to hit, reach 0 ft., one creature in the swarm's space. *Dmg:* 5 (2d4), or 2 (1d4) if the swarm has half of its hit points or fewer.



SWARM, INSECTS

Medium swarm of Tiny beasts, neutral

AC 12 **HP** 22 (5d8) **Speed** 20 ft., climb 20 ft.

STR -4 | **DEX** +1 | **CON** 0 | **INT** -5 | **WIS** -2 | **CHA** -5

Dmg Resistances physical

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

Senses blindsight 10 ft.

Morale 11 **No. Enc.** 1 swarm (1-3 swarms)

Challenge ½ **TrType** Å

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

Actions

Bites. +3 to hit, reach 0 ft., one target in the swarm's space. *Dmg:* 10 (4d4), or 5 (2d4) if the swarm has half of its hit points or fewer.

SWARM, INSECTS (VARIANT)

Different insects can gather in swarms, and each swarm has the special characteristics described below.

Swarm of Beetles

A swarm of beetles gains a burrowing speed of 5 feet.

Swarm of Centipedes

A creature reduced to 0 hit points by centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Swarm of Spiders

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings.

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

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

Swarm of Wasps

A swarm of wasps has a walking speed of 5 feet, a flying speed of 30 feet, and no climbing speed.

SWARM, POISONOUS SNAKES

Medium swarm of Tiny beasts, neutral

AC 14 **HP** 36 (8d8) **Speed** 30 ft., swim 30 ft.

STR -1 | **DEX** +4 | **CON** 0 | **INT** -5 | **WIS** 0 | **CHA** -4

Dmg Resistances physical

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

Senses blindsight 10 ft.

Morale 7 **No. Enc.** 1 swarm (1d2 swarms)

Challenge 2 **TrType** -

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

Actions

Bites. +6 to hit, reach 0 ft., one creature in the swarm's space. *Dmg:* 7 (2d6), or 3 (1d6) if the swarm has half of its hit points or fewer. The target must make a DC 10 CON save, taking 14 (4d6) poison damage. A successful save halves the damage.

SWARM, RATS

Medium swarm of Tiny beasts, neutral

AC 10 **HP** 24 (7d8-7) **Speed** 30 ft.

STR -1 | **DEX** 0 | **CON** -1 | **INT** -4 | **WIS** 0 | **CHA** -4

Dmg Resistances physical

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

Senses darkvision 30 ft.

Morale 6 **No. Enc.** 1 swarm (1-3 swarms)

Challenge ¼ **TrType** -

Keen Smell. Advantage on smell-based WIS checks.

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

Actions

Bites. +2 to hit, reach 0 ft., one target in the swarm's space. *Dmg:* 7 (2d6), or 3 (1d6) if the swarm has half of its hit points or fewer.

SWARM, RAVENS

Medium swarm of Tiny beasts, neutral

AC 12 **HP** 24 (7d8-7) **Speed** 10 ft., fly 50 ft.

STR -2 | **DEX** +2 | **CON** -1 | **INT** -4 | **WIS** +1 | **CHA** -2

Proficiency Areas Perception+5

Dmg Resistances physical

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

Morale 5 **No. Enc.** 1 swarm (1-3 swarms)

Challenge ¼ **TrType** -

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

Actions

Beaks. +4 to hit, one target in the swarm's space. *Dmg:* 7 (2d6), or 3 (1d6) if the swarm has half of its hit points or fewer.

TIGER

Large beast, neutral

AC 12 **HP** 37 (5d10+10) **Speed** 40 ft.

STR +3 | **DEX** +2 | **CON** +2 | **INT** -4 | **WIS** +1 | **CHA** -1

Proficiency Areas Perception+3, Stealth+6

Senses darkvision 60 ft.

Morale 9 **No. Enc.** 1 (1d3)

Challenge 1 **TrType** U

Keen Smell. Advantage on smell-based WIS checks.

Pounce. If moving at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, target must make a DC 13 STR save or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Bite. +5 to hit. *Dmg:* 8 (1d10+3).

Claw. +5 to hit. *Dmg:* 7 (1d8+3).

WARHORSE

Large beast, neutral

AC 11 **HP** 19 (3d10+3) **Speed** 60 ft.

STR +4 | **DEX** +1 | **CON** +1 | **INT** -4 | **WIS** +1 | **CHA** -2

Morale 9 **No. Enc.** 0 (domestic)

Challenge ½ **TrType** -

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. +6 to hit. *Dmg:* 11 (2d6+4).

WOLF

Medium beast, neutral

AC 13 **HP** 11 (2d8+2) **Speed** 40 ft.

STR +1 | **DEX** +2 | **CON** +1 | **INT** -4 | **WIS** +1 | **CHA** -2

Proficiency Areas Perception+3, Stealth+4

Morale 8 **No. Enc.** 2d6 (3d6)

Challenge ¼ **TrType** -

Keen Hearing and Smell. Advantage on hearing or smell based WIS checks.

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Actions

Bite. +4 to hit. *Dmg:* 7 (2d4+2). A creature must succeed on a DC 11 Strength saving throw or be knocked prone.



MEN

This section contains statistics for various humanoid NPCs that adventurers might encounter, including lowly commoners and mighty archmages. These stat blocks can be used to represent both human and nonhuman NPCs.

ASSASSIN

Medium humanoid,
any non-lawful alignment

AC 15 (studded leather) HP 78 (12d8+24)

Speed 30 ft.

STR 11 (+0) | DEX 16 (+3) | CON 14 (+2)

INT 13 (+1) | WIS 11 (+0) | CHA 10 (+0)

Saving Throws DEX +6, INT +4

Proficiency Areas Acrobatics+6,
Deception+3, Perception+3, Stealth+9

Dmg Resistances poison

Morale 9 No. Enc. 1 (1)

Challenge 8 TrType F

Assassinate. During its first turn, Advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. two shortsword attacks.

Shortsword. +6 to hit. Dmg: 6 (1d6+3), and the target must make a DC 15 CON save, taking 24 (7d6) poison damage. A successful save halves the damage.

Light Crossbow. Ranged: +6 to hit, 80/320ft. Dmg: 7 (1d8+3), and the target must make a DC 15 CON save, taking 24 (7d6) poison damage. A successful save halves the damage.

BANDIT / PIRATE

Medium humanoid,
any non-lawful alignment

Bandits roam in gangs, often led by thugs, veterans & magic-users. Pirates are the bandits of the high seas.

AC 12 (leather armor) HP 11 (2d8+2)

Speed 30 ft.

STR 11 (+0) | DEX 11 (+1) | CON 12 (+1)

INT 10 (+0) | WIS 10 (+0) | CHA 10 (+0)

Morale 8 No. Enc. 1 d8 (3d30)

Challenge 1/8 TrType U(A)

Actions

Scimitar. +3 to hit. Dmg: 4 (1d6+1).

Light Crossbow. Ranged: +3 to hit, 80 ft./320ft.

Dmg: 5 (1d8+1).

BANDIT CAPTAIN

Medium humanoid,
any non-lawful alignment

AC 15 (studded leather) HP 65 (10d8+20)

Speed 30 ft.

STR 15 (+2) | DEX 16 (+3) | CON 14 (+2)

INT 14 (+2) | WIS 11 (+0) | CHA 14 (+2)

Saving Throws STR +4, DEX +5, WIS +2

Proficiency Areas Athletics+4, Deception+4

Morale 9 No. Enc. 1 (1) (always with other bandits) Challenge 2 TrType U(A)

Actions

Multiattack. three melee attacks: two with its scimitar and one with its dagger. Or two ranged attacks with its daggers.

Scimitar. +5 to hit. Dmg: 6 (1d6+3).

Dagger. Melee or Ranged: +5 to hit, reach 5 ft. or range 20/60ft. Dmg: 5 (1d4+3).

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BERSERKER

Medium humanoid,
any non-lawful alignment

Savage berserkers come together in war parties and seek conflict wherever they can find it.

AC 13 (hide armor) HP 67 (9d8+27)

Speed 30 ft.

STR 16 (+3) | DEX 12 (+1) | CON 17 (+3)

INT 9 (-1) | WIS 11 (+0) | CHA 9 (-1)

Morale - No. Enc. 1d6 (3d10)

Challenge 2 TrType B(P)

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

Actions

Greataxe. +5 to hit. Dmg: 9 (1d12+3).



COMMONER

Medium humanoid, any alignment

AC 10 HP 4 (1d8) Speed 30 ft.

STR 10 (+0) | DEX 10 (+0) | CON 10 (+0)

INT 10 (+0) | WIS 10 (+0) | CHA 10 (+0)

Morale 6 No. Enc. 1d4 (1d20)

Challenge 0 TrType U

Actions

Club. +2 to hit. Dmg: 2 (1d4).

CULT FANATIC

Medium humanoid, any non-good alignment

Fanatics are often part of a cult's leadership, using charisma & dogma to influence and prey on the weak,

AC 13 (leather armor) HP 33 (6d8+6)

Speed 30 ft.

STR 11 (+0) | DEX 14 (+2) | CON 12 (+1)

INT 10 (+0) | WIS 13 (+1) | CHA 14 (+2)

Proficiency Areas Deception+4,
Persuasion+4, Religion +2

Morale 7 No. Enc. 1d8 (1d20)

Challenge 2 TrType U

Dark Devotion. Advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. It uses WIS (spell save DC 11, +3 to hit with spell attacks).

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds,*

shield of faith

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. two melee attacks.

Dagger. *Melee or Ranged:* +4 to hit, reach 5 ft. or range 20/60ft. Dmg: 4 (1d4+2).

CULTIST

Medium humanoid,
any non-lawful alignment

Cultists swear allegiance to dark powers such as elemental princes, demon lords, or archdevils.

AC 12 (leather armor) HP 9 (2d8)

Speed 30 ft.

STR 11 (+0) | DEX 12 (+1) | CON 10 (+0)

INT 10 (+0) | WIS 11 (+0) | CHA 10 (+0)

Proficiency Areas Deception+2, Religion +2

Morale 7 No. Enc. 1d8 (1d20)

Challenge 2 TrType U

Dark Devotion. Advantage on saving throws against being charmed or frightened.

Actions

Scimitar. +3 to hit. Dmg: 4 (1d6+1).

DRUID

Medium humanoid, any alignment

AC 11 (16 with *barkskin*) HP 27 (5d8+5)

Speed 30 ft.

STR 10 (+0) | DEX 12 (+1) | CON 13 (+1)

INT 12 (+1) | WIS 15 (+2) | CHA 11 (+0)

Proficiency Areas Medicine +4, Nature+3, Perception+4

Morale 7 **No. Enc.** 1 (1)

Challenge 2 **TrType** U

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

Cantrips (at will): *guidance*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. +2 to hit(+4 to hit with *shillelagh*), *Dmg:* 3 (1d6) or 6 (1d8+2) with *shillelagh*.

GUARD

Medium humanoid, any alignment

AC 16 (chain shirt, shield) HP 11 (2d8+2)

Speed 30 ft.

STR 13 (+1) | DEX 12 (+1) | CON 12 (+1)

INT 10 (+0) | WIS 11 (+0) | CHA 10 (+0)

Proficiency Areas Perception+2

Morale 7 **No. Enc.** 2d6 (2d6)

Challenge 3/8 **TrType** U

Actions

Spear. *Melee or Ranged:* +3 to hit, reach 5 ft. or range 20/60ft. *Dmg:* 4 (1d6+1), or 5 (1d8+1) if used with two hands to make a melee attack.

KNIGHT

Medium humanoid, any alignment

AC 18 (plate) HP 52 (8d8+16) Speed 30 ft.

STR 16 (+3) | DEX 11 (+0) | CON 14 (+2)

INT 11 (+0) | WIS 11 (+0) | CHA 15 (+2)

Saving Throws CON +4, WIS +2

Morale 10 **No. Enc.** 1d6 (1d6)

Challenge 3 **TrType** Vx3

Brave. Advantage on saves against being frightened.

Actions

Multiattack. two melee attacks.

Greatsword. +5 to hit. *Dmg:* 10 (2d6+3).

Heavy Crossbow. *Ranged:* +2 to hit, 100/400ft. *Dmg:* 5 (1d10).

Leadership (Recharge: Short/Long Rest). For 1 minute, the knight can shout instructions to an ally it can see within 30 feet when it makes an attack roll or a save. The ally adds 1d4 to its roll, if it hears and understands the knight. A ally only benefits from one Leadership die at a time. The effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.



MAGE

Medium humanoid, any alignment

AC 12 (15 with *mage armor*) HP 40 (9d8)

Speed 30 ft.

STR 9 (-1) | DEX 14 (+2) | CON 11 (+0)

INT 17 (+3) | WIS 12 (+1) | CHA 11 (+0)

Saving Throws INT +6, WIS +4

Proficiency Areas Arcana+6, History+6

Morale 7 No. Enc. 1 (1)

Challenge 6 TrType V

Spellcasting. The mage is a 9th-level spellcaster. It uses INT (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

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

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

magic missile, *shield*

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

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged:* +5 to hit, (range 20/60ft) *Dmg:* 4 (1d4+2).

NOBLE

Medium humanoid, any alignment

AC 15 (breastplate) HP 9 (2d8) Speed 30 ft.

STR 11 (+0) | DEX 12 (+1) | CON 11 (+0)

INT 12 (+1) | WIS 14 (+2) | CHA 16 (+3)

Proficiency Areas

Deception+5, Insight+4, Persuasion+5

Morale 8 No. Enc. 2d6 (2d6)

Challenge 1/8 TrType Vx3

Actions

Rapier. +3 to hit. *Dmg:* 5 (1d8+1).

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.



PRIEST

Medium humanoid, any alignment

AC 13 (chain shirt) HP 27 (5d8+5)

Speed 25 ft.

STR 10 (+0) | DEX 10 (+0) | CON 12 (+1)

INT 13 (+1) | WIS 16 (+3) | CHA 13 (+1)

Proficiency Areas Medicine +7,

Persuasion+3,

Religion +4

Morale 7 No. Enc. 1 (1)

Challenge 2 TrType U

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

Actions

Mace. +2 to hit. *Dmg:* 3 (1d6).

SCOUT

Medium humanoid, any alignment

Scouts are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, guides, or military reconnaissance.

AC 13 (leather armor) **HP** 16 (3d8+3)

Speed 30 ft.

STR 11 (+0) | **DEX** 14 (+2) | **CON** 12 (+1)

INT 11 (+0) | **WIS** 13 (+1) | **CHA** 11 (+0)

Proficiency Areas Nature+4, Perception+5, Stealth+6, Survival +5

Morale 7 **No. Enc.** - (1d6)

Challenge ½ **TrType** U

Keen Hearing and Sight. Advantage on WIS (Perception) checks that rely on hearing or sight.

Actions

Multiattack. two melee attacks or two ranged attacks.

Shortsword. +4 to hit. *Dmg:* 5 (1d6+2).

Longbow. *Ranged:* +4 to hit, ranged 150/600ft. *Dmg:* 6 (1d8+2).

THUG

Medium humanoid,
any non-lawful alignment

Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

AC 11 (leather armor) **HP** 32 (5d8+10)

Speed 30 ft.

STR 15 (+2) | **DEX** 11 (+0) | **CON** 14 (+2)

INT 10 (+0) | **WIS** 10 (+0) | **CHA** 11 (+0)

Proficiency Areas Intimidation +2

Morale 7 **No. Enc.** 1d6 (2d12)

Challenge ½ **TrType** (U+V) F

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Actions

Multiattack. two melee attacks.

Mace. +4 to hit. *Dmg:* 5 (1d6+2).

Heavy Crossbow. *Ranged:* +2 to hit, 100/400ft. *Dmg:* 5 (1d10).

TRIBAL WARRIOR

Medium humanoid, any alignment

Tribal warriors live beyond civilization, most often subsisting on fishing and hunting. Each tribe acts in accordance with the wishes of its chief, who is the greatest or oldest warrior of the tribe or a tribe member blessed by the gods.

AC 12 (hide armor) **HP** 11 (2d8+2)

Speed 30 ft.

STR 13 (+1) | **DEX** 11 (+0) | **CON** 12 (+1)

INT 8 (-1) | **WIS** 11 (+0) | **CHA** 8 (-1)

Morale 0 **No. Enc.** 0 (1d4x10)

Challenge ⅓ **TrType** A

Pack Tactics. Advantage on attack rolls if at least one non-incapacitated ally is within 5 feet of the prey.

Actions

Spear. *Melee or Ranged:* +3 to hit, reach 5 ft. or range 20/60ft. *Dmg:* 4 (1d6+1), or 5 (1d8+1) if used with two hands to make a melee attack.

VETERAN

Medium humanoid, any alignment

Veterans are professional fighters, including retired soldiers and warriors who only served themselves.

AC 17 (splint) **HP** 58 (9d8+18) **Speed** 30 ft.

STR 16 (+3) | **DEX** 13 (+1) | **CON** 14 (+2)

INT 10 (+0) | **WIS** 11 (+0) | **CHA** 10 (+0)

Proficiency Areas Athletics+5, Perception+2

Morale 9 **No. Enc.** 2d4 (2d6)

Challenge 3 **TrType** V

Actions

Multiattack. two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. +5 to hit. *Dmg:* 7 (1d8+3) or 8 (1d10+3) if used with two hands.

Shortsword. +5 to hit. *Dmg:* 6 (1d6+3).

Heavy Crossbow. *Ranged:* +3 to hit, 100/400ft. *Dmg:* 6 (1d10+1).

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