



**THE DECK OF MANY
MONSTERS 2**



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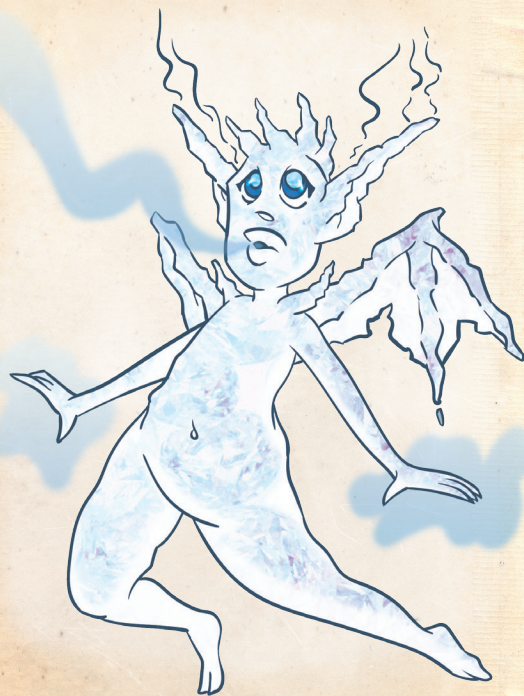


MEPHIT, STEAM CR **1/4**

SMALL ELEMENTAL, NEUTRAL EVIL

ART: ANDREA BRUCE & RICARDO EVANGELHO ✱

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MEPHIT, ICE CR **1/2**

SMALL ELEMENTAL, NEUTRAL EVIL

ART: ANDREA BRUCE & RICARDO EVANGELHO ✱

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MEPHIT, MAGMA CR **1/2**

SMALL ELEMENTAL, NEUTRAL EVIL

ART: ANDREA BRUCE & RICARDO EVANGELHO ✱

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MEPHIT, DUST CR **1/2**

SMALL ELEMENTAL, NEUTRAL EVIL

ART: ANDREA BRUCE & RICARDO EVANGELHO ✱

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STR 7 (-2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 9 (-1) **WIS** 11 (+0) **CHA** 12 (+1)

MEPHIT, ICE 100XP

SKILLS

Perception +2, Stealth +3

SENSES

Darkvision 60 ft.,
Passive Perception 12

LANGUAGES

Aquan, Auran

DAMAGE VULNERABILITIES

Bludgeoning, Fire

CONDITION IMMUNITIES

Poisoned

DAMAGE IMMUNITIES

Cold, Poison

SPECIAL TRAITS

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 11 **HIT POINTS** 21 (6D6) **SPEED** 30 FT., FLY 30 FT.

STR 5 (-3) **DEX** 11 (+0) **CON** 10 (+0) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 12 (+1)

MEPHIT, STEAM 50XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Aquan, Ignan

CONDITION IMMUNITIES

Poisoned

DAMAGE IMMUNITIES

Fire, Poison

SPECIAL TRAITS

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 10 **HIT POINTS** 21 (6D6) **SPEED** 30 FT., FLY 30 FT.

STR 5 (-3) **DEX** 14 (+2) **CON** 10 (+0) **INT** 9 (-1) **WIS** 11 (+0) **CHA** 10 (+0)

MEPHIT, DUST 100XP

SKILLS

Perception +2, Stealth +4

SENSES

Darkvision 60 ft.,
Passive Perception 12

LANGUAGES

Auran, Terran

DAMAGE VULNERABILITIES

Fire

CONDITION IMMUNITIES

Poisoned

DAMAGE IMMUNITIES

Poison

SPECIAL TRAITS

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

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

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARMOR CLASS 12 **HIT POINTS** 17 (5D6) **SPEED** 30 FT., FLY 30 FT.

STR 8 (-1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 10 (+0)

MEPHIT, MAGMA 100XP

SKILLS

Stealth +3

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Ignan, Terran

DAMAGE VULNERABILITIES

Cold

CONDITION IMMUNITIES

Poisoned

DAMAGE IMMUNITIES

Fire, Poison

SPECIAL TRAITS

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS 11 **HIT POINTS** 22 (5D6 +5) **SPEED** 30 FT., FLY 30 FT.



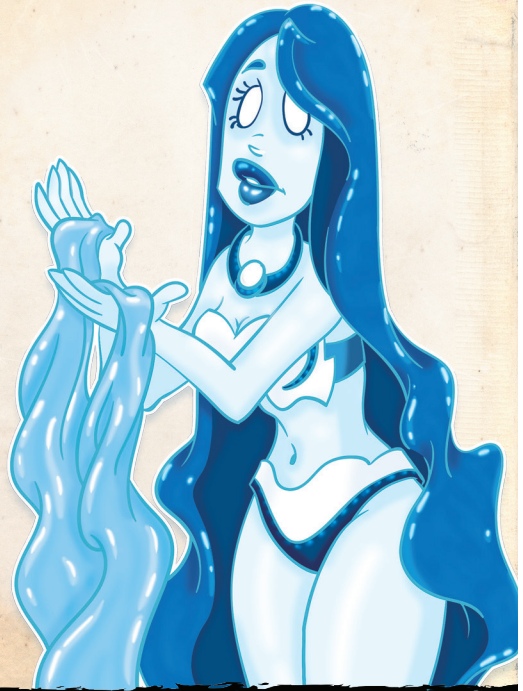
ELEMENTAL, AIR

CR 5

LARGE ELEMENTAL, NEUTRAL

ART: ANDREA BRUCE & RICARDO EVANGELHO ✱

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ELEMENTAL, WATER

CR 5

LARGE ELEMENTAL, NEUTRAL

ART: ANDREA BRUCE & RICARDO EVANGELHO ✱

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ELEMENTAL, FIRE

CR 5

LARGE ELEMENTAL, NEUTRAL

ART: ANDREA BRUCE & RICARDO EVANGELHO ✱

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ELEMENTAL, EARTH

CR 5

LARGE ELEMENTAL, NEUTRAL

ART: ANDREA BRUCE & RICARDO EVANGELHO ✱

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STR 18 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 5 (-3) **WIS** 10 (+0) **CHA** 8 (-1)

ELEMENTAL, WATER 1,800XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Aquan

DAMAGE IMMUNITIES

Poison

DAMAGE RESISTANCES

Acid; Bludgeoning, Piercing, and Slashing from nonmagical attacks

CONDITION IMMUNITIES

Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

SPECIAL TRAITS

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. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

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

ARMOR CLASS

14 NATURAL ARMOR

HIT POINTS

114 (12D10 + 48)

SPEED

30 FT., SWIM 90 FT.

STR 20 (+5) **DEX** 8 (-1) **CON** 20 (+5) **INT** 5 (-3) **WIS** 10 (+0) **CHA** 5 (-3)

ELEMENTAL, EARTH 1,800XP

SENSES

Darkvision 60 ft.,
Tremorsense 60 ft.,
Passive Perception 10

LANGUAGES

Terran

DAMAGE IMMUNITIES

Poison

DAMAGE RESISTANCES

Bludgeoning, Piercing, and Slashing from nonmagical attacks

CONDITION IMMUNITIES

Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

DAMAGE VULNERABILITIES

Thunder

SPECIAL TRAITS

Earth Glide.

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

Siege Monster.

The elemental deals double damage to objects and structures.

ACTIONS

Multiattack.

The elemental makes two slam attacks.

Slam.

Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

126 (12D10 + 60)

SPEED

30 FT., BURROW 30 FT.

STR 14 (+2) **DEX** 20 (+5) **CON** 14 (+2) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 6 (-2)

ELEMENTAL, AIR 1,800XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Auran

DAMAGE IMMUNITIES

Poison

DAMAGE RESISTANCES

Lightning, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks

CONDITION IMMUNITIES

Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

SPECIAL TRAITS

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. The elemental makes two slam attacks.

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

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ARMOR CLASS

15

HIT POINTS

90 (12D10 + 24)

SPEED

0 FT., FLY 90 FT. (HOVER)

STR 10 (+0) **DEX** 17 (+3) **CON** 16 (+3) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 7 (-2)

ELEMENTAL, FIRE 1,800XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Ignan

DAMAGE IMMUNITIES

Fire, Poison

DAMAGE RESISTANCES

Bludgeoning, Piercing, and Slashing from nonmagical attacks

CONDITION IMMUNITIES

Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

SPECIAL TRAITS

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 that elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

ARMOR CLASS

13

HIT POINTS

102 (12D10 + 36)

SPEED

50 FT.



ETTERCAP

CR 2

MEDIUM MONSTROSITY, NEUTRAL EVIL

ART: JORDAN RICHER



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MINOTAUR SKELETON

CR 2

LARGE UNDEAD, LAWFUL EVIL

ART: JORDAN RICHER



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MUMMY

CR 3

MEDIUM UNDEAD, LAWFUL EVIL

ART: JORDAN RICHER



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GHAST

CR 2

MEDIUM UNDEAD, CHAOTIC EVIL

ART: JORDAN RICHER



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STR 18 (+4) **DEX** 11 (+0) **CON** 15 (+2) **INT** 6 (-2) **WIS** 8 (-1) **CHA** 5 (-3)

MINOTAUR SKELETON 450XP

SENSES
Darkvision 60 ft.,
Passive Perception 9

LANGUAGES
Understands Abyssal but
can't speak

DAMAGE VULNERABILITIES
Bludgeoning
CONDITION IMMUNITIES
Exhaustion, Poisoned
DAMAGE IMMUNITIES
Poison

SPECIAL TRAITS

Charge.

If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe.

Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 17 (2d12 + 4) slashing damage.

Gore.

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

ARMOR CLASS 12 NATURAL ARMOR **HIT POINTS** 67 (9D10 + 18) **SPEED** 40 FT.

STR 16 (+3) **DEX** 17 (+3) **CON** 10 (+0) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 8 (-1)

GHAST 450XP

SENSES
Darkvision 60 ft.,
Passive Perception 10

LANGUAGES
Common

DAMAGE RESISTANCES
Necrotic
CONDITION IMMUNITIES
Charmed, Exhaustion,
Poisoned
DAMAGE IMMUNITIES
Poison

SPECIAL TRAITS

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature.
Hit: 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARMOR CLASS 13 **HIT POINTS** 36 (8D8) **SPEED** 30 FT.

STR 14 (+2) **DEX** 15 (+2) **CON** 13 (+1) **INT** 7 (-2) **WIS** 12 (+1) **CHA** 8 (-1)

ETTERCAP 450XP

SENSES
Darkvision 60 ft.,
Passive Perception 13

SKILLS
Perception +3, Stealth +4,
Survival +3

SPECIAL TRAITS

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

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

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

ACTIONS

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 44 (8D8 + 8) **SPEED** 30 FT., CLIMB 30 FT.

STR 16 (+3) **DEX** 8 (-1) **CON** 15 (+2) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 12 (+1)

MUMMY 700XP

SENSES
Darkvision 60 ft.,
Passive Perception 10

LANGUAGES
The languages it
knew in life

DAMAGE RESISTANCES
Bludgeoning, Piercing,
and Slashing from
nonmagical attacks

SAVING THROWS
Wis +2

DAMAGE VULNERABILITIES
Fire

CONDITION IMMUNITIES
Charmed, Exhaustion,
Frightened, Paralyzed,
Poisoned

DAMAGE IMMUNITIES
Necrotic, Poison

ACTIONS

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

Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw 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 Wisdom saving throw 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.

ARMOR CLASS 11 NATURAL ARMOR **HIT POINTS** 58 (9D8 + 18) **SPEED** 20 FT.



GHOUL

CR 1

MEDIUM UNDEAD, CHAOTIC EVIL

ART: JORDAN RICHER



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OGRE ZOMBIE

CR 2

LARGE UNDEAD, NEUTRAL EVIL

ART: JORDAN RICHER



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SHADOW

CR 1/2

MEDIUM UNDEAD, CHAOTIC EVIL

ART: JORDAN RICHER



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SPECTER

CR 1

MEDIUM UNDEAD, CHAOTIC EVIL

ART: JORDAN RICHER



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STR 19 (+4) **DEX** 6 (-2) **CON** 18 (+4) **INT** 3 (-4) **WIS** 6 (-2) **CHA** 5 (-3)

OGRE ZOMBIE 450XP

SENSES

Darkvision 60 ft.,
Passive Perception 8

LANGUAGES

Understands Common
and Giant but can't speak

SAVING THROWS

Wis +0

CONDITION IMMUNITIES

Poisoned

DAMAGE IMMUNITIES

Poison

SPECIAL TRAITS

Undead Fortitude.

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

ACTIONS

Morningstar.

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

unintelligible aggressive moaning

ARMOR CLASS 8 **HIT POINTS** 85 (9D10 +36) **SPEED** 30 FT.

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

SPECTER 200XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Understands all languages it
knew in life but can't speak

DAMAGE IMMUNITIES

Necrotic, Poison

DAMAGE RESISTANCES

Acid, Cold, Fire, Lightning,
Thunder; Bludgeoning,
Piercing, and Slashing
from nonmagical attacks

CONDITION IMMUNITIES

Charmed, Exhaustion,
Grappled, Paralyzed,
Petrified, Poisoned, Prone,
Restrained, Unconscious

SPECIAL TRAITS

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

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

ACTIONS

Life Drain. Melee Spell Attack: +4 to hit, reach 5 ft., one creature.
Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ARMOR CLASS 12 **HIT POINTS** 22 (5D8) **SPEED** 0 FT., FLY 50 FT. (HOVER)

STR 13 (+1) **DEX** 15 (+2) **CON** 10 (+0) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 6 (-2)

GHOUL 200XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

LANGUAGES

Common

CONDITION IMMUNITIES

Charmed, Exhaustion,
Poisoned

DAMAGE IMMUNITIES

Poison

ACTIONS

Bite.

Melee Weapon Attack: +2 to hit, reach 5 ft., one creature.
Hit: 9 (2d6 + 2) piercing damage.

Claws.

Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*"Ghouuuuuul, no you didn't"
"Ghoul I like, so totally did."*

ARMOR CLASS 12 **HIT POINTS** 22 (5D8) **SPEED** 30 FT.

STR 6 (-2) **DEX** 14 (+2) **CON** 13 (+1) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 8 (-1)

SHADOW 100XP

SENSES

Darkvision 60 ft.,
Passive Perception 10

DAMAGE VULNERABILITIES

Radiant

DAMAGE RESISTANCES

Acid, Cold, Fire, Lightning,
Thunder; Bludgeoning,
Piercing, and Slashing
from nonmagical attacks

SAVING THROWS

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

DAMAGE IMMUNITIES

Necrotic, Poison

CONDITION IMMUNITIES

Exhaustion, Frightened,
Grappled, Paralyzed,
Petrified, Poisoned,
Prone, Restrained

SPECIAL TRAITS

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.

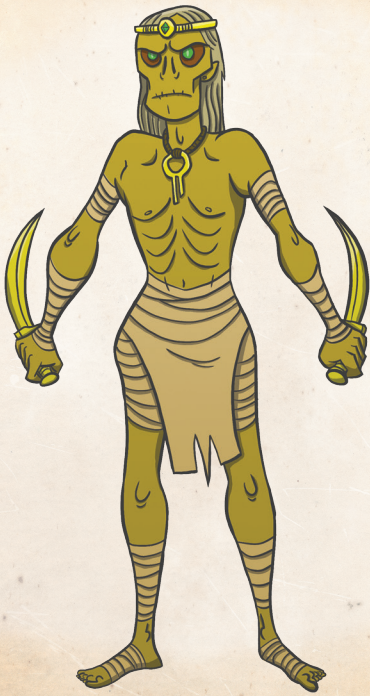
Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.
Hit: 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.

ARMOR CLASS 12 **HIT POINTS** 16 (3D8 +3) **SPEED** 40 FT.



MUMMY LORD

CR 15

MEDIUM UNDEAD, LAWFUL EVIL

ART: JORDAN RICHER

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MUMMY LORD (CONTINUED)

ACTIONS

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

Rotting Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw 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 lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw 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 and mummy lords for the next 24 hours.

ART: JORDAN RICHER

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VAMPIRE

CR 13

MEDIUM UNDEAD (SHAPECHANGER), LAWFUL EVIL

ART: JORDAN RICHER

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VAMPIRE (CONTINUED)

SPECIAL TRAITS

Regeneration. The vampire 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 the vampire 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 upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following 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 piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

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.

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LEGENDARY ACTIONS

The mummy lord 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 mummy lord regains spent legendary actions at the start of its turn.

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

Tread lightly, or you will quickly find yourself wrapped up in its evil machinations.

ACTIONS

Bite (Bat or Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the 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 spawn under the vampire's control.

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 Wisdom saving throw 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.

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. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

"Though her parties are to die for, most of her guests find themselves quite drained afterward..."

STR 18 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 11 (+0) **WIS** 18 (+4) **CHA** 16 (+3)

MUMMY LORD 13,000XP

SENSES

Darkvision 60 ft.,
Passive Perception 14

LANGUAGES

The languages it knew in life

SAVING THROWS

Con +8, Int +5, Wis +9, Cha +8

SKILLS

History +5, Religion +5

DAMAGE VULNERABILITIES

Fire

CONDITION IMMUNITIES

Charmed, Exhaustion, Frightened,
Paralyzed, Poisoned

DAMAGE IMMUNITIES

Necrotic, Poison; Bludgeoning,
Piercing, and Slashing from
nonmagical attacks

SPECIAL TRAITS

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

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

<i>Cantrips</i> (at will):	sacred flame, thaumaturgy
<i>1st level</i> (4 slots):	command, guiding bolt, shield of faith
<i>2nd level</i> (3 slots):	hold person, silence, spiritual weapon
<i>3rd level</i> (3 slots):	animate dead, dispel magic
<i>4th level</i> (3 slots):	divination, guardian of faith
<i>5th level</i> (2 slots):	contagion, insect plague
<i>6th level</i> (1 slot):	harm

ARMOR CLASS

17 NATURAL ARMOR

HIT POINTS

97 (13D8 +39)

SPEED

20 FT.

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

VAMPIRE 10,000XP

SENSES

Darkvision 120 ft.,
Passive Perception 17

LANGUAGES

The languages it knew in life

SKILLS

Perception +7, Stealth +9

SAVING THROWS

Dex +9, Wis +7, Cha +9

DAMAGE RESISTANCES

Necrotic; Bludgeoning,
Piercing, and Slashing from
nonmagical attacks

SPECIAL TRAITS

Shapechanger. If the vampire isn't 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, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. 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. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

ARMOR CLASS

16 NATURAL ARMOR

HIT POINTS

144 (17D8 + 68)

SPEED

30 FT.



VAMPIRE SPAWN

CR 5

MEDIUM UNDEAD, NEUTRAL EVIL

ART: JORDAN RICHER



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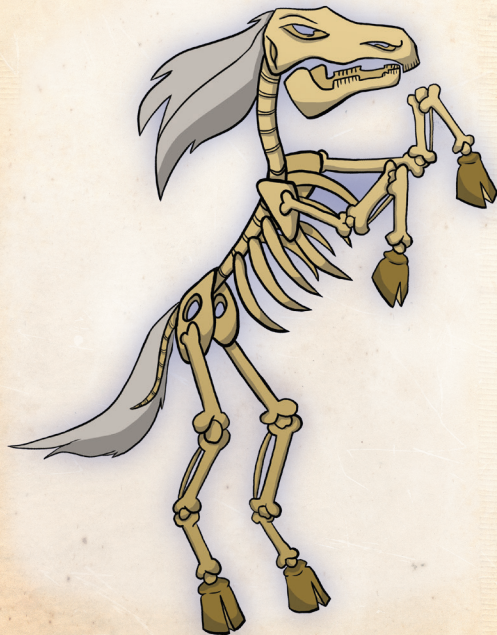


VAMPIRE SPAWN (CONTINUED)

ART: JORDAN RICHER



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WARHORSE SKELETON

CR 1/2

LARGE UNDEAD, LAWFUL EVIL

ART: JORDAN RICHER



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WIGHT

CR 3

MEDIUM UNDEAD, NEUTRAL EVIL

ART: JORDAN RICHER

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ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the 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.

"Being undead really bites."

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

WIGHT 700XP

SENSES
Darkvision 60 ft.,
Passive Perception 13

LANGUAGES
The languages it knew in life

SKILLS
Perception +3, Stealth +4

SPECIAL TRAITS

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

ARMOR CLASS 14 **STUDDED LEATHER** **HIT POINTS** 45 (6D8 +18) **SPEED** 30 FT.

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

VAMPIRE SPAWN 1,800XP

SENSES
Darkvision 60 ft.,
Passive Perception 13

DAMAGE RESISTANCES
Necrotic; Bludgeoning,
Piercing, and Slashing from
nonmagical attacks

SAVING THROWS
Dex +6, Wis +3

SKILLS
Perception +3, Stealth +6

LANGUAGES
The languages it knew in life

SPECIAL TRAITS

Regeneration. The vampire regains 10 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 the vampire 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 upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following 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 when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ARMOR CLASS 15 **NATURAL ARMOR** **HIT POINTS** 82 (11D8 +33) **SPEED** 30 FT.

STR 18 (+4) **DEX** 12 (+1) **CON** 15 (+2) **INT** 2 (-4) **WIS** 8 (-1) **CHA** 5 (-3)

WARHORSE SKELETON 100XP

SENSES
Darkvision 60 ft.,
Passive Perception 9

DAMAGE VULNERABILITIES
Bludgeoning

CONDITION IMMUNITIES
Exhaustion, Poisoned

DAMAGE IMMUNITIES
Poison

ACTIONS

Hooves.

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

"Don't be a neighborsayer."

ARMOR CLASS 13 **BARDING SCRAPS** **HIT POINTS** 22 (3D10 +6) **SPEED** 60 FT.



WILL-O'-WISP

CR 2

TINY UNDEAD, CHAOTIC EVIL

ART: JORDAN RICHER



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WRAITH

CR 5

MEDIUM UNDEAD, NEUTRAL EVIL

ART: JORDAN RICHER

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WITHHOLDER

CR 3

MEDIUM ABERRATION, UNALIGNED

ART: © STEVE ARCYLE 2018



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PIT FIEND

CR 20

LARGE FIEND (DEVIL), LAWFUL EVIL

ART: THOMAS M. BAXA

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STR 6 (-2) **DEX** 16 (+3) **CON** 16 (+3) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 15 (+2)

WRAITH 1,800XP

SENSES

Darkvision 60 ft.,
Passive Perception 12

LANGUAGES

The languages it knew in life

DAMAGE IMMUNITIES

Necrotic, Poison

DAMAGE RESISTANCES

Acid, Cold, Fire, Lightning,
Thunder; Bludgeoning,
Piercing, and Slashing from

CONDITION IMMUNITIES

Charmed, Exhaustion,
Grappled, Paralyzed,
Petrified, Poisoned,
Prone, Restrained

SPECIAL TRAITS

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

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

ACTIONS

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 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 have no more than seven specters under its control at one time.

ARMOR CLASS 13 **HIT POINTS** 67 (9D8 + 27) **SPEED** 0 FT., FLY 60 FT. (HOVER)

STR 26 (+8) **DEX** 14 (+2) **CON** 24 (+7) **INT** 22 (+6) **WIS** 18 (+4) **CHA** 24 (+7)

PIT FIEND 25,000XP

SAVING THROWS

Dex +8, Con +13, Wis +10

DAMAGE RESISTANCES

Cold; Bludgeoning,
Piercing, and Slashing
from nonmagical attacks
that aren't silvered

DAMAGE IMMUNITIES

Fire, Poison

CONDITION IMMUNITIES

Poisoned

SENSES

Truesight 120 ft.,
Passive Perception 14

LANGUAGES

Infernal, Telepathy 120 ft.

SPECIAL TRAITS

Fear Aura.

Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Magic Resistance.

The pit fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons.

The pit fiend's weapon attacks are magical.

ARMOR CLASS 19 NATURAL ARMOR **HIT POINTS** 300 (24D10 + 168) **SPEED** 30 FT., FLY 60 FT.

STR 1 (-5) **DEX** 28 (+9) **CON** 10 (+0) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 11 (+0)

WILL-O'-WISP 450XP

SENSES

Darkvision 120 ft.,
Passive Perception 12

LANGUAGES

The languages it knew in life

DAMAGE IMMUNITIES

Lightning, Poison

DAMAGE RESISTANCES

Acid, Cold, Fire, Necrotic, Thunder;
Bludgeoning, Piercing, and Slashing
from nonmagical attacks

CONDITION IMMUNITIES

Exhaustion, Grappled,
Paralyzed, Poisoned, Prone,
Restrained, Unconscious

SPECIAL TRAITS

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

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

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

ARMOR CLASS 19 **HIT POINTS** 22 (9D4) **SPEED** 0 FT., FLY 50 FT. (HOVER)

STR 16 (+3) **DEX** 17 (+3) **CON** 13 (+1) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

WITHHOLDER 700XP

SKILLS

Athletics +5, Acrobatics +5,
Sleight of Hand +5

SENSES

Passive Perception 10

SPECIAL TRAITS

Hungry for Inanimate Objects. Withholders are nearly bottomless pits for delicious magic items and weaponry - when a withholder dies, all that it's consumed previously spills out. (Contents are at the DM's discretion)

ACTIONS

Multiattack. The withholder makes three slap attacks.

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

Snatch and Grab. The withholder tries to snatch a weapon or magic item from one target within 5 ft. The target must succeed on a DC 13 Strength saving throw or the withholder snatches the item from the target's grasp, and consumes it (assuming it can fit into its mouth).

REACTIONS

Deflect Missile. In response to being hit by a range weapon attack, the withholder deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the withholder catches the missile and eats it.

ARMOR CLASS 14 NATURAL ARMOR **HIT POINTS** 60 (11D8 + 11) **SPEED** 0 FT., FLY 20 FT. (HOVER)

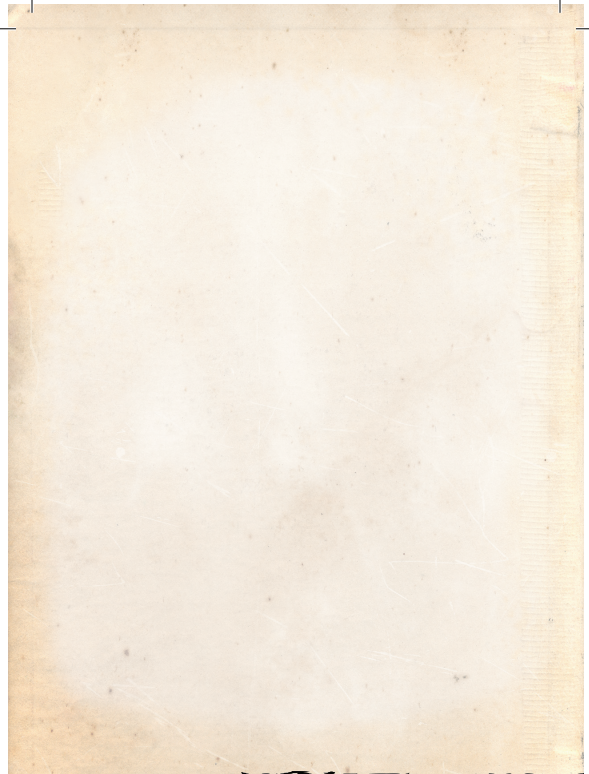


PIT FIEND (CONTINUED)

ART: THOMAS M. BAXA



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NAME

CR

RACE / ALIGNMENT

CREDITS

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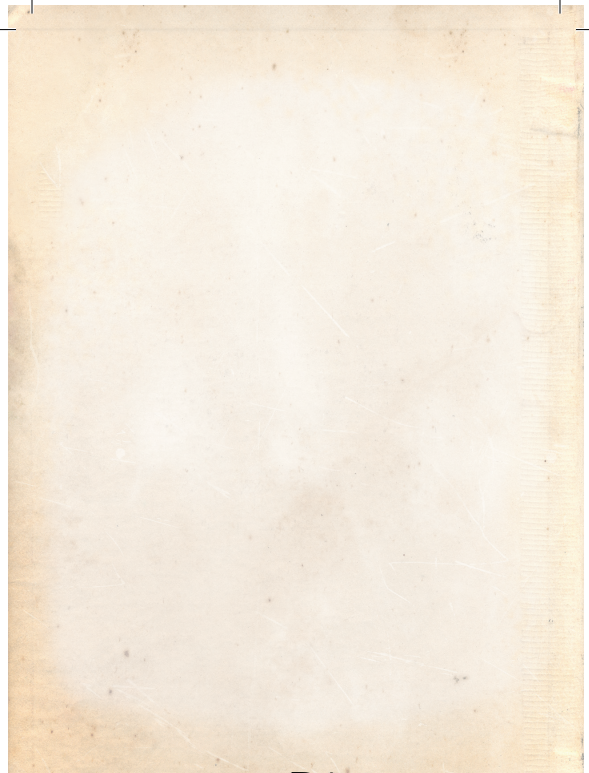


PIT FIEND (CONTINUED)

ART: THOMAS M. BAXA



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NAME

CR

RACE / ALIGNMENT

CREDITS

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

NAME _____ EXP _____

SKILLS / SAVING THROWS / SENSES / LANGUAGES _____

IMMUNITIES / RESISTANCES / WEAKNESSES _____

SPECIAL TRAITS/ ACTIONS / REACTIONS _____

ARMOR CLASS [] HIT POINTS [] SPEED []

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

NAME _____ EXP _____

SKILLS / SAVING THROWS / SENSES / LANGUAGES _____

IMMUNITIES / RESISTANCES / WEAKNESSES _____

SPECIAL TRAITS/ ACTIONS / REACTIONS _____

ARMOR CLASS [] HIT POINTS [] SPEED []

SPECIAL TRAITS

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21).

The pit fiend can innately cast the following spells, requiring no material components:

- At will* detect magic, fireball
- 3/day each* hold monster, wall of fire

ACTIONS

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) slashing damage.

Mace. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage.

*"Don't get too charred,
I like my meat bloody"*

SPECIAL TRAITS

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21).

The pit fiend can innately cast the following spells, requiring no material components:

- At will* detect magic, fireball
- 3/day each* hold monster, wall of fire

ACTIONS

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) slashing damage.

Mace. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage.

*"Don't get too charred,
I like my meat bloody"*



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