

S3. DROWNED HAG

BULEZAU

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	8 (-1)	9 (-1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

Challenge 3 (700 XP)

Rotting Presence. When any creature that isn't a demon starts its turn within 30 feet of one or more bulezaus, that creature must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage plus 1 necrotic damage for every bulezau within 30 feet of it.

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

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

Actions

Barbed Tail. Melee Weapon Attack: +4 to hit, reach 5 ft. **Hit:** 8 (1d12 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 4 (1d8). The target dies if its hit point maximum is reduced to 0.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

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

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is 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. The hag has advantage on saving throws against spells and other magical effects.

Night Hag Items. A night hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

Heartstone: This lustrous black gem allows a night hag to become ethereal while it is in her possession. The touch of a heartstone also cures any disease. Crafting a heartstone takes 30 days.

Soul Bag: When an evil humanoid dies as a result of a night hag's Nightmare Haunting, the hag catches the soul in this black sack made of stitched flesh. A soul bag can hold only one evil soul at a time, and only the night hag who crafted the bag can catch a soul with it. Crafting a soul bag takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

Actions

Claws (Hag Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage.

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. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. 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 this effect reduces the target's hit point maximum to 0, the target dies, and if the target 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.

S4. BLOODY DOWNPOUR

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6
Skills Perception +5, Stealth +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30ft., darkvision 120ft., passive Perception 15
Languages Abyssal, telepathy 120ft.
Challenge 5 (1800 XP)

Innate Spellcasting. The bargura's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day: *disguise self*, *invisibility* (self only)

1/day: *entangle*, *phantasmal force*

Reckless. At the start of its turn, the bargura 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.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

Actions

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

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

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) bludgeoning damage.

S5. FOOD FIGHT

HEZROU

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 15 (2d10 + 4) piercing damage.

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

S6. TORTURE CHAMBER

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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

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

Actions

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

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

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

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

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

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

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

Actions

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 16 (4d6 + 2) piercing damage, plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

S7. TRANTOLOX' LARDER

SWARM OF INSECTS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8 + 0)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

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

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

S8. HAG'S LAIR

FIENDISH FLESH GOLEM

Large construct, unaligned

Armor Class 12 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	7 (-2)	10 (+0)	5 (-3)

Damage Resistances cold, fire

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 8 (3,900 XP)

Berserk. Whenever the golem starts its turn with 100 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 100 hit points or fewer, the golem might go berserk again.

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

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 16 (2d10 + 4) bludgeoning damage.

S9. DIGGING DEMONS

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

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

Damage Immunities cold, lightning, poison

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

Senses darkvision 120ft., passive Perception 11

Languages Abyssal, telepathy 120ft.

Challenge 4 (1100 XP)

Incorporeal Movement. The shadow demon 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.

Light Sensitivity. While in bright light, the shadow demon has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Shadow Sight. The shadow demon can see in magical darkness.

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

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) psychic damage, or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

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

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/4 (50 XP)

Actions

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

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) piercing damage.

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft., fly 60 ft.

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

Saving Throws Dex +5, Wis +4, Cha +2**Damage Resistances** cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 120 ft., passive Perception 11**Languages** Abyssal, telepathy 120 ft.**Challenge** 6 (2300 XP)**Magic Resistance.** The vrock has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage.**Talons.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 14 (2d10 + 3) slashing damage.**Spores (Recharge 6).** A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.**Stunning Screech (1/Day).** The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10**Languages** Gnoll**Challenge** 1/2 (100 XP)**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage.**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft. *Hit:* 5 (1d8 + 1) piercing damage.

GNOLL FANG OF YEENOGHU

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (hide armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3**Senses** darkvision 60 ft., passive Perception 10**Languages** Abyssal, Gnoll**Challenge** 4 (1100 XP)**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll makes three attacks: one with its bite and two with its claws.**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage.

S14. ENTRANCE TO THE CITADEL

NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 13 (10000 XP)

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

Actions

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5-6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

BULEZAU

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	8 (-1)	9 (-1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

Challenge 3 (700 XP)

Rotting Presence. When any creature that isn't a demon starts its turn within 30 feet of one or more bulezaus, that creature must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage plus 1 necrotic damage for every bulezau within 30 feet of it.

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

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

Actions

Barbed Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 8 (1d12 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 4 (1d8). The target dies if its hit point maximum is reduced to 0.

13. & EVENT 1

JESSE (PRIEST)

Medium humanoid (human), neutral good

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 2 (450 XP)

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 to a target 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 spellcasting ability is 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. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) bludgeoning damage.

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 20 ft.

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

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)
Challenge 1/4 (50 XP)

Actions

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

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) piercing damage.

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 2 (1d4) bludgeoning damage.

EVENT 1

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

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

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

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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

MASTIFF

Medium beast, unaligned

Armor Class 12
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/8 (25 XP)

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

Actions

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

GIANT HYENA

Large beast, unaligned

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

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

Skills Perception +3
Senses passive Perception 13
Challenge 1 (200 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

HEZROU

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 15 (2d10 + 4) piercing damage.

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

EVENT 2

MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 16 (15000 XP)

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

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

Reactive. The marilith can take one reaction on every turn in combat.

Actions

Multiattack. The marilith can make seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Reactions

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

EVENT 3

GUARD

Medium humanoid (any race), any alignment

Armor Class 16
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

EVENT 5

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 20 ft.

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

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)
Challenge 1/4 (50 XP)

Actions

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

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) piercing damage.

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6
Skills Perception +5, Stealth +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30ft., darkvision 120ft., passive Perception 15
Languages Abyssal, telepathy 120ft.
Challenge 5 (1800 XP)

Innate Spellcasting. The bargura's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day: *disguise self*, *invisibility* (self only)

1/day: *entangle*, *phantasmal force*

Reckless. At the start of its turn, the bargura 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.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

Actions

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

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

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) bludgeoning damage.

EVENT 5

GNOLL PACK LORD

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 2 (450 XP)

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

Actions

Shortsword. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

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

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

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

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

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

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

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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

VROCK

Large fiend (demon), chaotic evil

Armor Class 15
Hit Points 104 (11d10 + 44)
Speed 40 ft., fly 60 ft.

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

Saving Throws Dex +5, Wis +4, Cha +2
Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 6 (2300 XP)

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

Actions

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage.

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

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

EVENT 6

YEENOGHU

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 287 (23d12 + 138)

Speed 50 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

29 (+9) 16 (+3) 23 (+6) 15 (+2) 24 (+7) 15 (+2)

Saving Throws Dex +10, Con +13, Wis +14

Skills Intimidation +9, Perception +14

Damage Resistances cold, fire, lightning

Damage Immunities poison, bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 24 (62000 XP)

Innate Spellcasting. Yeenoghu's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Yeenoghu can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day: *dispel magic*, *fear*, *invisibility*

1/day: *teleport*

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

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

Magic Weapons. Yeenoghu's weapon attacks are magical.

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

Actions

Multiattack. Yeenoghu makes three flail attacks. If an attack hits, he can cause it to create an additional effect of his choice or at random (each effect can be used only once per Multiattack):

1. The attack deals an extra 13 (2d12) bludgeoning damage.

2. The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of Yeenoghu's next turn.

3. The target must succeed on a DC 17 Wisdom saving throw or be affected by the confusion spell until the start of Yeenoghu's next turn.

Flail. Melee Weapon Attack: +16 to hit, reach 15 ft. **Hit:** 15 (1d12 + 9) bludgeoning damage.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft. **Hit:** 14 (1d10 + 9) piercing damage.

Legendary Actions

Yeenoghu 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. Yeenoghu regains spent legendary actions at the start of its turn.

Charge. Yeenoghu moves up to his speed.

Swat Away. Yeenoghu makes a flail attack. If the attack hits, the target must succeed on a DC 24 Strength saving throw or be pushed 15 feet in a straight line away from Yeenoghu. If the saving throw fails by 5 or more, the target falls prone.

Savage (Costs 2 Actions). Yeenoghu makes a bite attack against each creature within 10 feet of him.

EVENT 7

SOLAR

Large celestial, lawful good

Armor Class 21

Hit Points 243 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
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26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)
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Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Resistances radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21 (33000 XP)

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spell casting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components: At will: detect evil and good, invisibility (self only) 3/day each: blade barrier, dispel evil and good, resurrection 1/day each: commune, control weather

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

Actions

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 190 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 ft. of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 ft. and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary Actions

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 ft. to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 ft. of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

EVENT 7

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This 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.

WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

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

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 ft. 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. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

HOLLYPHANT

Small celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	19 (+4)	16 (+3)

Saving Throws Dex +3, Con +4, Cha +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 14

Languages Celestial, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Aura of Invulnerability. An invisible aura forms a 10-foot-radius sphere around the hollyphant for as long as it lives. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells. The hollyphant can use an action to suppress this trait until its concentration ends (as if concentrating on a spell).

Innate Spellcasting. The hollyphant's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *light*

2/day each: *bless, cure wounds, protection from evil and good*

1/day each: *banishment, heal, raise dead, shapechange* (into a golden-furred mammoth with feathered wings and a flying speed of 120 ft.), *teleport* (with no chance of error)

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

Actions

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

Trumpet (3/Day). The hollyphant blows air through its trunk, creating a trumpet sound that can be heard out to a range of 600 feet. The trumpet also creates a 30-foot cone of energy that has one of the following effects, chosen by the hollyphant:

Trumpet of Blasting. Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 17 (5d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Nonmagical objects in the cone that aren't being held or worn take 35 (10d6) thunder damage.

Trumpet of Sparkles. Creatures in the cone must make a DC 14 Constitution saving throw, taking 22 (4d8 + 4) radiant damage on a failed save, or half as much damage on a successful one. Evil creatures have disadvantage on the saving throw. Good creatures in the cone take no damage.