

1. CITY ENTRANCE

YUAN-TI MALISON

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 12
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Skills Deception +5, Stealth +4
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- At will: *animal friendship* (snakes only)
- 3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Type 1. Human body with snake head.

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Type 2. Human head and body with snakes for arms.

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Type 3. Human head and upper body with a serpentine lower body instead of legs.

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

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

2. WALLED COMPOUND

WILD DOG

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses Passive Perception 13
Languages –
Challenge 0 (10 XP)

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

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

ACTIONS

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

ORVEX OCRAMMAS

Medium humanoid (human), neutral

Armor Class 12
Hit Points 3 out of 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (-1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +3, Perception +4, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses Passive Perception 16
Languages Common, Grung
Challenge 1 (200 XP)

Cunning Action. On each of his turns, Orvex can use a bonus action to take the Dash, Disengage, or Hide action.

Exhausted. Orvex has three levels of exhaustion, giving him disadvantage on ability checks, attack rolls and saving throws, and his speed is halved.

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

ACTIONS

Multiattack. Orvex makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

3. KUBAZAN'S SHRINE

FROGHEMOTH

Huge monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws CON +9, WIS +5

Skills Perception +9, Stealth +5

Damage Resistances Fire, Lightning

Senses Darkvision 60 ft., Passive Perception 19

Languages –

Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

4. SHAGAMBI'S SHRINE

CLAY GLADIATOR

Medium construct, unaligned

Armor Class 17 (Natural, Shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws STR +7, DEX +5, CON +6

Skills Athletics +7, Intimidation +5

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Passive Perception 11

Languages Common (doesn't speak)

Challenge 5 (1,800 XP)

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

Construct. It doesn't need to eat, drink, sleep, or breathe. can make two attacks – one with its bite and one with its snakes – against it as a bonus action.

ACTIONS

Multiattack. The clay gladiator makes three melee attacks.

Spear. Melee Attack: +7 to hit, reach 5 ft. and range 20/60 ft.

Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. **Hit:** 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The clay gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft. **Hit:** 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft. **Hit:** 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns. The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature can escape using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

KAMADAN

Large monstrosity, unaligned

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 30 ft.

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

Skills Perception +4, Stealth +7

Senses Passive Perception 14

Languages –

Challenge 4 (1,100 XP)

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

Pounce. If the kamadan moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the kamadan can make two attacks – one with its bite and one with its snakes – against it as a bonus action.

ACTIONS

Multiattack. The kamadan makes two attacks: one with its bite or claw and one with its snakes.

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

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

Snakes. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Sleep Breath (Recharges after a Short or Long Rest). The kamadan exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if it takes damage or someone uses an action to wake it.

5. GREAT RIFT

GRUNG

Small humanoid (grung), lawful evil

Armor Class 12
Hit Points 11 (2d6 + 4)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws DEX +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2
Damage Immunities Poison
Condition Immunities Poisoned
Senses Passive Perception 12
Languages Grung
Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start. throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

VEGEPYGMY

Small plant, neutral

Armor Class 13 (Natural Armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Damage Resistances Lightning, Piercing
Senses Darkvision 60 ft., Passive Perception 12
Languages Vegepygmy
Challenge 1/4 (50 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with obscuring plant life.

Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

VEGEPYGMY CHIEF

Small plant, neutral

Armor Class 14 (Natural Armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Saving Throws DEX +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2
Damage Immunities Poison
Condition Immunities Poisoned
Senses Passive Perception 12
Languages Grung
Challenge 1/4 (50 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with obscuring plant life.

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

ACTIONS

Multiattack. The vegepygmy makes two attacks with its claws or two melee attacks with its spear.

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

Spores (1/Day). A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 9 (2d8) 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.

THORNY

Medium plant, neutral

Armor Class 14 (Natural Armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Perception +4, Stealth +3
Damage Resistances Lightning, Piercing
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 1 (200 XP)

Plant Camouflage. The thorny has advantage on Dexterity (Stealth) checks it makes in any terrain with obscuring plant life.

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

Thorny Body. At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 8 (2d6 + 1) piercing damage.

6. MOA'S SHRINE

JACULI

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 16 (3d10)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	11 (+0)	2 (-4)	8 (-1)	3 (-4)

Skills Athletics +4, Perception +1, Stealth +4

Senses Blindsight 30 ft., Passive Perception 11

Languages –

Challenge 1/2 (100 XP)

Camouflage. The jaculi has advantage on Dexterity (Stealth) checks made to hide.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 9 (2d6 + 2) piercing damage.

Spring. The jaculi springs up to 30 feet in a straight line and makes a bite attack against a target within its reach. This attack has advantage if the jaculi springs at least 10 feet. If the attack hits, the bite deals an extra 7 (2d6) piercing damage.

8. UNKH'S SHRINE

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 2 (450 XP)

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. *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.

7. FALLEN TREE

BAG OF NAILS

Medium humanoid (any race), chaotic neutral

Armor Class 15 (Studded Leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft., climb 20 ft.

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

Saving Throws DEX +6, INT +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +6

Damage Resistances Poison

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Dwarvish and Thieves' cant

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Feline Agility. When the tabaxi moves on its turn in combat, it can double its speed until the end of the turn. Once it uses this trait, the tabaxi can't use it again until it moves 0 feet on one of its turns.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d4 slashing damage.

10. I'JIN'S SHRINE

ALMIRAJ

Small beast, unaligned

Armor Class 13
Hit Points 3 (1d6)
Speed 50 ft.

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

Skills Perception +4, Stealth +5
Senses Darkvision 30 ft., Passive Perception 14
Languages –
Challenge 0 (10 XP)

Keen Senses. The almiraj has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

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

11. CHWINGA WAGON

CHWINGA

Tiny elemental, neutral

Armor Class 15
Hit Points 5 (2d4)
Speed 20 ft., climb 20 ft., swim 20 ft.

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

Skills Acrobatics +7, Perception +7, Stealth +7
Senses Blindsight 60 ft., Passive Perception 17
Languages –
Challenge 0 (10 XP)

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

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material or verbal components:

- At will: *druidcraft*, *guidance*, *pass without trace*, *resistance*

ACTIONS

Magical Gift (1/Day). The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's choice. See chapter 7 of the *Dungeon Master's Guide* for more information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If its shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

12. WONGO'S SHRINE

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 10
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

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

Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Aquan, Ignan
Challenge 1/4 (50 XP)

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.

SU-MONSTER

Medium monstrosity, chaotic evil

Armor Class 12
Hit Points 27 (5d8 + 5)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	9 (-1)	13 (+1)	9 (-1)

Senses Passive Perception 13
Languages –
Challenge 1 (200 XP)

ACTIONS

Multiattack. The su-monster makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (2d4 + 2) slashing damage, or 12 (4d4 + 2) slashing damage if the su-monster is hanging by its tail and all four of its limbs are free.

Psychic Crush (Recharge 5–6). The su-monster targets one creature it can see within 30 feet of it. The target must succeed on a DC 11 Wisdom saving throw or take 17 (5d6) psychic damage and be stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

13. AMPHITHEATER

DEINONYCHUS

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages –

Challenge 1 (200 XP)

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

ACTIONS

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

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

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

SWARM OF INSECTS (WASPS)

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 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

Bite. *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.

KING OF FEATHERS

Huge monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 200 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses Passive Perception 14

Languages –

Challenge 8 (3,900 XP)

See Invisible. It can see invisible creatures and objects as if they were visible.

Innate Spellcasting. It can innately cast misty step at will, requiring no components. Its spellcasting ability is Wisdom.

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

ACTIONS

Multiattack. The King of Feathers makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Summon Swarm (Recharge 5–6). The King of Feathers exhales a swarm of insects (wasps) that forms in a space within 20 feet of it. The swarm acts as an ally of the King of Feathers and takes its turn immediately after it. The swarm disperses after 1 minute. It can't use the Summon Swarm action while it is grappling a creature with its jaws.

15. RUINED BAZAAR

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

KOBOLD SCALE SORCERER

Small humanoid (kobold), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

- Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*
- 1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*
- 2nd level (2 slots): *scorching ray*

Sorcery Points. The kobold has 3 sorcery points. It regains all sorcery points when it finishes a long rest. When the kobold casts a spell, it can spend sorcery points to change the spell:

- **Subtle Spell (1 sorcery point).** The spell is cast without any somatic or verbal components.
- **Heightened Spell (3 sorcery points).** One target of the spell has disadvantage on its first saving throw against the spell.

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

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) piercing damage.

KOBOLD INVENTOR

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 30 ft.

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

Skills Perception +0

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Draconic

Challenge 1/4 (50 XP)

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

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Weapon Invention (1/day each). The kobold uses one of the following options (roll a d8 or choose one):

1. Acid. The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft. *Hit:* 7 (2d6) acid damage.

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

3. Basket of Centipedes. The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A swarm of insects (centipedes) with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

4. Green Slime Pot. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft. *Hit:* The target is covered in a patch of green slime. *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.

5. Rot Grub Pot. The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A swarm of rot grubs emerges from the shattered pot and remains a hazard in that square.

6. Scorpion on a Stick. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

7. Skunk in a Cage. The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions 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. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

8. Wasp Nest in a Bag. The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A swarm of insects (wasps) with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

16. PAPAZOTL'S SHRINE

CROCODILE

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses Passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

GIANT CROCODILE

Large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses Passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

18. NANGNANG'S SHRINE

GRUNG ELITE WARRIOR

Small humanoid (grung), lawful evil

Armor Class 13

Hit Points 49 (9d6 + 18)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws DEX +5

Skills Athletics +2, Perception +2, Stealth +5, Survival +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 12

Languages Grung

Challenge 2 (450 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that comes into contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Mesmerizing Chirp (Recharge 6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

HADROSAURUS

Large beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses Passive Perception 12

Languages --

Challenge 1/4 (50 XP)

ACTIONS

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

GRUNG

Small humanoid (grung), lawful evil

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws DEX +4

Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that comes into contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start. throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Con save or take 5 (2d4) poison damage.

GRUNG WILDLING

Small humanoid (grung), lawful evil

Armor Class 13 (16 With Barkskin)

Hit Points 27 (5d6 + 10)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws DEX +5

Skills Athletics +2, Perception +4, Stealth +5, Survival +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 14

Languages Grung

Challenge 1 (200 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that comes into contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Spellcasting. The grung is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following ranger spells:

- 1st level (4 slots): *cure wounds, jump*
- 2nd level (3 slots): *barkskin, spike growth*
- 3rd level (2 slots): *plant growth*

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Con save or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Con save or take 5 (2d4) poison damage.

19. OBO'LAKA'S SHRINE

ZORBO

Small monstrosity, unaligned

Armor Class 10 (See Natural Armor Feature)

Hit Points 27 (6d6 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Athletics +3

Senses Passive Perception 11

Languages –

Challenge 1/2 (100 XP)

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

Natural Armor. The zorbo magically absorbs the natural strength of its surroundings, adjusting its Armor Class based on the material it is standing or climbing on: AC 15 for wood or bone, AC 17 for earth or stone, or AC 19 for metal. If the zorbo isn't in contact with any of these substances, its AC is 10.

ACTIONS

Destructive Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage, and if the target is a creature wearing armor, carrying a shield, or in possession of a magic item that improves its AC, it must make a DC 11 Dexterity saving throw. On a failed save, one such item worn or carried by the creature (the target's choice) magically deteriorates, taking a permanent and cumulative –1 penalty to the AC it offers, and the zorbo gains a +1 bonus to AC until the start of its next turn. Armor reduced to an AC of 10 or a shield or magic item that drops to a 0 AC increase is destroyed.

VOJ (MAGE)

Medium humanoid (human), lawful evil

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages Any four languages

Challenge 6 (2,300 XP)

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

- Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
- 1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
- 2nd level (3 slots): *misty step*, *suggestion*
- 3rd level (3 slots): *counterspell*, *fireball*, *fly*
- 4th level (3 slots): *greater invisibility*, *ice storm*
- 5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

20. ROYAL PALACE

YUAN-TI MALISON

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- At will: *animal friendship* (snakes only)
- 3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Type 1. Human body with snake head.

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Type 2. Human head and body with snakes for arms.

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Type 3. Human head and upper body with a serpentine lower body instead of legs.

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

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