

PRINCES OF THE APOCALYPSE™

ONLINE SUPPLEMENT VERSION 1.0



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MAGIC ITEMS

This section collects the magic items referenced in the *Princes of the Apocalypse* adventure, excluding those found in that adventure's chapter 7 and those already available in the *D&D Basic Rules*. For the rules governing magic item use, such as rarity and attunement, see the *Dungeon Master's Basic Rules*, available at DungeonsandDragons.com. These items are from the *Dungeon Master's Guide* and are provided here for your convenience.

For spells referenced by magic items in the adventure (including spell scrolls), see the "Spells" section of this supplement and the *D&D Basic Rules*.

ALCHEMY JUG

Wondrous item, uncommon

This ceramic jug appears to be able to hold a gallon of liquid and weighs 12 pounds whether full or empty. Sloshing sounds can be heard from within the jug when it is shaken, even if the jug is empty.

You can use an action and name one liquid from the table below to cause the jug to produce the chosen liquid. Afterward, you can uncork the jug as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the jug can produce depends on the liquid you named.

Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn.

Liquid	Max Amount	Liquid	Max Amount
Acid	8 ounces	Oil	1 quart
Basic poison	1/2 ounce	Vinegar	2 gallons
Beer	4 gallons	Water, fresh	8 gallons
Honey	1 gallon	Water, salt	12 gallons
Mayonnaise	2 gallons	Wine	1 gallon

AMULET OF HEALTH

Wondrous item, rare (requires attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher.

DRAGON SLAYER

Weapon (any sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

DRIFTGLOBE

Wondrous item, uncommon

This small sphere of thick glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the *light* or *daylight* spell. Once

used, the *daylight* effect can't be used again until the next dawn.

You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

DUST OF DISAPPEARANCE

Wondrous item, uncommon

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

DUST OF DRYNESS

Wondrous item, uncommon

This small packet contains 1d6 + 4 pinches of dust. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible.

Someone can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so ends that pellet's magic.

An elemental composed mostly of water that is exposed to a pinch of the dust must make a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

DWARVEN THROWER

Weapon (warhammer), very rare (requires attunement by a dwarf)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.

ELIXIR OF HEALTH

Potion, rare

When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

ELVEN CHAIN

Armor (chain shirt), rare

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.

FIGURINE OF WONDROUS POWER

Wondrous item, rarity by figurine

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster Manual* for the creature's statistics.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Silver Raven (Uncommon). This silver statuette of a raven can become a raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the *animal messenger* spell on it at will.

IMMOVABLE ROD

Rod, uncommon

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

MARINER'S ARMOR

Armor (light, medium, or heavy), uncommon

While wearing this armor, you have a swimming speed equal to your walking speed. In addition, whenever you start your turn underwater with 0 hit points, the armor causes you to rise 60 feet toward the surface. The armor is decorated with fish and shell motifs.

NECKLACE OF PRAYER BEADS

Wondrous item, rare (requires attunement by a cleric, druid, or paladin)

This necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has many nonmagical beads made from stones such as amber,

bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from the necklace, that bead loses its magic.

Six types of magic beads exist. The DM decides the type of each bead on the necklace or determines it randomly. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a bonus action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

d20	Bead of ...	Spell
1–6	Blessing	<i>Bless</i>
7–12	Curing	<i>Cure wounds</i> (2nd level) or <i>lesser restoration</i>
13–16	Favor	<i>Greater restoration</i>
17–18	Smiting	<i>Branding smite</i>
19	Summons	<i>Planar ally</i>
20	Wind walking	<i>Wind walk</i>

PEARL OF POWER

Wondrous item, uncommon (requires attunement by a spellcaster)

You can use an action to speak this pearl's command word and regain one expended spell slot of up to 3rd level. Once you have used the pearl, it can't be used again until the next dawn.

POTION OF DIMINUTION

Potion, rare

When you drink this potion, you gain the "reduce" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

POTION OF FIRE BREATH

Potion, uncommon

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

POTION OF GASEOUS FORM

Potion, rare

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

POTION OF GIANT STRENGTH

Potion, rarity varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The *potion of frost giant strength* and the *potion of stone giant strength* have the same effect.

Type of Giant	Strength	Rarity
Hill giant	21	Uncommon
Frost/stone giant	23	Rare

POTION OF HEALING

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

(Where the *potion of extra healing* appears in the adventure, use the *potion of greater healing*.)

POTIONS OF HEALING

Potion of ...	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater healing	Uncommon	4d4 + 4
Superior healing	Rare	8d4 + 8

POTION OF HEROISM

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bles* spell (no concentration required). This blue potion bubbles and steams as if boiling.

POTION OF INVULNERABILITY

Potion, rare

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquified iron.

POTION OF LONGEVITY

Potion, very rare

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a *potion of longevity*, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years. Suspended in this amber liquid are a scorpion's tail, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

POTION OF POISON

Potion, uncommon

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

POTION OF RESISTANCE

Potion, uncommon

When you drink this potion, you gain resistance to one type of damage for 1 hour. The DM chooses the type or determines it randomly from the options below.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

POTION OF SPEED

Potion, very rare

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

POTION OF WATER BREATHING

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

RING OF SWIMMING

Ring, uncommon

You have a swimming speed of 40 feet while wearing this ring.

STONE OF GOOD LUCK (LUCKSTONE)

Wondrous item, uncommon (requires attunement)

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

(This item appears as a *stone of luck* in the adventure.)

TENTACLE ROD

Rod, rare (requires attunement)

Made by the drow, this rod is a magic weapon that ends in three rubbery tentacles. While holding the rod, you can use an action to direct each tentacle to attack a creature you can see within 15 feet of you. Each tentacle makes a melee attack roll with a +9 bonus. On a hit, the tentacle deals 1d6 bludgeoning damage. If you hit

a target with all three tentacles, it must make a DC 15 Constitution saving throw. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

TRIDENT OF FISH COMMAND

Weapon (trident), uncommon (requires attunement)

This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast *dominate beast* (save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

WAND OF FEAR

Wand, rare (requires attunement)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Command. While holding the wand, you can use an action to expend 1 charge and command another creature to flee or grovel, as with the *command* spell (save DC 15).

Cone of Fear. While holding the wand, you can use an action to expend 2 charges, causing the wand's tip to emit a 60-foot cone of amber light. Each creature in the cone must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

WAND OF THE WAR MAGE, +1, +2, OR +3

*Wand, uncommon (+1), rare (+2), or very rare (+3)
(requires attunement by a spellcaster)*

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

MONSTERS

The section collects the stat blocks for those monsters referenced in the *Princes of the Apocalypse* adventure, excluding those found in that adventure's chapter 7 and those already available in the *D&D Basic Rules*. These monsters are from the *Monster Manual* and are provided here for your convenience.

For more information on monsters and how to read a monster's statistics, see the *D&D Basic Rules* or the *Monster Manual*.

AARAKOCRA

Medium humanoid (aarakocra), neutral good

Armor Class 12
Hit Points 13 (3d8)
Speed 20 ft., fly 50 ft.

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

Skills Perception +5
Senses passive Perception 15
Languages Auran
Challenge 1/4 (50 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

ABOLETH

Large aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6
Skills History +12, Perception +10
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, telepathy 120 ft.
Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

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

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

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

ADULT BLACK DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BRONZE DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Insight +7, Perception +12, Stealth +5

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANKHEG

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

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

Languages —

Challenge 2 (450 XP)

ACTIONS

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

Hit: 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

CUSTOMIZING NPCs

This appendix contains statistics for various humanoid nonplayer characters (NPCs) from the *Hoard of the Dragon Queen* adventure. These stat blocks can be used to represent both human and nonhuman NPCs, and can be customized as you see fit.

Racial Traits. You can add racial traits to an NPC. For example, a halfling druid might have a speed of 25 feet and the Lucky trait. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see the *Player's Handbook* or the D&D basic rules.

Spell Swaps. One way to customize an NPC spellcaster is to replace one or more of its spells. You can substitute any spell on the NPC's spell list with a different spell of the same level from the same spell list. Swapping spells in this manner doesn't alter an NPC's challenge rating.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating, as explained in the *Dungeon Master's Guide*.

ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

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 (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *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.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *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.

AZER

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 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 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

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

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

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., one target. *Hit:* 11 (2d6 + 4) piercing damage.

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

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

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

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

ACTIONS

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

REACTIONS

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

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

CHUUL

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CLOAKER

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

CLOUD GIANT

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 14 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +9, Wis +7, Cha +7
Skills Insight +7, Perception +7
Senses passive Perception 17
Languages Common, Giant
Challenge 9 (5,000 XP)

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *control weather, gaseous form*

ACTIONS

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 0 (10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

DAO

Large elemental, neutral evil

Armor Class 18 (natural armor)

Hit Points 187 (15d10 + 105)

Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Int +5, Wis +5, Cha +6

Condition Immunities petrified

Senses darkvision 120 ft., passive Perception 11

Languages Terran

Challenge 11 (7,200 XP)

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

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

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

At will: *detect evil and good*, *detect magic*, *stone shape*

3/day each: *passwall*, *move earth*, *tongues*

1/day each: *conjure elemental* (earth elemental only), *gaseous form*, *invisibility*, *phantasmal killer*, *plane shift*, *wall of stone*

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

ACTIONS

Multiattack. The dao makes two fist attacks or two maul attacks.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Maul. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength check or be knocked prone.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

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

Hit: 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

DEEP GNOME (SVIRFNEBLIN)

Small humanoid (gnome), neutral good

Armor Class 15 (chain shirt)

Hit Points 16 (3d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Gnomish, Terran, Undercommon

Challenge 1/2 (100 XP)

Stone Camouflage. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

ACTIONS

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

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned 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.

DJINNI

Large elemental, chaotic good

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran

Challenge 11 (7,200 XP)

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

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

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

3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*

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

ACTIONS

Multiattack. The djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

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

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

DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +10, Wis +6

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

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

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUST MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Terran

Challenge 1/2 (100 XP)

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.

EFREETI

Large elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 XP)

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

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day: *enlarge/reduce*, *tongues*

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

ACTIONS

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

ETTIN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

FIRE SNAKE

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

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

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

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

GALEB DUHR

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d8 + 45)

Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, petrified

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

Languages Terran

Challenge 6 (2,300 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

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 ghost 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 ghost's Stench for 24 hours.

Turning Defiance. The ghost 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.

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

Multiattack. 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., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *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.

GRELL

Medium aberration, neutral evil

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages Grell

Challenge 3 (700 XP)

ACTIONS

Multiattack. The grell makes two attacks: one with its tentacles and one with its beak.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage.

HALF-OGRE

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

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

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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 (3,900 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., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet 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 hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

HOOK HORROR

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., darkvision 10 ft., passive Perception 13

Languages Hook Horror

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

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

ACTIONS

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

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.

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it
Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

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

ACTIONS

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

JACKALWERE

Medium humanoid (shapechanger), chaotic evil

Armor Class 12

Hit Points 18 (4d8)

Speed 40 ft.

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

Skills Deception +4, Perception +2, Stealth +4

Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 12

Languages Common (can't speak in jackal form)
Challenge 1/2 (100 XP)

Shapechanger. The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

ACTIONS

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

KENKU

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

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

KUO-TOA

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor, shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

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

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

ACTIONS

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

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

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

REACTIONS

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

KUO-TOA ARCHPRIEST

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

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

Skills Perception +9, Religion +6

Senses darkvision 120 ft., passive Perception 19

Languages Undercommon

Challenge 6 (2,300 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Spellcasting. The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *detect magic, sanctuary, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*
3rd level (3 slots): *spirit guardians, tongues*
4th level (3 slots): *control water, divination*
5th level (2 slots): *mass cure wounds, scrying*

ACTIONS

Multiattack. The kuo-toa makes two melee attacks.

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

KUO-TOA WHIP

Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Spellcasting. The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*

1st level (3 slots): *bane*, *shield of faith*

ACTIONS

Multiattack. The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

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

Pincer Staff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

VARIANT: KUO-TOA MONITOR

A kuo-toa monitor has a challenge rating of 3 (700 XP). It has the same statistics as a kuo-toa whip except that it adds its Wisdom modifier to its Armor Class (AC 13), loses the Spellcaster trait, and replaces the whip's action options with the following action options.

Multiattack. The kuo-toa makes one bite attack and two unarmed strikes.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

LICH

Medium undead, any evil alignment

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

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

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 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.

LEGENDARY ACTIONS

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

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

LIZARDFOLK SHAMAN

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

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

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

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

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*

1st Level (4 slots): *entangle*, *fog cloud*

2nd Level (3 slots): *heat metal*, *spike growth*

3rd Level (2 slots): *conjure animals* (reptiles only), *plant growth*

ACTIONS

Multiattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

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

Hit: 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

LIZARD KING/QUEEN

Medium humanoid (lizardfolk), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

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

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Draconic

Challenge 4 (1,100 XP)

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

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

ACTIONS

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

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

Hit: 6 (1d6 + 3) piercing damage.

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

Hit: 5 (1d4 + 3) slashing damage.

Trident. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

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.

MAGMIN

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 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. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

MEZZOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3

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

Damage Immunities acid, poison

Condition Immunities poisoned

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

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The mezzoloth can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *dispel magic*

1/day: *cloudkill*

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

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

ACTIONS

Multiattack. The mezzoloth makes two attacks: one with its claws and one with its trident.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

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

ACTIONS

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

Mud Breath (Recharge 6). The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained 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.

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

NYCALOTH

Large fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4

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

Damage Immunities acid, poison

Condition Immunities poisoned

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

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The nycaloth's innate spellcasting ability is Charisma. The nycaloth can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *mirror image*

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

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

ACTIONS

Multiattack. The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the nycaloth hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 18 (2d12 + 5) slashing damage.

Teleport. The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ONI

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

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

At will: *darkness*, *invisibility*

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

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

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

ACTIONS

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

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

ORC EYE OF GRUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at-will): *guidance*, *resistance*, *thaumaturgy*

1st level (4 slots): *bless*, *command*

2nd level (2 slots): *augury*, *spiritual weapon* (spear)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

PERYTON

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft., fly 60 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 15

Languages understands Common and Elvish but can't speak

Challenge 2 (450 XP)

Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The peryton makes one gore attack and one talon attack.

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

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

PIERCER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

ACTIONS

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

PURPLE WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 15 (13,000 XP)

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

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

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

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

Tail Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

REVENANT

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

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

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

ROPER

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

ACTIONS

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

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

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

ACTIONS

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

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

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

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

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

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

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

SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

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

ACTIONS

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must

succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

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

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

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

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

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 2)

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 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The 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 demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

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

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

SMOKE MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The mephit can innately cast *dancing lights*, 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.

Cinder Breath (Recharge 6). The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

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.

SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

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

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 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 +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

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.

TRIBAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10
Languages any one language
Challenge 1/8 (25 XP)

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

ACTIONS

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

TROGLODYTE

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Skills Stealth +2
Senses darkvision 60 ft., passive Perception 10
Languages Troglodyte
Challenge 1/4 (50 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

ACTIONS

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

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

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

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages UMBER HULK

Challenge 5 (1,800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

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

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

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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.

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.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

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

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

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 (2,300 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., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

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

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

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

WEREBOAR

Medium humanoid (human, shapechanger), neutral evil

Armor Class 10 in humanoid form, 11 (natural armor) in boar or hybrid form

Hit Points 78 (12d8 + 24)

Speed 30 ft. (40 ft. in boar form)

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

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

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

Damage Immunities lightning, poison

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

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

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

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 Life Drain, or until its concentration ends (as if concentrating on a spell).

XORN

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

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

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

SPELLS

This section collects the spells referenced in the *Princes of the Apocalypse* adventure, excluding those found in that adventure's appendix B and those already available in the *D&D Basic Rules*. This includes spells mentioned in monster stat blocks (both in the adventure appendix and this supplement) and spells referred to by magic items in the adventure. These spells are from the *Player's Handbook* and are provided here for your convenience.

For the rules governing magic and spellcasting, see the *D&D Basic Rules* or the *Player's Handbook*.

ALARM

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny bell and a piece of fine silver wire)

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

ALTER SELF

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you

can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

ANIMAL FRIENDSHIP

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

ANIMAL MESSENGER

2nd-level enchantment (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

ANIMATE DEAD

3rd-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

ARMOR OF AGATHYS

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a cup of water)

Duration: 1 hour

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear.

You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.

BANE

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

BARKSKIN

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

BLADE WARD

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

BLIGHT

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

BLINDNESS/DEAFNESS

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

CHILL TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CHROMATIC ORB

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a diamond worth at least 50 gp)

Duration: Instantaneous

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

CLOUDKILL

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration

or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

COLOR SPRAY

1st-level illusion

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

CONFUSION

4th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (three nut shells)

Duration: Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

- | | |
|------|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2–6 | The creature doesn't move or take actions this turn. |
| 7–8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9–10 | The creature can act and move normally. |

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

CONJURE ANIMALS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

CONJURE ELEMENTAL

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)

Duration: Concentration, up to 1 hour

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the elemental's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

CONTINUAL FLAME

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (ruby dust worth 50 gp, which the spell consumes)

Duration: Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched.

CONTROL WATER

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a drop of water and a pinch of dust)

Duration: Concentration, up to 10 minutes

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

CONTROL WEATHER

8th-level transmutation

Casting Time: 10 minutes

Range: Self (5-mile radius)

Components: V, S, M (burning incense and bits of earth and wood mixed in water)

Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes $1d4 \times 10$ minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its

stage by one, up or down. When changing the wind, you can change its direction.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

CREATE FOOD AND WATER

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

CREATION

5th-level illusion

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)

Duration: Special

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using any material created by this spell as another spell's material component causes that spell to fail.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

DAYLIGHT

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

DETECT EVIL AND GOOD

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT THOUGHTS

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a copper piece)

Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state,

and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

DISSONANT WHISPERS

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

DOMINATE BEAST

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as

“Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

DRUIDCRAFT

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

ELDRITCH BLAST

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

ENLARGE/REDUCE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target’s size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn’t enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target’s weapons also grow to match its new size. While these weapons are enlarged, the target’s attacks with them deal 1d4 extra damage.

Reduce. The target’s size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target’s weapons also shrink to match its new size. While these weapons are reduced, the target’s attacks with them deal 1d4 less damage (this can’t reduce the damage below 1).

ENTANGLE

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

EVARD'S BLACK TENTACLES

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)

Duration: Concentration, up to 1 minute

Squirring, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

EXPEDITIOUS RETREAT

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

FALSE LIFE

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of alcohol or distilled spirits)

Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

FEAR

3rd-level illusion

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a white feather or the heart of a hen)

Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest

available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

FEATHER FALL

1st-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

FIRE SHIELD

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of phosphorus or a firefly)

Duration: 10 minutes

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

FLAME BLADE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (leaf of sumac)

Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

FOG CLOUD

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

FRIENDS

Enchantment cantrip

Casting Time: 1 action

Range: Self

Components: S, M (a small amount of makeup applied to the face as this spell is cast)

Duration: Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

GASEOUS FORM

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of gauze and a wisp of smoke)

Duration: Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

GLYPH OF warding

3rd-level abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)

Duration: Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose *explosive runes* or a *spell glyph*.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an *explosive runes* glyph increases by 1d8 for each slot level above 3rd. If you create a *spell glyph*, you can store any spell of up to the same level as the slot you use for the *glyph of warding*.

GUST OF WIND

2nd-level evocation

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S, M (a legume seed)
Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

HALLOW

5th-level evocation

Casting Time: 24 hours
Range: Touch
Components: V, S, M (herbs, oils, and incense worth at least 1,000 gp, which the spell consumes)
Duration: Until dispelled

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a *hallow* spell. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the DM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

Courage. Affected creatures can't be frightened while in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the slot you used to cast this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light.

Energy Protection. Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.

Energy Vulnerability. Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.

Everlasting Rest. Dead bodies interred in the area can't be turned into undead.

Extradimensional Interference. Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means.

Fear. Affected creatures are frightened while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it.

Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

HEAT METAL

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of iron and a flame)
Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

HELLISH REBUKE

1st-level evocation

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes

2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

HEX

1st-level enchantment

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S, M (the petrified eye of a newt)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A *remove curse* cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

HOLD MONSTER

5th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

HYPNOTIC PATTERN

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

Duration: Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed

by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

JUMP

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

LONGSTRIDER

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

MELD INTO STONE

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

MELF'S ACID ARROW

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

MENDING

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

MESSAGE

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a short piece of copper wire)

Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

MIRROR IMAGE

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

MOVE EARTH

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an iron blade and a small bag containing a mixture of soils—clay, loam, and sand)

Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

NONDETECTION

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)

Duration: 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

PHANTASMAL FORCE

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 1 minute

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

PHANTASMAL KILLER

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the start of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

PLANE SHIFT

7th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispaten on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

PLANT GROWTH

3rd-level transmutation

Casting Time: 1 action or 8 hours

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

POLYMORPH

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapeshifter automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

PRODUCE FLAME

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature

within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SCORCHING RAY

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SCRYING

5th-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

Duration: Concentration, up to 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5
Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-10

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

SEEMING

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

SENDING

3rd-level evocation

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a short piece of fine copper wire)

Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

SHILLELAGH

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the

attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

SLEET STORM

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pinch of dust and a few drops of water)

Duration: Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

SLOW

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of molasses)

Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

SPEAK WITH ANIMALS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited

by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

SPIKE GROWTH

2nd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

Duration: Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

STINKING CLOUD

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a rotten egg or several skunk cabbage leaves)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

STONE SHAPE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)

Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door

shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

TELEKINESIS

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

THORN WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the stem of a plant with thorns)

Duration: Instantaneous

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

TONGUES

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, M (a small clay model of a ziggurat)

Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

VAMPIRIC TOUCH

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

VICIOUS MOCKERY

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

WATER BREATHING

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a short reed or piece of straw)

Duration: 24 hours

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

WIND WALK

6th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (fire and holy water)

Duration: 8 hours

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

WITCH BOLT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.