

# CHAPTER 2: ENCOUNTER SHEETS

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# ARVEIATURACE

## ARVEIATURACE

Gargantuan dragon, chaotic evil

**Armor Class** 20 (Natural Armor)  
**Hit Points** 333 (18d20 + 144)  
**Speed** 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

**Saving Throws** DEX +6, CON +14, WIS +7, CHA +8  
**Skills** Perception +13, Stealth +6  
**Damage Immunities** Cold  
**Senses** Blindsight 60 ft., Darkvision 60 ft., Passive Perception 23  
**Languages** Common, Draconic  
**Challenge** 20 (25,000 XP)

**Ice Walk.** The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**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:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) 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.

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold 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 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

# AWAKENED BEAST

## POLAR BEAR

Large beast, unaligned

**Armor Class** 12 (Natural Armor)  
**Hit Points** 42 (5d10 + 15)  
**Speed** 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

**Skills** Perception +3  
**Senses** Passive Perception 13  
**Languages** —  
**Challenge** 2 (450 XP)

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

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

## SABER-TOOTHED TIGER

Large beast, unaligned

**Armor Class** 12  
**Hit Points** 52 (7d10 + 14)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +6  
**Senses** Passive Perception 13  
**Languages** —  
**Challenge** 2 (450 XP)

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

**Pounce.** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

### ACTIONS

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



## OWL

*Tiny beast, unaligned*

**Armor Class** 11  
**Hit Points** 1 (1d4 - 1)  
**Speed** 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +3  
**Senses** Darkvision 120 ft., Passive Perception 13  
**Languages** —  
**Challenge** 0 (10 XP)

**Flyby.** The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

### ACTIONS

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

## WOLF

*Medium beast, unaligned*

**Armor Class** 13 (Natural Armor)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +4  
**Senses** Passive Perception 13  
**Languages** —  
**Challenge** 1/4 (50 XP)

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

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## FOX

*Tiny beast, unaligned*

**Armor Class** 13  
**Hit Points** 2 (1d4)  
**Speed** 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +5  
**Senses** Darkvision 60 ft., Passive Perception 13  
**Languages** —  
**Challenge** 0 (10 XP)

**Keen Hearing.** The fox has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

## ELK

*Large beast, unaligned*

**Armor Class** 10  
**Hit Points** 13 (2d10 + 2)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

**Senses** Passive Perception 10  
**Languages** —  
**Challenge** 1/4 (50 XP)

**Charge.** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

### ACTIONS

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

**Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

## RHINOCEROS

*Large beast, unaligned*

**Armor Class** 11  
**Hit Points** 45 (6d10 + 12)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

**Senses** Passive Perception 11  
**Languages** —  
**Challenge** 2 (450 XP)

**Charge.** If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

### ACTIONS

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

## HARE

*Tiny beast, unaligned*

**Armor Class** 13  
**Hit Points** 1 (1d4 - 1)  
**Speed** 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	9 (-1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Perception +2, Stealth +5  
**Senses** Passive Perception 12  
**Languages** —  
**Challenge** 0 (10 XP)

**Escape.** The hare can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.



# BATTLEHAMMER DWARVES, CHARDALYN BERSERKERS & CHWINGA

## SCOUT (BATTLEHAMMER DWARF)

Medium humanoid (dwarf), lawful good

**Armor Class** 13 (Leather Armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 25 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

**Damage Resistances** Poison

**Senses** Darkvision 60 ft., Passive Perception 15

**Languages** Common, Dwarvish

**Challenge** 1/2 (100 XP)

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

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison and resistance against poison damage.

### ACTIONS

**Multiattack.** The dwarf makes two melee attacks or two ranged attacks.

**Handaxe.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6 + 0) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## CHARDALYN BERSERKER

Medium fiend, chaotic evil

**Armor Class** 13 (Hide Armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

**Skills** Survival +4

**Senses** Passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 4 (1,100 XP)

**Chardalyn Madness.** The berserker must roll a d6 at the start of each of its turns. On a 1, the berserker does nothing on its turn except speak to a nonexistent, evil master whom it has pledged to serve.

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

### ACTIONS

**Multiattack.** The berserker attacks three times with a melee weapon.

**Chardalyn Flail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

**Chardalyn Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

## CHWINGA

Tiny elemental, neutral

**Armor Class** 15

**Hit Points** 5 (2d4)

**Speed** 20 ft., climb 20 ft., swim 20 ft.

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

**Skills** Acrobatics +7, Perception +7, Stealth +7

**Senses** Blindsight 60 ft., Passive Perception 17

**Languages** —

**Challenge** 0 (10 XP)

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

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

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

**Unusual Nature.** The chwinga doesn't require air, food, or drink. When it dies, it turns into a handful of flower petals, a cloud of pollen, a stone statuette resembling its former self, a tiny sphere of smooth stone, or a puddle of fresh water (your choice).

### ACTIONS

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

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



## CRAG CAT

### CRAG CAT

Large Monstrosity, unaligned

**Armor Class** 13

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

**Skills** Perception +4, Stealth +7

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** —

**Challenge** 1 (200 XP)

**Nondetection.** The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

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

**Spell Turning.** The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

#### ACTIONS

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

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

## COLDLIGHT WALKER

### COLDLIGHT WALKER

Medium undead, chaotic evil

**Armor Class** 13 (Natural Armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

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

**Saving Throws** INT +2, WIS +3

**Damage Immunities** Cold

**Condition Immunities** Blinded, Charmed, Exhaustion, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Blinding Light.** The walker sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the walker can target one creature in its bright light that it can see and force it to succeed on a DC 14 Constitution saving throw or be blinded until the start of the walker's next turn.

**Icy Doom.** Any creature killed by the walker freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

**Unusual Nature.** The walker doesn't require air, food, drink, or sleep.

#### ACTIONS

**Multiattack.** The walker makes two attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 14 (4d6) cold damage.

**Cold Ray.** *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 25 (4d10 + 3) cold damage.



# FROST DRUID & FRIENDS

## FROST DRUID

Medium humanoid (human), evil

**Armor Class** 13 (Hide Armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft., 40 ft. (wolf form only), burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

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

**Saving Throws** INT +3, WIS +6

**Skills** Nature +3, Perception +6, Survival +6

**Damage Resistances** Cold

**Senses** Darkvision 60ft. (beast form only), Passive Perception 16

**Languages** Common, Druidic

**Challenge** 5 (1,800 XP)

**Spellcasting (Humanoid Form Only).** The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft, guidance, resistance*
- 1st level (4 slots): *animal friendship, fog cloud, speak with animals*
- 2nd level (3 slots): *animal messenger, moonbeam, pass without trace*
- 3rd level (3 slots): *conjure animals, sleet storm, wind wall*
- 4th level (3 slots): *hallucinatory terrain, ice storm*
- 5th level (1 slot): *awaken*

## ACTIONS

**Multiattack.** The druid makes two melee attacks.

**Ice Sickle (Humanoid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

**Maul (Beast Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Change Shape.** The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except where noted in this stat block.

## WALRUS

Large beast, unaligned

**Armor Class** 9

**Hit Points** 22 (3d10 + 6)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	3 (-4)	11 (+0)	4 (-3)

**Senses** Passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

**Hold Breath.** The walrus can hold its breath for 10 minutes.

## ACTIONS

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

*Hit:* 7 (2d4 + 2) piercing damage.

## ELK

Large beast, unaligned

**Armor Class** 10

**Hit Points** 13 (2d10 + 2)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

**Senses** Passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

**Charge.** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## ACTIONS

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

*Hit:* 6 (1d6 + 3) bludgeoning damage.

**Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

## AWAKENED TREE

Huge plant, unaligned

**Armor Class** 13 (Natural Armor)

**Hit Points** 59 (7d12 + 14)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing

**Senses** Passive Perception 10

**Languages** One language known by its creator

**Challenge** 2 (450 XP)

**False Appearance.** While the tree remains motionless, it is indistinguishable from a normal tree.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 14 (3d6 + 4) bludgeoning damage.

## MOUNTAIN GOAT

Medium beast, unaligned

**Armor Class** 11

**Hit Points** 13 (2d8 + 4)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

**Senses** Passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

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

## ACTIONS

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

*Hit:* 5 (1d6 + 2) bludgeoning damage.



## FROST GIANT RIDING A MAMMOTH

### FROST GIANT

*Huge giant, neutral evil*

**Armor Class** 15 (Patchwork Armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

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

**Skills** Athletics +9, Perception +3

**Damage Immunities** Cold

**Senses** Passive Perception 13

**Languages** Giant

**Challenge** 8 (3,900 XP)

#### ACTIONS

**Multiattack.** The giant makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

### MAMMOTH

*Huge beast, neutral evil*

**Armor Class** 13 (Natural Armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

**Senses** Passive Perception 10

**Languages** —

**Challenge** 6 (2,300 XP)

**Trampling Charge.** If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

#### ACTIONS

**Gore.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

**Stomp.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage

## GOLIATH PARTY

### GOLIATH WARRIOR

*Medium humanoid (goliath), any alignment*

**Armor Class** 12 (Hide Armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

**Skills** Athletics +6, Perception +4, Survival +4

**Damage Resistances** Cold

**Senses** Passive Perception 14

**Languages** Common, Giant

**Challenge** 3 (700 XP)

**Mountain Born.** The goliath is acclimated to high altitude, including elevations above 20,000 feet.

**Powerful Build.** The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

#### ACTIONS

**Multiattack.** The goliath makes two attacks with its greataxe or hurls two javelins.

**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.

#### REACTIONS

**Stone's Endurance (Recharges after a Short or Long Rest).** When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

## GNOLLS

### GNOLL

*Medium humanoid (gnoll), chaotic evil*

**Armor Class** 15 (Hide Armor, Shield)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

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

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

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

#### ACTIONS

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

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

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



# GOLIATH WEREBEAR

## GOLIATH WEREBEAR

Medium humanoid (goliath, shapechanger), neutral good

**Armor Class** 10 In Humanoid Form, 12 (Natural Armor) In Bear Or Hybrid Form

**Hit Points** 161 (19d8 + 76)

**Speed** 30 ft., (40 ft., swim 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

**Skills** Athletics +8, Perception +8, Survival +5

**Damage Vulnerabilities** Fire

**Damage Resistances** Cold

**Damage Immunities** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Senses** Passive Perception 18

**Languages** Common, Giant (can't speak in bear form)

**Challenge** 8 (3,900 XP)

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

**Mountain Born.** The werebear is acclimated to high altitude, including elevations above 20,000 feet.

**Powerful Build (Humanoid Form Only).** The werebear counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

**Shapechanger.** The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large polar bear, or back into its goliath form. Its statistics, other than its size and 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.

### ACTIONS

**Multiattack.** The werebear makes two melee attacks.

**Bite (Bear or Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werebear lycanthropy, as described in the Monster Manual.

**Claw (Bear or Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Greataxe (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

### REACTIONS

**Stone's Endurance (Recharges after a Short or Long Rest).** When the werebear takes damage, it reduces the damage taken by 10 (1d12 + 4).

# HUMANS

## TRIBAL WARRIOR

Medium humanoid (any race), any alignment

**Armor Class** 12 (Hide Armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 20 ft.

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

**Senses** Passive Perception 10

**Languages** Common

**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.

## 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.



# ICE TROLL

## ICE TROLL

Large giant, chaotic evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 115 (10d10 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

**Skills** Perception +2

**Damage Immunities** Cold

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Giant

**Challenge** 8 (3,900 XP)

**Cold Aura.** While it's alive, the troll generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the troll's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the troll takes 10 (3d6) cold damage.

**Keen Smell.** The ice troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The ice troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The ice troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

**Multiattack.** The troll 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:* 7 (1d6 + 4) piercing damage plus 9 (2d8) cold damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) cold damage. If the target takes any of the cold damage, the target must succeed on a DC 15 Constitution saving throw or have disadvantage on its attack rolls until the end of its next turn.

# ICEWIND KOBOLDS

## ICEWIND KOBOLD

Small humanoid (kobold), any alignment

**Armor Class** 14 (Hide Armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft., climb 20 ft.

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

**Saving Throws** DEX +4, CON +3

**Skills** Perception +1, Stealth +4, Survival +1

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

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

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

### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 (1d6 - 2) piercing damage.



# ORCS OF THE MANY-ARROWS TRIBE

## ORC WAR CHIEF

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (Chain Mail)

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

**Saving Throws** STR +6, CON +6, WIS +2

**Skills** Intimidation +5

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Orc

**Challenge** 4 (1,100 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 attacks).

### ACTIONS

**Multiattack.** The orc makes two attacks with its greataxe or its spear.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (1d12 + 4 plus 1d8) slashing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Battle Cry (1/Day).** Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

## ORC

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (Hide Armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

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

**Skills** Intimidation +2

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

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

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## ORC EYE OF GRUUMSH

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.

## 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 (+1)	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.



## PERYTONS

### 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 Attacks

**Senses** Passive Perception 15

**Languages** Common, Elvish understands 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.

## SNOWY OWLBEAR

### SNOWY OWLBEAR

*Large monstrosity, unaligned*

**Armor Class** 13 (Natural Armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** —

**Challenge** 3 (700 XP)

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

#### ACTIONS

**Multiattack.** The snowy owlbear makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

*Hit:* 10 (1d10 + 5) piercing damage.

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

*Hit:* 14 (2d8 + 5) slashing damage.



# YETI

## YETI

Large monstrosity, chaotic evil

**Armor Class** 12 (Natural Armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +3

**Damage Immunities** Cold

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** Yeti

**Challenge** 3 (700 XP)

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

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

**Snow Camouflage.** The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### ACTIONS

**Multiattack.** The yeti can use its Chilling Gaze and makes two claw attacks.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.  
**Hit:** 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

**Chilling Gaze.** The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

## YETI TYKE

Small monstrosity, chaotic evil

**Armor Class** 11 (Natural Armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

**Damage Immunities** Cold

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** understands Yeti but can't speak

**Challenge** 1/8 (25 XP)

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

**Snow Camouflage.** The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### ACTIONS

**Claw. Melee Weapon Attack:** +2 to hit, reach 5 ft., one target.

**Hit:** 2 (1d4) slashing damage plus 2 (1d4) cold damage.

## ABOMINABLE YETI

Huge monstrosity, chaotic evil

**Armor Class** 15 (Natural Armor)

**Hit Points** 137 (11d12 + 66)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

**Skills** Perception +5, Stealth +4

**Damage Immunities** Cold

**Senses** Darkvision 60 ft., Passive Perception 15

**Languages** Yeti

**Challenge** 9 (5,000 XP)

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

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

**Snow Camouflage.** The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### ACTIONS

**Multiattack.** The yeti can use its Chilling Gaze and makes two claw attacks.

**Claw. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target.  
**Hit:** 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

**Chilling Gaze.** The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

**Cold Breath (Recharge 6).** The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.



# ANGAJUK'S BELL

## GIANT VULTURE

Large beast, neutral evil

**Armor Class** 10  
**Hit Points** 22 (3d10 + 6)  
**Speed** 10 ft., fly 60 ft.

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

**Skills** Perception +3  
**Senses** Passive Perception 13  
**Languages** Understands Common but can't speak it  
**Challenge** 1 (200 XP)

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

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

### ACTIONS

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

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

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

## OCTOPUS

Small beast, unaligned

**Armor Class** 12  
**Hit Points** 3 (1d6)  
**Speed** 5 ft., swim 30 ft.

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

**Skills** Perception +2, Stealth +4  
**Senses** Darkvision 30 ft., Passive Perception 12  
**Languages** —  
**Challenge** 0 (10 XP)

**Hold Breath.** While out of water, the octopus can hold its breath for 30 minutes.

**Underwater Camouflage.** The octopus has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing.** The octopus can breathe only underwater.

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

**Ink Cloud (Recharges after a Short or Long Rest).** A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

## SPERM WHALE

Gargantuan beast, unaligned

**Armor Class** 13 (Natural Armor)  
**Hit Points** 189 (14d20 + 42)  
**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

**Senses** Blindsight 120 ft., Passive Perception 11  
**Languages** —  
**Challenge** 8 (3,900 XP)

**Echolocation.** The whale can't use its blindsight while deafened.

**Hold Breath.** The whale can hold its breath for 90 minutes.

**Keen Hearing.** The whale has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.  
*Hit:* 21 (3d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the whale. A swallowed creature has total cover against attacks and other effects outside the whale, and it takes 3 (1d6) acid damage at the start of each of the whale's turns. If the whale takes 30 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 16 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 whale. If the whale dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.  
*Hit:* 18 (3d6 + 8) bludgeoning damage, or 37 (6d6 + 16) bludgeoning damage if the target is an object.

## THUG

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

**Armor Class** 11 (Leather Armor)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 30 ft.

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

**Skills** Intimidation +2  
**Senses** Passive Perception 10  
**Languages** Any one language (usually Common)  
**Challenge** 1/2 (100 XP)

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

### ACTIONS

**Multiattack.** The thug makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.  
*Hit:* 5 (1d6 + 2) bludgeoning damage.

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



# BLACK CABIN

## COLDLIGHT WALKER

Medium undead, chaotic evil

**Armor Class** 13 (Natural Armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

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

**Saving Throws** INT +2, WIS +3

**Damage Immunities** Cold

**Condition Immunities** Blinded, Charmed, Exhaustion, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Blinding Light.** The walker sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the walker can target one creature in its bright light that it can see and force it to succeed on a DC 14 Constitution saving throw or be blinded until the start of the walker's next turn.

**Icy Doom.** Any creature killed by the walker freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

**Unusual Nature.** The walker doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack.** The walker makes two attacks.

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

*Hit:* 11 (2d8 + 2) bludgeoning damage plus 14 (4d6) cold damage.

**Cold Ray.** *Ranged Spell Attack:* +3 to hit, range 60 ft., one target.

*Hit:* 25 (4d10 + 3) cold 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.



# CKACKLING CHASM

## GNOLL

Medium humanoid (gnoll), chaotic evil

**Armor Class** 15 (Hide Armor, Shield)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

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

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

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

### ACTIONS

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

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

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

## CHARDALYN BERSERKER

Medium fiend, chaotic evil

**Armor Class** 13 (Hide Armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

**Skills** Survival +4

**Senses** Passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 4 (1,100 XP)

**Chardalyn Madness.** The berserker must roll a d6 at the start of each of its turns. On a 1, the berserker does nothing on its turn except speak to a nonexistent, evil master whom it has pledged to serve.

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

### ACTIONS

**Multiattack.** The berserker attacks three times with a melee weapon.

**Chardalyn Flail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

**Chardalyn Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

## GNOLL FANG OF YEENOGHU

Medium fiend (gnoll), chaotic evil

**Armor Class** 14 (Hide Armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

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

**Saving Throws** CON +4, WIS +2, CHA +3

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Abyssal, Gnoll

**Challenge** 4 (1,100 XP)

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

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

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



# CAVE OF THE BERSERKERS

## WHITE DRAGON WYRMLING

Medium dragon, chaotic evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

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

**Saving Throws** DEX +2, CON +4, WIS +2, CHA +2

**Skills** Perception +4, Stealth +2

**Damage Immunities** Cold

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

**Languages** Draconic

**Challenge** 2 (450 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

## CHARDALYN BERSERKER

Medium fiend, chaotic evil

**Armor Class** 13 (Hide Armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

**Skills** Survival +4

**Senses** Passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 4 (1,100 XP)

**Chardalyn Madness.** The berserker must roll a d6 at the start of each of its turns. On a 1, the berserker does nothing on its turn except speak to a nonexistent, evil master whom it has pledged to serve.

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

### ACTIONS

**Multiattack.** The berserker attacks three times with a melee weapon.

**Chardalyn Flail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

**Chardalyn Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.



# DARK DUCHESS

## ICE TROLL

Large giant, chaotic evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 115 (10d10 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

**Skills** Perception +2

**Damage Immunities** Cold

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Giant

**Challenge** 8 (3,900 XP)

**Cold Aura.** While it's alive, the troll generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the troll's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the troll takes 10 (3d6) cold damage.

**Keen Smell.** The ice troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The ice troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The ice troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

**Multiattack.** The troll 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:* 7 (1d6 + 4) piercing damage plus 9 (2d8) cold damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) cold damage. If the target takes any of the cold damage, the target must succeed on a DC 15 Constitution saving throw or have disadvantage on its attack rolls until the end of its next turn.

## ICEWIND KOBOLD

Small humanoid (kobold), any alignment

**Armor Class** 14 (Hide Armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft., climb 20 ft.

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

**Saving Throws** DEX +4, CON +3

**Skills** Perception +1, Stealth +4, Survival +1

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

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

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

### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1 (1d6 - 2) piercing damage.

## ARVEIATURAGE

Gargantuan dragon, chaotic evil

**Armor Class** 20 (Natural Armor)

**Hit Points** 333 (18d20 + 144)

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

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

**Saving Throws** DEX +6, CON +14, WIS +7, CHA +8

**Skills** Perception +13, Stealth +6

**Damage Immunities** Cold

**Senses** Blindsight 60 ft., Darkvision 60 ft., Passive Perception 23

**Languages** Common, Draconic

**Challenge** 20 (25,000 XP)

**Ice Walk.** The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**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:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) 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.

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold 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 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



## CHWINGA

*Tiny elemental, neutral*

**Armor Class** 15

**Hit Points** 5 (2d4)

**Speed** 20 ft., climb 20 ft., swim 20 ft.

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

**Skills** Acrobatics +7, Perception +7, Stealth +7

**Senses** Blindsight 60 ft., Passive Perception 17

**Languages** —

**Challenge** 0 (10 XP)

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

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

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

**Unusual Nature.** The chwinga doesn't require air, food, or drink. When it dies, it turns into a handful of flower petals, a cloud of pollen, a stone statuette resembling its former self, a tiny sphere of smooth stone, or a puddle of fresh water (your choice).

### ACTIONS

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

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

## VERBEEG LONGSTRIDER

*Large giant, neutral evil*

**Armor Class** 14 (Hide Armor)

**Hit Points** 119 (14d10 + 42)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	10 (+0)

**Saving Throws** DEX +5, CON +6, WIS +5

**Skills** Animal Handling +5, Athletics +7, Stealth +5

**Senses** Passive Perception 12

**Languages** Common, Giant

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The verbeeg's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

- 1/day each: *animal messenger*, *fog cloud*, *freedom of movement*, *pass without trace*, *silence*, *water walk*

**Simple Weapon Wielder.** A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

### ACTIONS

**Multiattack.** The verbeeg makes two melee attacks.

**Spear. Melee or Ranged Weapon Attack:** +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if used to make a ranged attack or used with two hands to make a melee attack.

**Sling. Ranged Weapon Attack:** +5 to hit, range 30/120 ft., one target. *Hit:* 9 (3d4 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.



## ID ASCENDANT

### GNOME CEREMORPH

Small aberration, any alignment

**Armor Class** 16 (Breastplate)

**Hit Points** 58 (13d6 + 13)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

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

**Skills** Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +5

**Senses** Darkvision 120 ft., Passive Perception 16

**Languages** Deep Speech, Gnomish, Telepathy 120 ft., Undercommon

**Challenge** 5 (1,800 XP)

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

- At will: *detect thoughts*, *levitate*
- 1/day each: *dominate monster*, *plane shift* (self only)

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

#### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 9) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the ceremorph. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ceremorph kills the target by extracting and devouring its brain.

**Laser Pistol.** *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 12 (3d6 + 2) radiant damage.

**Mind Blast (Recharge 5–6).** The ceremorph magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned 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.

## GNOME SQUIDLING

Small aberration, unaligned

**Armor Class** 8

**Hit Points** 10 (3d6)

**Speed** 15 ft.

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

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** understands Deep Speech and Gnomish but can't speak, telepathy 60 ft.

**Challenge** 1/2 (100 XP)

**Innate Spellcasting (Psionics).** The squidling's innate spellcasting ability is Intelligence (spell save DC 7). It can innately cast *levitate* at will, requiring no components.

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

#### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +0 to hit, reach 5 ft. *Hit:* 5 (2d4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 7) and must succeed on a DC 7 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one incapacitated creature grappled by the squidling. *Hit:* 27 (5d10) piercing damage. If this damage reduces the target to 0 hit points, the squidling kills the target by extracting and devouring its brain.

**Mind Tickle (Recharge 5–6).** The squidling magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 7 Intelligence saving throw or take 2 (1d4) psychic damage and be stunned until the end of its next turn.

## CARRION CRAWLER

Large monstrosity, unaligned

**Armor Class** 13 (Natural Armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

**Skills** Perception +3

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

**Keen Smell.** The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

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

#### ACTIONS

**Multiattack.** The carrion crawler makes two attacks: one with its tentacles and one with its bite.

**Tentacles.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target 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 poison on itself on a success.

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



## FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

**Damage Immunities** Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Understands the languages of its creator but can't speak

**Challenge** 5 (1,800 XP)

**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

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

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

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

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

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

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

## 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.



## JARLMOOT

### FROST GIANT SKELETON

*Huge undead, lawful evil*

**Armor Class** 14 (Armor Scraps)

**Hit Points** 102 (12d12 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** Bludgeoning

**Damage Immunities** Cold, Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** understands Giant but can't speak

**Challenge** 6 (2,300 XP)

**Unusual Nature.** The skeleton doesn't require air, food, drink, or sleep.

#### ACTIONS

**Multiattack.** The skeleton makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

**Freezing Stare.** The skeleton targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 35 (10d6) cold damage and be paralyzed until the end of its next turn.

### 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 Attacks

**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.

## SWARM OF RAVENS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12

**Hit Points** 24 (7d8 - 7)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +5

**Damage Resistances** Bludgeoning, Piercing, Slashing

**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses** Passive Perception 15

**Languages** —

**Challenge** 1/4 (50 XP)

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

#### ACTIONS

**Beaks.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

## FLYING SWORD

*Small construct, unaligned*

**Armor Class** 17 (Natural Armor)

**Hit Points** 17 (5d6)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

**Saving Throws** DEX +4

**Damage Immunities** Poison, Psychic

**Condition Immunities** Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 7

**Languages** —

**Challenge** 1/4 (50 XP)

**Antimagic Susceptibility.** The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

#### ACTIONS

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



## FROST DRUID

Medium humanoid (human), evil

**Armor Class** 13 (Hide Armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft., 40 ft. (wolf form only), burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

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

**Saving Throws** INT +3, WIS +6

**Skills** Nature +3, Perception +6, Survival +6

**Damage Resistances** Cold

**Senses** Darkvision 60ft. (beast form only), Passive Perception 16

**Languages** Common, Druidic

**Challenge** 5 (1,800 XP)

**Spellcasting (Humanoid Form Only).** The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft, guidance, resistance*
- 1st level (4 slots): *animal friendship, fog cloud, speak with animals*
- 2nd level (3 slots): *animal messenger, moonbeam, pass without trace*
- 3rd level (3 slots): *conjure animals, sleet storm, wind wall*
- 4th level (3 slots): *hallucinatory terrain, ice storm*
- 5th level (1 slot): *awaken*

### ACTIONS

**Multiattack.** The druid makes two melee attacks.

**Ice Sickle (Humanoid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

**Maul (Beast Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Change Shape.** The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except where noted in this stat block.

## WINTER WOLF

Large monstrosity, neutral evil

**Armor Class** 13 (Natural Armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

**Skills** Perception +5, Stealth +3

**Damage Immunities** Cold

**Senses** Passive Perception 15

**Languages** Common, Giant, Winter Wolf

**Challenge** 3 (700 XP)

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

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

**Snow Camouflage.** The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Cold Breath (Recharge 5–6).** The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

## GROMIN'GORN (FROST GIANT)

Huge giant, neutral evil

**Armor Class** 15 (Patchwork Armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

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

**Skills** Athletics +9, Perception +3

**Damage Immunities** Cold

**Senses** Passive Perception 13

**Languages** Giant

**Challenge** 8 (3,900 XP)

### ACTIONS

**Multiattack.** The giant makes two chain attacks.

**Chain.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.



# KARKOLOHK

## SPELLIX ROMWOD

Small humanoid (gnome), chaotic neutral

**Armor Class** 14 (Hide Armor)

**Hit Points** 33 (6d6 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	15 (+2)	9 (-1)	16 (+3)

**Skills** Arcana +4, Deception +5, History +4

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Common, Draconic, Elvish, Gnomish, Goblin

**Challenge** 1/2 (100 XP)

**Gnome Cunning.** Spellix has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Innate Spellcasting.** Spellix's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

- At will: *fire bolt*, \**mage hand*, *shocking grasp*\*
- 3/day: *silent image*
- 1/day each: *chromatic orb*, *crown of madness*, *shield*

\*See "Actions" below.

### ACTIONS

**Shocking Grasp (Cantrip).** *Melee Spell Attack:* +5 to hit (with advantage on the attack roll if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 4 (1d8) lightning damage, and the target can't take reactions until the start of its next turn.

**Fire Bolt (Cantrip).** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

## GOBLIN

Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (Leather Armor, Shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

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

**Skills** Stealth +6

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 5 (1d6 + 2) piercing damage.

## WORG

Large monstrosity, neutral evil

**Armor Class** 13 (Natural Armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

**Skills** Perception +4

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Goblin, Worg

**Challenge** 1/2 (100 XP)

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## WOLF

Medium beast, unaligned

**Armor Class** 13 (Natural Armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +4

**Senses** Passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



## SHIELD GUARDIAN (DAMAGED)

Large construct, unaligned

**Armor Class** 17 (Natural Armor)  
**Hit Points** 80/142 (15d10 + 60)  
**Speed** 30 ft.

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

**Damage Immunities** Poison  
**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned  
**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10  
**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.

## MOUNTAIN GOAT

Medium beast, unaligned

**Armor Class** 11  
**Hit Points** 13 (2d8 + 4)  
**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

**Senses** Passive Perception 10  
**Languages** —  
**Challenge** 1/8 (25 XP)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

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

### ACTIONS

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

## GIBBERING MOUTHER

Medium aberration, neutral

**Armor Class** 9  
**Hit Points** 67 (9d8 + 27)  
**Speed** 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

**Condition Immunities** Prone  
**Senses** Darkvision 60 ft., Passive Perception 10  
**Languages** —  
**Challenge** 2 (450 XP)

**Aberrant Ground.** The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

### ACTIONS

**Multiattack.** The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

**Blinding Spittle (Recharge 5–6).** The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.



# LOST SPIRE OF NETHERIL

## WIGHT

Medium undead, neutral evil

**Armor Class** 14 (Studded Leather)  
**Hit Points** 45 (6d8 + 18)  
**Speed** 30 ft.

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

**Skills** Perception +3, Stealth +4

**Damage Resistances** Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** The languages it knew in life

**Challenge** 3 (700 XP)

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

## ACTIONS

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

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

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

# DZAAAN'S SIMULACRUM

Medium construct, lawful evil

**Armor Class** 10  
**Hit Points** 24 (9d8 + 9)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	13 (+1)	15 (+2)

**Saving Throws** INT +5, WIS +3

**Skills** Arcana +5, Deception +4, History +5

**Senses** Passive Perception 11

**Languages** Abyssal, Common, Giant, Infernal

**Challenge** 1 (200 XP)

**Spellcasting.** The simulacrum is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

- Cantrips (at will): *acid splash*,\* *light*, *minor illusion*, *shocking grasp*\*
- 1st level (2 slots): *detect magic*, *disguise self*, *magic missile*\*
- 2nd level (2 slots): *invisibility*, *levitate*, *phantasmal force*

\*See "Actions" below.

## ACTIONS

**Shocking Grasp (Cantrip).** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature (the attack roll has advantage if the target is wearing armor made of metal). *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn.

**Acid Splash (Cantrip).** The simulacrum hurls a bubble of acid at one creature it can see within 60 feet of it, or at two such creatures that are within 5 feet of each other. A target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) acid damage.

**Magic Missile (1st-Level Spell; Requires a Spell Slot).** The simulacrum creates three darts of magical force. Each dart unerringly strikes one creature the simulacrum can see within 120 feet of it, dealing 3 (1d4 + 1) force damage. If the simulacrum casts this spell using a 2nd-level spell slot, it creates one more dart.

## BUGBEAR

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 16 (Hide Armor, Shield)  
**Hit Points** 27 (5d8 + 5)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Stealth +6, Survival +2

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

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

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

## ACTIONS

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

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



## BASILISK

Medium monstrosity, unaligned

**Armor Class** 15 (Natural Armor)  
**Hit Points** 52 (8d8 + 16)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

**Senses** Darkvision 60 ft., Passive Perception 9  
**Languages** —  
**Challenge** 3 (700 XP)

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison 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.

## DZAAAN

Medium humanoid (human), lawful evil

**Armor Class** 10  
**Hit Points** 49 (9d8 + 9)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	16 (+3)	13 (+1)	15 (+2)

**Saving Throws** INT +5, WIS +3  
**Skills** Arcana +5, Deception +4, History +5  
**Senses** Passive Perception 11  
**Languages** Abyssal, Common, Giant, Infernal  
**Challenge** 4 (1,100 XP)

**Spellcasting.** Dzaan is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *acid splash*,\* *light*, *minor illusion*, *shocking grasp*\*
- 1st level (4 slots): *detect magic*, *disguise self*, *magic missile*\*
- 2nd level (3 slots): *invisibility*, *levitate*, *phantasmal force*
- 3rd level (3 slots): *fireball*, *sending*, *slow*
- 4th level (3 slots): *arcane eye*, *confusion*
- 5th level (1 slot): *animate objects*

\*See "Actions" below.

### ACTIONS

**Shocking Grasp (Cantrip).** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature (the attack roll has advantage if the target is wearing armor made of metal). *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of his next turn.

**Acid Splash (Cantrip).** Dzaan hurls a bubble of acid at one creature he can see within 60 feet of it, or at two such creatures that are within 5 feet of each other. A target must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) acid damage.

**Magic Missile (1st-Level Spell; Requires a Spell Slot).** Dzaan creates three darts of magical force. Each dart unerringly strikes one creature Dzaan can see within 120 feet of it, dealing 3 (1d4 + 1) force damage. If Dzaan casts this spell using a 2nd-level spell slot, he creates one more dart.

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.



## REGHED TRIBE CAMP

### REGHED TRIBAL WARRIOR

Medium humanoid (any race), any alignment

**Armor Class** 12 (Hide Armor)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 20 ft.

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

**Skills** Survival +4  
**Senses** Passive Perception 10  
**Languages** Common  
**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.

### REGHED GLADIATOR

Medium humanoid (any race), any alignment

**Armor Class** 15 (Hide Armor, Shield)  
**Hit Points** 112 (15d8 + 45)  
**Speed** 30 ft.

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

**Saving Throws** STR +7, DEX +5, CON +6  
**Skills** Athletics +10, Intimidation +5, Survival +5  
**Senses** Passive Perception 11  
**Languages** Common  
**Challenge** 5 (1,800 XP)

**Brave.** The gladiator has advantage on saving throws against being frightened.

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

#### ACTIONS

**Multiattack.** The gladiator makes three melee attacks or two ranged attacks.

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

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

#### REACTIONS

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

### REGHED 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, Survival +4  
**Senses** Passive Perception 14  
**Languages** Common and Druidic  
**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, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

### SLED DOG

Medium beast, unaligned

**Armor Class** 13 (Natural Armor)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +4  
**Senses** Passive Perception 13  
**Languages** —  
**Challenge** 1/4 (50 XP)

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

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

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



# REVEL'S END

## 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:* 6 (1d10 + 1) piercing damage.

## PRISONER 237

Medium humanoid (human), lawful evil

Armor Class 11  
Hit Points 32 (5d8 + 10)  
Speed 30 ft., (10 ft. while shackled)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	17 (+3)	10 (+0)	15 (+2)

Skills Arcana +5, Deception +4, Persuasion +4  
Senses Passive Perception 10  
Languages Common, Draconic, Infernal, Orc  
Challenge 1 (200 XP)

**Spellcasting.** Prisoner 237 is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13; +5 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *light*,\* *message*,\* *prestidigitation*, *shocking grasp* (see "Actions" below)
- 1st level (4 slots): *mage armor*,\* *shield*, *sleep*
- 2nd level (3 slots): *arcane lock*,\* *detect thoughts*,\* *suggestion*\*
- 3rd level (2 slots): *counterspell*, *lightning bolt*\*

\*Prisoner 237 needs material components to cast these spells.

### ACTIONS

**Shocking Grasp (Cantrip).** *Melee Spell Attack:* +5 to hit (with advantage on the attack if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn.

## SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 Natural  
Hit Points 39 (6d8 + 12)  
Speed 0 ft., fly 30 ft. (hover)

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

Skills Perception +6  
Condition Immunities Prone  
Senses Darkvision 120 ft., Passive Perception 16  
Languages Deep Speech, Telepathy 120 ft., Undercommon  
Challenge 3 (700 XP)

### ACTIONS

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

**Eye Rays.** The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
2. **Paralyzing Ray.** The target must succeed on a DC 13 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.
3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.
4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Create Food and Water.** The spectator magically creates enough food and water to sustain itself for 24 hours.

### ACTIONS

**Spell Reflection.** If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.



## SKYTOWER SHELTER

### GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge 2 (450 XP)

**Keen Sight.** The griffon has advantage on Wisdom (Perception) checks that rely on sight.

#### ACTIONS

**Multiattack.** The griffon makes two attacks: one with its beak and one with its claws.

**Beak.** *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:* 11 (2d6 + 4) slashing damage.

### GOLIATH WARRIOR

Medium humanoid (goliath), any alignment

Armor Class 12 (Hide Armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Skills Athletics +6, Perception +4, Survival +4

Damage Resistances Cold

Senses Passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP)

**Mountain Born.** The goliath is acclimated to high altitude, including elevations above 20,000 feet.

**Powerful Build.** The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

#### ACTIONS

**Multiattack.** The goliath makes two attacks with its greataxe or hurls two javelins.

**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.

#### REACTIONS

**Stone's Endurance (Recharges after a Short or Long Rest).** When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

## YOUNG GRIFFON (TINY)

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 5 (1d4 + 3)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge 0 (10 XP)

**Keen Sight.** The griffon has advantage on Wisdom (Perception) checks that rely on sight.

#### ACTIONS

**Multiattack.** The griffon makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

**Claws.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

### CRAG CAT

Large Monstrosity, unaligned

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge 1 (200 XP)

**Nondetection.** The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

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

**Spell Turning.** The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the cat and instead targets the caster.

#### ACTIONS

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

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



# WYRMDOOM CRAG

## GOLIATH WARRIOR

Medium humanoid (goliath), any alignment

**Armor Class** 12 (Hide Armor)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

**Skills** Athletics +6, Perception +4, Survival +4  
**Damage Resistances** Cold  
**Senses** Passive Perception 14  
**Languages** Common, Giant  
**Challenge** 3 (700 XP)

**Mountain Born.** The goliath is acclimated to high altitude, including elevations above 20,000 feet.

**Powerful Build.** The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

### ACTIONS

**Multiattack.** The goliath makes two attacks with its greataxe or hurls two javelins.

**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.

### REACTIONS

**Stone's Endurance (Recharges after a Short or Long Rest).** When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

## 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** Aarakocra, 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.

## CHWINGA

Tiny elemental, neutral

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

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

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

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

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

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

**Unusual Nature.** The chwinga doesn't require air, food, or drink. When it dies, it turns into a handful of flower petals, a cloud of pollen, a stone statuette resembling its former self, a tiny sphere of smooth stone, or a puddle of fresh water (your choice).

### ACTIONS

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

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