

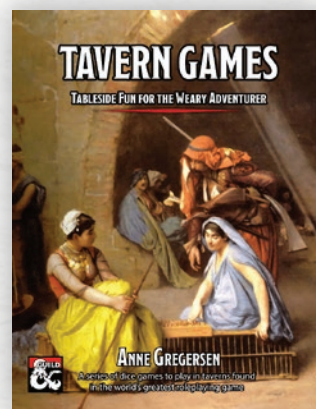
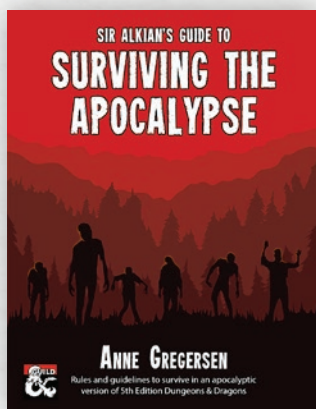
**BLOODIED & BRUISED**  
**VOLO'S GUIDE TO**  
**MONSTERS**



**ANNE GREGERSEN**



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## BLOODIED & BRUISED

# VOLO'S GUIDE TO MONSTERS

**T**he bugbear chief nurses a gushing wound in her side before issuing an order of retreat to her allies. A bright light forms around the angel's dying body, blinding everyone near it as it passes on from the world of the living. With blood streaming down its torso, an enraged hill giant slams its fists into the ground and causes the earth around it to quake.

*Bloodied & Bruised* provides special combat actions to the creatures in *Volo's Guide to Monsters*, offering new tactics for them to employ in battle. Some of these abilities only have a light impact on how the creature acts, while other "bloodied features" completely change how the monster behaves in battle. *Bloodied & Bruised* is designed to make the latter half of battle more teeth-clenching than the rounds that came before it.

### THE BLOODIED CONDITION

The "bloodied" condition, originally from 4e, is used to signify how a creature is faring in a combat scenario. A creature becomes bloodied when it reaches half of its hit point maximum (rounded down), which acts as a way of communicating the state of an opponent in a fight. Telling the players the creature they are fighting is bloodied shows them how far along in the fight they are and whether they should be planning a retreat or going in for the kill.

For consistency's sake, all creatures listed in this document are given the "bloodied" condition, even where that word may not be the most suitable to use. In some cases, such as with constructs and oozes, the terms "bruised" or "battered" better describe how a creature is faring in a fight. This document also notes the hit point amount a specific creature must have to receive the bloodied

condition. This number is static and doesn't take into account things like additional hit points or similar effects.

Some creatures gain new abilities when they become bloodied, making them fight harder or more desperately than before. Some abilities can only be triggered once during an encounter, while others persist for as long as the creature is bloodied.

- *While Bloodied...* Traits that have this or similar text in the opening, persist for as long as the creature is bloodied.
- *When First Bloodied...* Traits that have this text in the opening this text are only triggered when the creature is first bloodied in an encounter. If the creature is healed out of its bloodied state and then made bloodied again later during the same encounter, this ability doesn't trigger again.

Player characters can become bloodied as well. This information can be useful for the party's opponents, as they can see who among the party is closest to falling unconscious and target them accordingly. Some creatures, like lycanthropes, even get abilities that make them extra deadly against bloodied characters.

**What is an Encounter?** An "encounter" is any physical conflict that the party has against enemies, monsters, or the environment. Its beginning is signified by rolling initiative, and it ends when all characters are out of initiative. Trigger abilities, as presented in this document, can only be used once per encounter.

**Bloodied Critters.** If a creature has 10 hit points or less, this document provides it with no bloodied abilities. A creature with so few hit points would rarely be in a fight for more than a round or two,



and bloodied abilities are excessive for its stat block. However, if you wish to add a bloodied ability to such a creature, we suggest adding the Cornered bloodied ability, Made It Angry strength, or the Worn Out frailty, as defined by this document. See the **stegosaurus** entry for details on these abilities.

## BLOODIED ABILITIES

A creature's abilities depend on the resources the creature has on hand. If a creature is animal-like in nature, it lashes out in desperation or grows tired as the fight goes on, while humanoid opponents might look for ways to leave combat as they see the fight turning against them. For this reason, some bloodied features recur throughout the document, as they are associated with a specific type of creature.

The amount of bloodied abilities also depends on the creature's CR. There is no reason for a creature with only a few hit points to have a ton of new possible actions it can do if it's gonna be defeated in a couple of rounds anyway. Lower CR creatures don't have as many or as complex bloodied abilities as a result.

Bloodied abilities can look as follows:

**Ability Recharge.** A trait or action is immediately recharged without the creature having to roll for it.

**New Ability.** The creature gains a new trait or action while in its bloodied state.

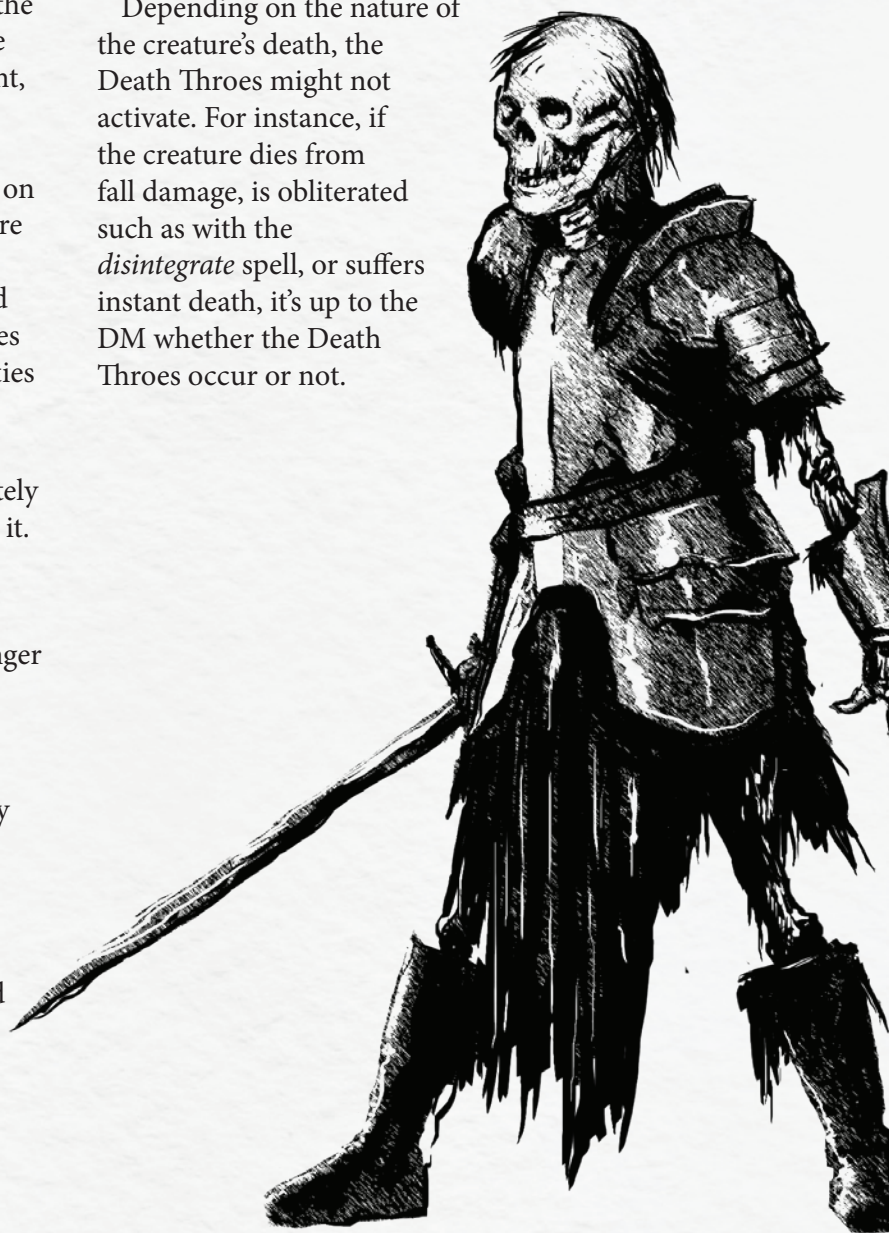
**Strength or Frailty.** The creature is made stronger or weaker in its bloodied state. This can include changes to its AC, speed, or damage resistances.

**Trigger Ability.** When the creature becomes bloodied, a unique ability is triggered. The ability only triggers if the creature is able to act it out, meaning that incapacitated creatures can't use trigger abilities in most cases. Likewise, if the trigger ability requires a reaction to fulfill, the creature can't use the ability if it has already used its reaction that round.

## DEATH THROES

Death Throes is a new effect added by this book, meant to make the defeat of an enemy stand out as it makes a final show of defiance when slain. It's a unique effect triggered when certain creatures reach 0 hit points and die. Some creatures, like the **darklings**, already have a Death Throes trait written into their stat block. This document adds new Death Throes to several other creatures that the DM can use to make an encounter more destructive or unique.

Depending on the nature of the creature's death, the Death Throes might not activate. For instance, if the creature dies from fall damage, is obliterated such as with the *disintegrate* spell, or suffers instant death, it's up to the DM whether the Death Throes occur or not.





# CREATURE ENTRIES

## BANDERHOBB

When bloodied at **42 HP**, the banderhobb has the following features.

**New Ability: Standing Leap.** While bloodied, the banderhobb's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

**New Ability: Clear Connection.** As a bonus action while bloodied, the banderhobb targets a creature within 60 feet it has a Resonant Connection with. The banderhobb has advantage on attack rolls against the creature. The banderhobb must be able to see the creature to target it, and it can only target one creature with this effect at a time. The effect ends if the banderhobb dies or ends the connection as a bonus action.

**Trigger Ability: Shadow Step Strike.** When first bloodied, the banderhobb can use its Shadow Step action as a reaction.

## BARGHEST

When bloodied at **45 HP**, the barghest has the following features.

**New Ability: Sprint and Swerve.** While bloodied, the barghest can take the Dash or Disengage actions as a bonus action on each of its turns.

**Trigger Ability: Spellcasting.** When first bloodied, the barghest can use its reaction to cast a spell that normally requires an action to cast.

## BEHOLDERS

### DEATH KISS

When bloodied at **80 HP**, the death kiss has the following features.

**New Ability: Quick Sprint.** While bloodied, the death kiss can take the Dash action as a bonus action.

**Strength: Powerful Drain.** While bloodied, whenever the death kiss regains hit points using its Blood Drain ability, it regains hit points equal to the lightning damage dealt instead of half that amount.

**Trigger Ability: Cornered.** When first bloodied, the death kiss can use its reaction to make a Tentacle attack against a creature within range.

### GAUTH

When bloodied at **33 HP**, the gauth has the following features.

**New Ability: Trained Eye.** As a bonus action while bloodied, the gauth can keep its eye on a character of its choice that it can see within 30 feet of it until the beginning of the gauth's next turn. The gauth keeps its central eye, and thereby its Stunning Gaze, on the chosen creature throughout the round, turning its body as the creature moves and letting its gaze follow it. The gauth can choose to end this ability early (no action required).

**Trigger Ability: Eye Ray.** When first bloodied, the gauth can shoot one random magical eye ray as a reaction.

**Death Throes: Taken from the Stat Block.** When the gauth dies, the magical energy inside it explodes, and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.



## GAZER

When bloodied at **6 HP**, the gazer has the following feature.

**Trigger Ability: Eye Ray.** When first bloodied, the gazer can shoot one random magical eye ray as a reaction.

## BODAK

When bloodied at **29 HP**, the bodak has the following features.

**New Ability: Look at Me.** While bloodied, the bodak can use an action to implore a creature to look at it, as if casting the *suggestion* spell. The targeted creature must succeed on a DC 13 Wisdom saving throw or look at the bodak, suffering the effects of its Death Gaze. When forced to look at the bodak in this way, the creature automatically fails the associated Constitution save, though not by 5 or more. Creatures that are immune to being frightened automatically succeed on this saving throw.

If the targeted creature succeeds on the Wisdom saving throw, the creature is immune to the bodak's Look at Me ability for 24 hours, and the bodak can make one attack against the creature with its Fist as a bonus action.

**Death Throes: At Rest.** When the bodak dies, the ravaged soul in its body cries out in defiance. Each creature within 10 feet of the bodak when it dies must make a DC 13 Constitution saving throw. On a failed save, a creature takes 11 (2d10) necrotic damage and gains 2 levels of exhaustion. On a successful save, a creature takes half as much damage and gains no exhaustion.

## BOGGLE

When bloodied at **9 HP**, the boggle has the following feature.

**Trigger Ability: Boggle Oil.** When first bloodied, the boggle can use its Boggle Oil bonus action as a reaction.

## CATOBLEPAS

When bloodied at **42 HP**, the catoblepas has the following features.

**Ability Recharge: Death Ray.** When first bloodied, the catoblepas's Death Ray ability is recharged.

**Strength: Made It Angry.** While bloodied, the catoblepas has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the catoblepas can use its reaction to make a Tail attack against a creature within range.

## CAVE FISHER

When bloodied at **29 HP**, the cave fisher has the following features.

**Frailty: Flammable Blood (Taken from the Statblock).** While bloodied, the cave fisher is vulnerable to fire damage.

**New Ability: Ambush Predator.** While bloodied, the cave fisher can take the Hide action as a bonus action and has advantage on Dexterity (Stealth) checks.

**Trigger Ability: Cornered.** When first bloodied, the cave fisher can make a melee attack against a creature within range as a reaction.



## CHITINES

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### CHITINE

When bloodied at **9 HP**, the chitine has the following feature.

**Trigger Ability: Cornered.** When first bloodied, the chitine can make 1d4 melee attacks against a creature within range as a reaction.

### CHOLDRITH

When bloodied at **33 HP**, the choldrith has the following features.

**Ability Recharge: Web.** When first bloodied, the choldrith's Web ability is recharged.

**New Ability: Spider Sense.** While bloodied, the choldrith can raise or lower its initiative for the encounter by as much as 5 (no action required). It also has 2 reactions per round of combat.

**Trigger Ability: Spellcasting.** When first bloodied, the choldrith can use its reaction to cast a spell that normally requires an action to cast.

## CRANIUM RATS

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### CRANIUM RAT

The cranium rat has no bloodied features.

### SWARM OF CRANIUM RATS

When it dies, the swarm of cranium rats has the following feature.

**Death Throes: Scatter!** The few remaining critters run away from the fight when the swarm dies. 2d4 cranium rats rush out of the swarm, moving up to their speed without provoking opportunity attacks and fleeing combat.

## DARKLINGS

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### DARKLING

When bloodied at **6 HP**, the darkling has the following features.

**Trigger Ability: Cornered.** When first bloodied, the darkling can make a melee attack against a creature within range as a reaction.

**Death Throes: Death Flash (Taken from the Statblock).** When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn.

### DARKLING ELDER

When bloodied at **13 HP**, the darkling elder has the following features.

**New Ability: Repositioning.** As a bonus action while bloodied, the darkling elder can command one of its allies to reposition. The creature can use its reaction to move up to its speed without provoking opportunity attacks.

**Trigger Ability: Cornered.** When first bloodied, the darkling elder can make a melee attack against a creature within range as a reaction.

**Death Throes: Death Burn (Taken from the Statblock).** When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failed save, the creature takes 7 (2d6) radiant damage, and if it can see the bright light, it is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.



## DEEP SCION

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When bloodied at **33 HP**, the deep scion has the following features.

**New Ability: Cold-Hearted Killer.** While bloodied, the deep scion has advantage on all attack rolls it makes on its turn, but only if they are all made against the same creature. If the first attack made with advantage kills the targeted creature, the deep scion cannot make any more attacks this turn.

**New Ability: Quick Sprint.** While bloodied, the deep scion can take the Dash action as a bonus action.

**Trigger Ability: Cornered.** When first bloodied, the deep scion can make a melee attack against a creature within range as a reaction.

## DEMONS

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### BABAU

When bloodied at **41 HP**, the babau has the following features.

**Strength: Swift Gaze.** While bloodied, the babau can use its Weakening Gaze as a bonus action. If it does so, the targeted creature has advantage on its saving throw against the effect.

**Trigger Ability: Spellcasting.** When first bloodied, the babau can use its reaction to cast a spell that normally requires an action to cast.

### MAW DEMON

When bloodied at **16 HP**, the maw demon has the following features.

**New Ability: Multiattack.** While bloodied, the maw demon can attack twice on its turn.

**Trigger Ability: Cornered.** When first bloodied, the deep scion can make a melee attack against a creature within range as a reaction.

### SHOOSUVA

When bloodied at **55 HP**, the shoosuva has the following features.

**Strength: Better Bite.** While bloodied, when the shoosuva hits a creature with a Bite attack, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Strength: Sprint Attack.** While bloodied, when the shoosuva moves at least 20 feet in a straight line and then hits a creature with a melee attack, the attack deals one extra die of damage.

**Trigger Ability: Cornered.** When first bloodied, the shoosuva can make a melee attack against a creature within range as a reaction.

## DEVOURER

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When bloodied at **89 HP**, the devourer has the following features.

**Ability Recharge: Soul Rend.** When first bloodied, the devourer's Soul Rend ability is recharged.

**New Ability: Walking Prison.** While bloodied, the devourer absorbs some of the abilities of the dying humanoid it has imprisoned, granting it certain benefits. The benefits gained depend on the category the humanoid best fits under (as determined by the DM). The benefit lasts as long as the humanoid remains alive within its ribcage.

- **Holy.** The devourer's Claw attack deals radiant damage instead of necrotic damage.
- **Spellcaster.** The devourer can cast *shield* at will, but only when targeted by a spell or magical effect.
- **Thief.** The devourer can take the Hide action as a bonus action and it has advantage on Dexterity (Stealth) checks while standing in darkness.
- **Warrior.** The devourer has advantage on the first attack roll it makes on each of its turns.
- **Indeterminable.** The devourer's AC increases by 1.

**Strength: Piercing and Slashing Resistance.** While bloodied, the devourer is resistant to piercing and slashing damage.



## DINOSAURS

### BRONTOSAURUS

When bloodied at **60 HP**, the brontosaurus has the following features.

**Frailty: Worn Out.** While bloodied, the brontosaurus' speed is lowered by 10 feet (to a minimum of 5 feet).

**Strength: Made It Angry.** While bloodied, the brontosaurus has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the brontosaurus can make a melee attack against a creature within range as a reaction.

### DEINONYCHUS

When bloodied at **13 HP**, the deinonychus has the following features.

**Strength: Made It Angry.** While bloodied, the deinonychus has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the deinonychus can make a melee attack against a creature within range as a reaction.

### DIMETRODON

When bloodied at **9 HP**, the dimetrodon has the following features.

**Strength: Made It Angry.** While bloodied, the dimetrodon has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the dimetrodon can make a melee attack against a creature within range as a reaction.

### HADROSAURUS

When bloodied at **9 HP**, the hadrosaurus has the following features.

**Frailty: Worn Out.** While bloodied, the hadrosaurus' speed is lowered by 10 feet (to a minimum of 5 feet).

**Trigger Ability: Cornered.** When first bloodied, the hadrosaurus can make a melee attack against a creature within range as a reaction.

### QUETZALCOATLUS

When bloodied at **15 HP**, the quetzalcoatlus has the following features.

**Frailty: Worn Out.** While bloodied, the quetzalcoatlus' speed is lowered by 10 feet (to a minimum of 5 feet).

**Trigger Ability: Cornered.** When first bloodied, the quetzalcoatlus can make a melee attack against a creature within range as a reaction.

### STEGOSAURUS

When bloodied at **38 HP**, the stegosaurus has the following features.

**Frailty: Worn Out.** While bloodied, the stegosaurus' speed is lowered by 10 feet (to a minimum of 5 feet).

**Strength: Made It Angry.** While bloodied, the stegosaurus has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the stegosaurus can make a melee attack against a creature within range as a reaction.

### VELOCIRAPTOR

When bloodied at **5 HP**, the velociraptor has the following feature.

**Trigger Ability: Cornered.** When first bloodied, the velociraptor can make a melee attack against a creature within range as a reaction.



## DRAEGLOTH

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When bloodied at **61 HP**, the draegloth has the following features.

**New Ability: Vicious Rampage.** While bloodied, when the draegloth reduces a creature to 0 hit points, it gains 11 (2d10) temporary hit points. In addition, when the draegloth reduces a creature to 0 hit points with a melee attack on its turn, it can move up to half its speed and make a Bite attack as a bonus action.

**Strength: Increased Speed.** While bloodied, the draegloth's speed is 45 feet instead of 30 feet.

**Trigger Ability: Spellcasting.** When first bloodied, the draegloth can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the draegloth can cast at will.

## FIRENEWT

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### FIRENEWT WARRIOR

When bloodied at **11 HP**, the firenewt warrior has the following feature.

**Strength: Flame Weapons.** While bloodied, the firenewt's weapon attacks deal an additional 2 (1d4) fire damage.

### GIANT STRIDER

When bloodied at **11 HP**, the giant strider has the following features.

**Ability Recharge: Fire Burst.** When first bloodied, the giant strider's Fire Burst ability is recharged.

**Strength: Made It Angry.** While bloodied, the giant strider has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

### FIRENEWT WARLOCK OF IMIX

When bloodied at **16 HP**, the firenewt warlock of Imix has the following features.

**Strength: Flame Weapons.** While bloodied, the firenewt's weapon attacks deal an additional 2 (1d4) fire damage.

**Trigger Ability: Spellcasting.** When first bloodied, the firenewt can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the firenewt can cast at will.

## FLAIL SNAIL

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When bloodied at **26 HP**, the flail snail has the following features.

**Trigger Ability: Defensive Regrowth.** When first bloodied, the flail snail regrows one of its flail tentacles.

**Death Throes: Elemental Explosion.** An elemental explosion creates a shockwave of energy. Each creature in a 10-foot radius of the flail snail when it dies must succeed on a DC 15 Dexterity saving throw or take 5 (1d10) bludgeoning damage.

## FROGHEMOTH

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When bloodied at **92 HP**, the froghemoth has the following features.

**Frailty: Lightning Vulnerability.** While bloodied, the froghemoth is vulnerable to lightning damage.

**New Ability: Barf Bullywugs (Recharge 6).** As an action while bloodied, the froghemoth opens its maw and barfs up a squadron of 2d4 **bullywugs**. The bullywugs roll their own initiative, act as allies of the froghemoth, and defend it with their lives. The bullywugs appear in unoccupied spaces within 5 feet of the froghemoth. If there is no available space, they appear prone in a random occupied space within 5 feet of the froghemoth.

**New Ability: Reactive.** While bloodied, the froghemoth has two reactions per round.



## GIANTS

### CLOUD GIANT SMILING ONE

When bloodied at **131 HP**, the cloud giant has the following features.

**New Ability: Cast Attack.** While bloodied, if the giant uses an action to cast a spell, it can make a melee attack as a bonus action.

**New Ability: Quick Change.** While bloodied, the giant can use its Change Shape action as a bonus action.

**Strength: Foggy Body.** While bloodied, a thin fog exudes from the giant's pores and partially covers its body at the start of each of its turns, making it harder to see. The giant's AC increases by 2. A wind of at least 10 miles per hour disperses this fog, suppressing this trait.

**Death Throes: Timber.** The giant falls in a random direction, provided it isn't prone. Roll a d8 to determine which direction the giant falls when it dies. The area where it lands becomes difficult terrain, and the giant takes up a 15-foot square of space.

Each creature standing in the area must make a DC 15 Dexterity saving throw. On a failed save, the dead giant lands on the creature. The creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is restrained under the giant's body. The creature must use an action and 10 feet of movement on its turn to make a DC 17 Strength (Athletics) check, freeing itself from beneath the giant's body on a success.

If a creature succeeds on the Dexterity saving throw, it takes no damage, isn't knocked prone, and is pushed 5 feet out of the giant's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

### FIRE GIANT DREADNOUGHT

When bloodied at **93 HP**, the fire giant has the following features.

**Frailty: Worn Out.** While bloodied, the giant's speed is lowered by 10 feet.

**New Ability: Crushing Shields.** As an action while bloodied, the giant can target a creature within 5 feet of it and smash its shields together on the creature. The targeted creature must succeed on a DC 21 Dexterity saving throw or take 39 (9d6 + 8) bludgeoning damage and 35 (10d6) fire damage. If the creature fails the save by 5 or more, the creature is stunned until the end of its next turn.

**Strength: Flame Weapons.** While bloodied, the giant's weapon attacks deal an additional 7 (2d6) fire damage.

**Death Throes: Timber.** The giant falls in a random direction, provided it isn't prone. Roll a d8 to determine which direction the giant falls when it dies. The area where it lands becomes difficult terrain, and the giant takes up a 15-foot square of space.

Each creature standing in the area must make a DC 15 Dexterity saving throw. On a failed save, the dead giant lands on the creature. The creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is restrained under the giant's body. The creature must use an action and 10 feet of movement on its turn to make a DC 17 Strength (Athletics) check, freeing itself from beneath the giant's body on a success.

If a creature succeeds on the Dexterity saving throw, it takes no damage, isn't knocked prone, and is pushed 5 feet out of the giant's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.



## FROST GIANT EVERLASTING ONE

When bloodied at **94 HP**, the frost giant has the following features.

**New Ability: Ground Smash.** As an action while bloodied, the giant can hit the ground at its feet, making the earth shake. Each Medium or smaller creature standing within 15 feet of the giant when it hits the ground must succeed on a DC 17 Dexterity saving throw or fall prone. After using this ability, the giant can make a single melee attack as a bonus action.

**Strength: Freezing Blood.** While bloodied, the blood of the giant partially turns to ice and makes it bitterly cold. A creature within 5 feet of the giant that hits it with a melee attack takes 3 (1d6) cold damage from striking the giant. In addition, any creature that hits the giant with a melee attack must succeed on a DC 17 Strength saving throw or have its weapon freeze to the giant's body. If a creature hits the giant with an unarmed strike or similar weapon and fails the Strength saving throw, the creature is grappled by the giant (escape DC 17).

**Strength: Lingering Rage.** While bloodied, the giant is immune to being charmed and frightened.

**Death Throes: Timber.** The giant falls in a random direction, provided it isn't prone. Roll a d8 to determine which direction the giant falls when it dies. The area where it lands becomes difficult terrain, and the giant takes up a 15-foot square of space.

Each creature standing in the area must make a DC 15 Dexterity saving throw. On a failed save, the dead giant lands on the creature. The creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is restrained under the giant's body. The creature must use an action and 10 feet of

movement on its turn to make a DC 17 Strength (Athletics) check, freeing itself from beneath the giant's body on a success.

If a creature succeeds on the Dexterity saving throw, it takes no damage, isn't knocked prone, and is pushed 5 feet out of the giant's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

## MOUTH OF GROLANTOR

When bloodied at **52 HP**, the mouth of Grolantor has the following features.

**Strength: Unhinged.** While bloodied, the giant becomes even more destructive. When it uses its Mouth of Madness feature, it rolls twice and enacts both rolled actions.

**Death Throes: Timber.** The giant falls in a random direction, provided it isn't prone. Roll a d8 to determine which direction the giant falls when it dies. The area where it lands becomes difficult terrain, and the giant takes up a 15-foot square of space.

Each creature standing in the area must make a DC 15 Dexterity saving throw. On a failed save, the dead giant lands on the creature. The creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is restrained under the giant's body. The creature must use an action and 10 feet of movement on its turn to make a DC 17 Strength (Athletics) check, freeing itself from beneath the giant's body on a success.

If a creature succeeds on the Dexterity saving throw, it takes no damage, isn't knocked prone, and is pushed 5 feet out of the giant's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.



## STONE GIANT DREAMWALKER

When bloodied at **80 HP**, the stone giant has the following features.

**New Ability: Ground Smash.** As an action while bloodied, the giant can hit the ground at its feet, making the earth shake. Each Medium or smaller creature standing within 15 feet of the giant when it hits the ground must succeed on a DC 17 Dexterity saving throw or fall prone. After using this ability, the giant can make a single melee attack as a bonus action.

**Strength: Hard as Stone.** While bloodied, the giant's skin hardens. The giant's AC increases by 1.

**Strength: In Love and War.** While bloodied, the giant has advantage on attack rolls against creatures it has charmed.

**Death Throes: Timber.** The giant falls in a random direction, provided it isn't prone. Roll a d8 to determine which direction the giant falls when it dies. The area where it lands becomes difficult terrain, and the giant takes up a 15-foot square of space.

Each creature standing in the area must make a DC 15 Dexterity saving throw. On a failed save, the dead giant lands on the creature. The creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is restrained under the giant's body. The creature must use an action and 10 feet of movement on its turn to make a DC 17 Strength (Athletics) check, freeing itself from beneath the giant's body on a success.

If a creature succeeds on the Dexterity saving throw, it takes no damage, isn't knocked prone, and is pushed 5 feet out of the giant's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

## STORM GIANT QUINTESSENT

When bloodied at **115 HP**, the storm giant has the following features.

**Ability Recharge: Legendary Actions.** When first bloodied, the giant regains all expended uses of its legendary actions.

**New Ability: Stormy Teleportation.** As a bonus action while bloodied, the giant can teleport up to 30 feet to an unoccupied space it can see.

**Death Throes: Timber.** The giant falls in a random direction, provided it isn't prone. Roll a d8 to determine which direction the giant falls when it dies. The area where it lands becomes difficult terrain, and the giant takes up a 15-foot square of space.

Each creature standing in the area must make a DC 15 Dexterity saving throw. On a failed save, the dead giant lands on the creature. The creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is restrained under the giant's body. The creature must use an action and 10 feet of movement on its turn to make a DC 17 Strength (Athletics) check, freeing itself from beneath the giant's body on a success.

If a creature succeeds on the Dexterity saving throw, it takes no damage, isn't knocked prone, and is pushed 5 feet out of the giant's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

## GIRALLON

When bloodied at **29 HP**, the girallon has the following features.

**Strength: Made It Angry.** While bloodied, the girallon has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Leap Away.** When first bloodied, the girallon can use its reaction to leap up to 20 feet away without provoking opportunity attacks.



## GNOLLS

### FLIND

When bloodied at **63 HP**, the flind has the following features.

**New Ability: Point Blank Range.** While bloodied, the flind suffers no disadvantage on ranged attack rolls while within 5 feet of a hostile creature.

**Strength: Sprint Attack.** While bloodied, when the flind moves at least 20 feet in a straight line and then hits a creature with a melee attack, the attack deals one extra die of damage.

**Trigger Ability: Brutality.** When first bloodied, the flind lets out a loud, manic cackle, infecting all allies in a 60-foot radius who hear it with an insatiable bloodlust. An allied creature who hears the cackle has advantage on the next attack roll it makes before the end of its next turn. If this advantage causes the creature to hit, its attack deals one extra die of damage.

### GNOLL FLESH GNAWER

When bloodied at **11 HP**, the gnoll flesh grawler has the following features.

**Strength: Sprint Attack.** While bloodied, when the gnoll moves at least 20 feet in a straight line and then hits a creature with a melee attack, the attack deals one extra die of damage.

### GNOLL HUNTER

When bloodied at **11 HP**, the gnoll hunter has the following features.

**Strength: Sprint Attack.** While bloodied, when the gnoll moves at least 20 feet in a straight line and then hits a creature with a melee attack, the attack deals one extra die of damage.

### GNOLL WITHERLING

When bloodied at **5 HP**, the gnoll witherling has the following features.

**Strength: Sprint Attack.** While bloodied, when the gnoll moves at least 20 feet in a straight line and then hits a creature with a melee attack, the attack deals one extra die of damage.

## GRUNGS

### GRUNG

When bloodied at **5 HP**, the grung has the following features.

**Trigger Ability: Leap Away.** When first bloodied, the grung can use its reaction to leap up to 15 feet away without provoking opportunity attacks.

### GRUNG ELITE WARRIOR

When bloodied at **24 HP**, the grung elite warrior has the following features.

**Ability Recharge: Mesmerizing Chirr.** When first bloodied, the grung's Mesmerizing Chirr ability is recharged.

**New Ability: Lethal Leap.** While bloodied, if the grung jumps at least 15 feet before making an attack, it has advantage on the attack roll.

**Trigger Ability: Leap Away.** When first bloodied, the grung can use its reaction to leap up to 15 feet away without provoking opportunity attacks.

### GRUNG WILDLING

When bloodied at **13 HP**, the grung wildling has the following features.

**New Ability: Cast Attack.** While bloodied, if the grung uses an action to cast a spell, it can make a melee attack as a bonus action.

**Trigger Ability: Leap Away.** When first bloodied, the grung can use its reaction to leap up to 15 feet away without provoking opportunity attacks.



## GUARD DRAKE

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When bloodied at **26 HP**, the guard drake has the following features.

**Strength: Made It Angry.** While bloodied, the guard drake has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the guard drake can make a melee attack against a creature within range as a reaction.

## HAGS

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### ANNIS HAG

When bloodied at **37 HP**, the annis hag has the following features.

**New Ability: Entangle.** While bloodied, the hag can cast *entangle* (spell save DC 13) at will. The spell requires no somatic components when cast in this way.

**Strength: Made It Angry.** While bloodied, the hag has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Spellcasting.** When first bloodied, the hag can use its reaction to cast a spell that normally requires an action to cast.

### BHEUR HAG

When bloodied at **45 HP**, the bheur hag has the following features.

**New Ability: Tempting Invitation.** As a bonus action while bloodied, the hag can target one creature it can see within 30 feet and invite it to join the hag's side. The creature must succeed on a DC 15 Charisma saving throw or be charmed by the hag for 1 minute. While charmed, the creature will not aid any creature attempting to harm the hag. The hag can only have one creature charmed in this way at a time. The charmed creature can repeat its saving throw at the end of each of its turns,

ending the effect on a success. Once a creature has succeeded on its saving throw, it is immune to the hag's Tempting Invitation for 24 hours.

**Strength: Chilly Aura.** While bloodied, the hag is surrounded by a biting chill. At the start of each of the hag's turns, each creature within 5 feet of it takes 7 (2d6) cold damage.

**Trigger Ability: Spellcasting.** When first bloodied, the hag can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the hag can cast at will.

## HOBGOBLINS

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### HOBGOBLIN DEVASTATOR

When bloodied at **22 HP**, the hobgoblin devastator has the following features.

**New Ability: Arcane Repositioning.** After casting a spell while bloodied, the hobgoblin can move up to half its speed without provoking opportunity attacks.

**Trigger Ability: Spellcasting.** When first bloodied, the hobgoblin can use its reaction to cast a spell that normally requires an action to cast.

### HOBGOBLIN IRON SHADOW

When bloodied at **16 HP**, the hobgoblin iron shadow has the following features.

**New Ability: Disengage.** While bloodied, the hobgoblin can take the Disengage action as a bonus action.

## KI-RIN

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When bloodied at **76 HP**, the ki-rin has the following features.

**Ability Recharge: Legendary Actions.** When first bloodied, the ki-rin regains all expended uses of its legendary actions.

**New Ability: Cast Attack.** While bloodied, if the ki-rin uses an action to cast a spell, it can make a melee attack as a bonus action.

**Trigger Ability: Spellcasting.** When first bloodied, the ki-rin can use its reaction to cast a spell that normally costs an action to cast.



## KOBOLDS

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### KOBOLD DRAGONSHIELD

When bloodied at **22 HP**, the kobold dragonshield has the following feature.

**New Ability: Shield Bash.** While bloodied, the kobold gains a new attack action with the following details: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

### KOBOLD INVENTOR

When bloodied at **6 HP**, the kobold inventor has the following feature.

**New Ability: Bag of Tricks and Violence.** While bloodied, the kobold can make one attack after using its Weapon Invention action.

### KOBOLD SCALE SORCERER

When bloodied at **13 HP**, the kobold scale sorcerer has the following features.

**New Ability: Cast Attack.** While bloodied, if the kobold uses an action to cast a spell, it can make a melee attack as a bonus action.

**Trigger Ability: Spellcasting.** When first bloodied, the kobold can use its reaction to cast a spell that normally costs an action to cast. This is limited to a spell the kobold can cast at will.

## KORRED

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When bloodied at **46 HP**, the korred has the following features.

**Strength: Hard as Stone.** While bloodied, the korred's skin hardens. The korred's AC increases by 1.

**Trigger Ability: Spellcasting.** When first bloodied, the korred can use its reaction to cast a spell that normally costs an action to cast. This is limited to a spell the korred can cast at will.

## LEUCROTTA

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When bloodied at **33 HP**, the leucrotta has the following features.

**New Ability: Foul Stench.** While bloodied, a foul stench of rot and decay wafts from the leucrotta. Each creature that starts its turn within 10 feet of the leucrotta or enters the area for the first time on a turn must make a DC 14 Constitution saving throw. On a failed save, the creature is poisoned. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. This save is made with advantage if the creature is further than 10 feet away from the leucrotta.

**Strength: Sprint Attack.** While bloodied, when the leucrotta moves at least 20 feet in a straight line and then hits a creature with a melee attack, the attack deals one extra die of damage.

## MEENLOCK

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When bloodied at **15 HP**, the meenlock has the following features.

**Ability Recharge: Shadow Teleport.** When first bloodied, the meenlock's Shadow Teleport ability is recharged.

**Strength: Increased Fear Aura.** While bloodied, the range of the meenlock's Fear Aura is 20 feet instead of 10 feet.



## MIND FLAYERS

### ALHOON

When bloodied at **60 HP**, the alhoon has the following features.

**Ability Recharge: Mind Blast.** When first bloodied, the alhoon's Mind Blast ability is recharged.

**New Ability: Telepath Tactics.** While bloodied, the alhoon can coordinate its attack with other telepathic creatures, such as other mind flayers. The alhoon has advantage on an attack roll against a creature if at least one of the alhoon's telepathic allies is within 10 feet of the creature and the ally isn't incapacitated.

**Trigger Ability: Spellcasting.** When first bloodied, the alhoon can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the alhoon can cast at will.

### ELDER BRAIN

When bloodied at **105 HP**, the elder brain has the following features.

**Ability Recharge: Legendary Actions.** When first bloodied, the elder brain regains all expended uses of its legendary actions.

**Ability Recharge: Mind Blast.** When first bloodied, the elder brain's Mind Blast ability is recharged.

**New Ability: Telepath Tactics.** While bloodied, the elder brain can coordinate its attack with other telepathic creatures, such as mind flayers. The elder brain has advantage on an attack roll against a creature if at least one of the elder brain's telepathic allies is within 10 feet of the creature and the ally isn't incapacitated.

**Trigger Ability: Spellcasting.** When first bloodied, the elder brain can use its reaction to cast a spell that normally requires an action to cast.

This reaction is limited to spells the elder brain can cast at will.

**Death Throes: Mind Break.** When the elder brain dies, any creature that was linked telepathically to it when it perished feels the loss of sentience as if the creature itself had died. Telepathically linked creatures must make a DC 15 Intelligence saving throw. A creature takes 15 (6d4) psychic damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 5 or more, its mind breaks for a short time, and it suffers the effects of a *confusion* spell. A confused creature can make a DC 15 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

### ULITHARID

When bloodied at **63 HP**, the ulitharid has the following features.

**Ability Recharge: Mind Blast.** When first bloodied, the ulitharid's Mind Blast ability is recharged.

**New Ability: Protective Instinct.** While bloodied, the ulitharid and its allies have advantage on attack rolls against creatures within 5 feet of the ulitharid.

**New Ability: Telepath Tactics.** While bloodied, the ulitharid can coordinate its attack with other telepathic creatures, such as other mind flayers. The ulitharid has advantage on an attack roll against a creature if at least one of the ulitharid's telepathic allies is within 10 feet of the creature and the ally isn't incapacitated.

**Trigger Ability: Spellcasting.** When first bloodied, the ulitharid can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the ulitharid can cast at will.



## MINDWITNESS

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When bloodied at **37 HP**, the mindwitness has the following features.

**New Ability: Telepath Tactics.** While bloodied, the mindwitness can coordinate its attack with other telepathic creatures, such as mind flayers. The mindwitness has advantage on an attack roll against a creature if at least one of the mindwitness's telepathic allies is within 10 feet of the creature and the ally isn't incapacitated.

**Trigger Ability: Eye Ray.** When first bloodied, the mindwitness can shoot one random eye ray as a reaction.

## MORKOTH

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When bloodied at **65 HP**, the morkoth has the following features.

**Strength: Improved Multiattack.** When the morkoth takes the Multiattack action while bloodied, it can use its Hypnosis feature before it makes any attacks.

**Trigger Ability: Spellcasting.** When first bloodied, the morkoth can use its reaction to cast a spell that normally requires an action to cast.

## NEOGI

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### NEOGI HATCHLING

The neogi hatchling has no bloodied features.

### NEOGI

When bloodied at **16 HP**, the neogi has the following feature.

**New Ability: Scurry.** While bloodied, if a creature misses the neogi with a melee attack, the neogi can use its reaction to move up to half its speed without provoking opportunity attacks.

### NEOGI MASTER

When bloodied at **35 HP**, the neogi master has the following features.

**New Ability: Repositioning.** As a bonus action while bloodied, the neogi can command one of its allies to reposition. The creature can use its

reaction to move up to its speed without provoking opportunity attacks.

**New Ability: Scurry.** While bloodied, if a creature misses the neogi with a melee attack, the neogi can use its reaction to move up to half its speed without provoking opportunity attacks.

## NEOTHELID

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When bloodied at **162 HP**, the neothelid has the following features.

**Ability Recharge: Acid Breath.** When first bloodied, the neothelid's Acid Breath ability is recharged.

**New Ability: Slippery.** While bloodied, the neothelid has advantage on ability checks and saving throws made to resist being grappled or restrained.

**Strength: Acid Misting.** While bloodied, a faint mist of acid rains from the neothelid's maw. Each creature that starts its turn within 5 feet of the neothelid or enters the area for the first time on a turn takes 7 (2d6) acid damage.

**Strength: Increased Speed.** While bloodied, the neothelid's speed is 50 feet instead of 30 feet.

## NILBOG

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The nilbog has no bloodied features.

## ORCS

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### ORC BLADE OF ILNEVAL

When bloodied at **30 HP**, the orc blade of Ilneval has the following features.

**Ability Recharge: Ilneval's Command.** When first bloodied, the orc's Ilneval's Command ability is recharged.

**New Ability: Repositioning.** As a bonus action while bloodied, the orc can command one of its allies to reposition. The creature can use its reaction to move up to its speed without provoking opportunity attacks.

**Trigger Ability: Rush Attack.** As a reaction when first bloodied, the orc can move up to its speed and make one melee weapon attack without provoking opportunity attacks.



### ORC CLAW OF LUTHIC

When bloodied at **22 HP**, the orc claw of Luthic has the following features.

**New Ability: Cast Attack.** While bloodied, if the orc uses an action to cast a spell, it can make a melee attack as a bonus action.

**Strength: Improved Multiattack (Taken from the Statblock).** When the orc takes the Multiattack action while bloodied, it can make four Claw attacks instead of the written two.

**Trigger Ability: Rush Attack.** As a reaction when first bloodied, the orc can move up to its speed and make one melee weapon attack without provoking opportunity attacks.

### ORC HAND OF YURTRUS

When bloodied at **15 HP**, the orc hand of Yurtrus has the following features.

**New Ability: Cast Attack.** While bloodied, if the orc uses an action to cast a spell, it can make a melee attack as a bonus action.

**Trigger Ability: Rush Attack.** As a reaction when first bloodied, the orc can move up to its speed and make one melee weapon attack without provoking opportunity attacks.

### ORC NURTURED ONE OF YURTRUS

When bloodied at **15 HP**, the orc nurtured one of Yurtrus has the following features.

**Trigger Ability: Rush Attack.** As a reaction when first bloodied, the orc can move up to its speed and make one melee weapon attack without provoking opportunity attacks.

**Death Throes: Corrupted Carrier (Taken from the Statblock).** When the orc dies, it explodes, and any creature within 10 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat its saving throw at the end of each of its turn, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.

### ORC RED FANG OF SHARGAAS

When bloodied at **26 HP**, the orc red fang of Shargaas has the following features.

**New Ability: Ambush Predator.** While bloodied, the orc has advantage on Dexterity (Stealth) checks.

**Trigger Ability: Rush Attack.** As a reaction when first bloodied, the orc can move up to its speed and make one melee weapon attack without provoking opportunity attacks.

### TANARUKK

When bloodied at **47 HP**, the tanarukk has the following features.

**New Ability: Reckless.** While bloodied, at the start of its turn, the tanarukk can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

**Strength: Weapon Resistances.** While bloodied, the tanarukk is resistant to nonmagical bludgeoning, piercing, and slashing damage.

**Trigger Ability: Rush Attack.** As a reaction when first bloodied, the tanarukk can move up to its speed and make one melee weapon attack without provoking opportunity attacks.

### QUICKLING

The quickling has no bloodied features.

### REDCAP

When bloodied at **22 HP**, the redcap has the following features.

**New Ability: Reckless.** While bloodied, at the start of its turn, the redcap can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

**Strength: Made It Angry.** While bloodied, the redcap has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.



## SEA SPAWN

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When bloodied at **16 HP**, the sea spawn has the following features.

**Frailty: Worn Out.** While bloodied, the sea spawn's speed is lowered by 10 feet (to a minimum of 5 feet).

**Trigger Ability: Cornered.** When first bloodied, the sea spawn can make a melee attack against a creature within range as a reaction.

## SHADOW MASTIFF

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When bloodied at **16 HP**, the shadow mastiff has the following features.

**Strength: Made It Angry.** While bloodied, the shadow mastiff has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the shadow mastiff can use its reaction to make an attack against a creature within range.

## SLITHERING TRACKER

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When bloodied at **16 HP**, the slithering tracker has the following features.

**New Ability: Scurry.** While bloodied, if a creature misses the slithering tracker with a melee attack, the slithering tracker can use its reaction to move up to half its speed without provoking opportunity attacks.

**Trigger Ability: Cornered.** When first bloodied, the slithering tracker can use its reaction to make an attack against a creature within range.

## SPAWN OF KYUSS

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When bloodied at **38 HP**, the spawn of kyuss has the following features.

**New Ability: Quick Sprint.** While bloodied, the spawn of Kyuss can take the Dash action as a bonus action.

**Trigger Ability: Cornered.** When first bloodied, the spawn of Kyuss can use its reaction to make an attack against a creature within range.

## TLINCALLI

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When bloodied at **42 HP**, the tlincalli has the following features.

**New Ability: Quick Sprint.** While bloodied, the tlincalli can take the Dash action as a bonus action.

**New Ability: Scurry.** While bloodied, if a creature misses the tlincalli with a melee attack, the tlincalli can use its reaction to move up to half its speed without provoking opportunity attacks.

**Trigger Ability: Cornered.** When first bloodied, the tlincalli can use its reaction to make an attack against a creature within range.

## TRAPPER

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When bloodied at **42 HP**, the trapper has the following features.

**Strength: Cloak of Darkness.** While bloodied and in darkness, the trapper has resistance to nonmagical bludgeoning, piercing, and slashing damage.

**Trigger Ability: Fight from the Shadows.** When first bloodied, the trapper can use its reaction to move up to its speed without provoking opportunity attacks. It then takes the Hide action.

## VARGOUILLE

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When bloodied at **6 HP**, the vargouille has the following features.

**Trigger Ability: Cornered.** When first bloodied, the vargouille can use its reaction to make a melee attack against a creature within range.

## VEGEPYGMIES

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### VEGEPYGMY

The vegepygmy has no bloodied features.

### THORNY

When bloodied at **13 HP**, the thorny has the following feature.

**Strength: Hardened Bark.** While bloodied, the thorny's body hardens, increasing its AC by 2.



## VEGEPYGMY CHIEF

When bloodied at **16 HP**, the vegepygmy chief has the following features.

**New Ability: Repositioning.** As a bonus action while bloodied, the vegepygmy can command one of its allies to reposition. The creature can use its reaction to move up to its speed without provoking opportunity attacks.

## WOOD WOAD

When bloodied at **37 HP**, the wood woad has the following features.

**Frailty: Worn Out.** While bloodied, the wood woad's speed is lowered by 10 feet (to a minimum of 5 feet).

**Strength: Hardened Bark.** While bloodied, the thorny's body hardens, increasing its AC by 2.

**Trigger Ability: Cornered.** When first bloodied, the wood woad can use its reaction to make a melee attack against a creature within range.

## XVARTS

### XVART

The xvart has no bloodied features.

### XVART WARLOCK OF RAXIVORT

When bloodied at **11 HP**, the xvart warlock of Raxivort has the following features.

**New Ability: Friend of Critters.** While bloodied, certain beasts fight harder to defend the xvart. Bats and rats, including giant ones, have advantage on attack rolls against creatures within 5 feet of the xvart.

**Trigger Ability: Spellcasting.** When first bloodied, the xvart can use its reaction to cast a spell that normally requires an action to cast. This is limited to spells the xvart can cast at will.

## YETH HOUND

When bloodied at **25 HP**, the yeth hound has the following features.

**Frailty: Fear of the Sun.** While bloodied, the yeth hound develops an intense fear of sunlight. If the yeth hound starts its turn in bright light, it must make a DC 13 Wisdom saving throw. On a failed save, the yeth hound uses all of its movement to get as far away from the light as possible. On a successful save, the yeth hound can move normally and isn't affected by the light.

**Trigger Ability: Baleful Baying.** When first bloodied, the yeth hound can use its Baleful Baying action as a reaction.

## YUAN-TI

### YUAN-TI ANATHEMA

When bloodied at **94 HP**, the yuan-ti anathema has the following features.

**Frailty: Chipped Scales.** While bloodied, the yuan-ti's AC is lowered by 1.

**New Ability: Quick Change.** While bloodied, the yuan-ti can use its Shapechanger trait as a bonus action.

**New Ability: Slippery.** While bloodied, the yuan-ti has advantage on ability checks and saving throws made to resist being grappled or restrained.

**Strength: Potent Poison.** While bloodied, whenever the yuan-ti deals poison damage with its weapon attacks, it deals an additional 7 (2d6) poison damage.



## YUAN-TI BROODGUARD

When bloodied at **22 HP**, the yuan-ti broodguard has the following features.

**Frailty: Chipped Scales.** While bloodied, the yuan-ti's AC is lowered by 1.

**New Ability: Slippery.** While bloodied, the yuan-ti has advantage on ability checks and saving throws made to resist being grappled or restrained.

**Strength: Made It Angry.** While bloodied, the yuan-ti has advantage on saving throws against being frightened, knocked prone, and stunned.

## YUAN-TI MIND WHISPERER

When bloodied at **35 HP**, the yuan-ti mind whisperer has the following features.

**Frailty: Chipped Scales.** While bloodied, the yuan-ti's AC is lowered by 1.

**New Ability: Quick Change.** While bloodied, the yuan-ti can use its Shapechanger trait as a bonus action.

**New Ability: Slippery.** While bloodied, the yuan-ti has advantage on ability checks and saving throws made to resist being grappled or restrained.

**Strength: Potent Poison.** While bloodied, whenever the yuan-ti deals poison damage with its weapon attacks, it deals an additional 3 (1d6) poison damage.

**Trigger Ability: Spellcasting (Yuan-ti Form Only).** When first bloodied, the yuan-ti can use its reaction to cast a spell that normally requires an action to cast. This is limited to spells the yuan-ti can cast at will.

## YUAN-TI NIGHTMARE SPEAKER

When bloodied at **35 HP**, the yuan-ti nightmare speaker has the following features.

**Frailty: Chipped Scales.** While bloodied, the yuan-ti's AC is lowered by 1.

**New Ability: Quick Change.** While bloodied, the yuan-ti can use its Shapechanger trait as a bonus action.

**New Ability: Slippery.** While bloodied, the yuan-ti has advantage on ability checks and saving throws made to resist being grappled or restrained.

**Trigger Ability: Spellcasting (Yuan-ti Form Only).** When first bloodied, the yuan-ti can use its reaction to cast a spell that normally requires an action to cast. This is limited to spells the yuan-ti can cast at will.

## YUAN-TI PIT MASTER

When bloodied at **44 HP**, the yuan-ti pit master has the following features.

**New Ability: Quick Change.** While bloodied, the yuan-ti can use its Shapechanger trait as a bonus action.

**Strength: Potent Poison.** While bloodied, whenever the yuan-ti deals poison damage with its weapon attacks, it deals an additional 3 (1d6) poison damage.

**Trigger Ability: Spellcasting (Yuan-ti Form Only).** When first bloodied, the yuan-ti can use its reaction to cast a spell that normally requires an action to cast.



# ASSORTED BEASTS

## AUROCHS

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When bloodied at **19 HP**, the aurochs has the following features.

**Strength: Made It Angry.** While bloodied, the aurochs has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the aurochs can use its reaction to make a melee attack against a creature within range.

## COW

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When bloodied at **7 HP**, the cow has the following feature.

**Trigger Ability: Run Away.** When first bloodied, the cow can use its reaction to move up to its speed without provoking opportunity attacks.

## DOLPHIN

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When bloodied at **5 HP**, the dolphin has the following feature.

**Trigger Ability: Swim Away.** When first bloodied, the dolphin can use its reaction to swim up to 30 feet away without provoking opportunity attacks.

## SWARM OF ROT GRUBS

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When bloodied at **11 HP**, the swarm of rot grubs has the following feature.

**Trigger Ability: Burrow Deeper.** When first bloodied, any rot grub from the swarm that is infesting a creature outside of the swarm gnaws its way deeper into its host. A creature infested with at least one rot grub must succeed on a DC 10 Constitution saving throw or gain 1 level of exhaustion. This level of exhaustion can only be removed by killing the infesting rot grub.



# NONPLAYER CHARACTERS

## ABJURER

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When bloodied at **42 HP**, the abjurer has the following features.

**New Ability: Spell Manipulator.** While bloodied, all spell attacks made against the abjurer have disadvantage.

**Trigger Ability: Spellcasting.** When first bloodied, the abjurer can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the abjurer can cast at will.

## APPRENTICE WIZARD

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The apprentice wizard has no bloodied features.

## ARCHDRUID

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When bloodied at **66 HP**, the archdruid has the following features.

**New Ability: Cast Attack.** While bloodied, if the archdruid uses an action to cast a spell, it can make a melee attack as a bonus action.

**New Ability: Quick Change.** While bloodied, the archdruid can use its Change Shape action as a bonus action.

**Trigger Ability: Spellcasting.** When first bloodied, the archdruid can use its reaction to cast a spell that normally requires an action to cast.

## ARCHER

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When bloodied at **37 HP**, the archer has the following features.

**New Ability: Point Blank Range.** While bloodied, the archer suffers no disadvantage on ranged attack rolls while within 5 feet of a hostile creature.

**Trigger Ability: Tactical Retreat.** When first bloodied, the archer can use its reaction to move up to its speed without provoking opportunity attacks. It then makes one attack with its longbow.

## BARD

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When bloodied at **22 HP**, the bard has the following features.

**New Ability: Cast Attack.** While bloodied, if the bard uses an action to cast a spell, it can make a melee attack as a bonus action.

**Trigger Ability: Spellcasting.** When first bloodied, the bard can use its reaction to cast a spell that normally requires an action to cast.

## BLACKGUARD

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When bloodied at **76 HP**, the blackguard has the following features.

**New Ability: Battle Presence.** While bloodied, the blackguard has two reactions per round.

**New Ability: Cast Attack.** While bloodied, if the blackguard uses an action to cast a spell, it can make a melee attack as a bonus action.



## CHAMPION

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When bloodied at **71 HP**, the champion has the following features.

**New Ability: Battle Presence.** While bloodied, the champion has two reactions per round.

**Strength: Made It Angry.** While bloodied, the champion has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

**Trigger Ability: Cornered.** When first bloodied, the champion can make a melee attack against a creature within range as a reaction.

## CONJURER

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When bloodied at **20 HP**, the conjurer has the following features.

**New Ability: Conjunction Bias.** While bloodied, the conjurer can cast a spell as a bonus action after casting a conjuration spell of 1st level or higher. This bonus action is limited to spells the conjurer can cast at will.

**Trigger Ability: Spellcasting.** When first bloodied, the conjurer can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the conjurer can cast at will.

## DIVINER

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When bloodied at **33 HP**, the diviner has the following features.

**New Ability: Foreseeable Actions.** While bloodied, when the diviner is targeted by a melee attack, it can use its reaction to impose disadvantage on the attack roll.

**Trigger Ability: Spellcasting.** When first bloodied, the diviner can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the diviner can cast at will.

## ENCHANTER

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When bloodied at **20 HP**, the enchanter has the following features.

**New Ability: Cast Attack.** While bloodied, if the enchanter uses an action to cast a spell, it can make a melee attack as a bonus action.

**Trigger Ability: Spellcasting.** When first bloodied, the enchanter can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the enchanter can cast at will.

## EVOKER

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When bloodied at **33 HP**, the evoker has the following features.

**New Ability: Spelling It Twice.** While bloodied, the evoker can cast a spell as a bonus action after casting an evocation spell of 1st level or higher. This bonus action is limited to spells the evoker can cast at will.

**Trigger Ability: Spellcasting.** When first bloodied, the evoker can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the evoker can cast at will.

## ILLUSIONIST

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When bloodied at **19 HP**, the illusionist has the following feature.

**New Ability: Potent Illusions.** While bloodied, any illusion spells the illusionist casts are stronger. If an illusion spell the illusionist casts requires creatures to make a saving throw against it, the illusionist can force the targets to make the saving throw with disadvantage. After using this feature, the illusionist gains one level of exhaustion.



## KRAKEN PRIEST

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When bloodied at **37 HP**, the kraken priest has the following features.

**New Ability: Slippery.** While bloodied, the kraken priest has advantage on ability checks and saving throws made to resist being grappled or restrained.

**Trigger Ability: Spellcasting.** When first bloodied, the kraken priest can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the kraken priest can cast at will.

## MARTIAL ARTS ADEPT

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When bloodied at **30 HP**, the martial arts adept has the following features.

**New Ability: Sprint and Swerve.** While bloodied, the martial arts adept can take the Dash or Disengage actions as a bonus action on each of its turns.

**Trigger Ability: Cornered.** When first bloodied, the martial arts adept can use its reaction to make a melee attack against a creature within range.

## MASTER THIEF

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When bloodied at **42 HP**, the master thief has the following features.

**New Ability: Ambush Predator.** While bloodied, the master thief has advantage on Dexterity (Stealth) checks.

**Trigger Ability: Fight from the Shadows.** When first bloodied, the master thief can use its reaction to move up to its speed without provoking opportunity attacks. It then takes the Hide action.

## NECROMANCER

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When bloodied at **33 HP**, the necromancer has the following features.

**New Ability: Cast Attack.** While bloodied, if the necromancer uses an action to cast a spell, it can make a melee attack as a bonus action.

**Trigger Ability: Spellcasting.** When first bloodied, the necromancer can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells the necromancer can cast at will.

## SWASHBUCKLER

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When bloodied at **33 HP**, the swashbuckler has the following features.

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

**New Ability: Trippy Footwork.** While bloodied, if the swashbuckler hits a creature with two or more attacks, the swashbuckler can force the creature to make a DC 14 Dexterity saving throw. On a failed save, the creature falls prone.

## TRANSMUTER

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When bloodied at **20 HP**, the transmuter has the following feature.

**Strength: Improved Transmuter's Stone.** While bloodied, the magic stone in the transmuter's possession grants the bearer two of the listed effects instead of one.



## WAR PRIEST

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When bloodied at **58 HP**, the war priest has the following features.

**New Ability: Cast Attack.** While bloodied, if the war priest uses an action to cast a spell, it can make a melee attack as a bonus action.

**New Ability: Divine Wrath.** If the war priest is concentrating on a spell while bloodied, its weapon attacks deal an additional 2 (1d4) radiant damage.

## WARLOCK OF THE ARCHFEY

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When bloodied at **24 HP**, the warlock of the archfey has the following features.

**Strength: Powerful Charms.** While bloodied, the warlock's charms grow more powerful. Other creatures have disadvantage on saving throws against being charmed by the warlock's spells.

**Trigger Ability: Spellcasting.** When first bloodied, the warlock can use its reaction to cast a spell that normally requires an action to cast.

## WARLOCK OF THE FIEND

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When bloodied at **39 HP**, the warlock of the fiend has the following features.

**New Ability: Cast Attack.** While bloodied, if the warlock uses an action to cast a spell, it can make a melee attack as a bonus action.

**Trigger Ability: Spellcasting.** When first bloodied, the warlock can use its reaction to cast a spell that normally requires an action to cast.

## WARLOCK OF THE GREAT OLD ONE

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When bloodied at **45 HP**, the warlock of the great old one has the following features.

**Strength: Powerful Whispers.** While bloodied, the warlock's Whispering Aura grows louder. All creatures within 5 feet of the warlock have disadvantage on their Wisdom saving throw against the warlock's Whispering Aura feature.

**Trigger Ability: Spellcasting.** When first bloodied, the warlock can use its reaction to cast a spell that normally requires an action to cast.

## WARLORD

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When bloodied at **114 HP**, the warlord has the following feature.

**Ability Recharge: Legendary Actions.** When first bloodied, the warlord regains all expended uses of its legendary actions.

**New Ability: Battle Presence.** While bloodied, the warlord has two reactions per round.

**New Ability: Repositioning.** As a bonus action while bloodied, the warlord can command one of its allies to reposition. The creature can use its reaction to move up to its speed without provoking opportunity attacks.

**Trigger Ability: Cornered.** When first bloodied, the warlord can make a melee attack against a creature within range as a reaction.