

## 1. ACERERAK'S WARNING

### NALFESHNEE

Large fiend, chaotic evil

**Armor Class** 18 (Natural Armor)

**Hit Points** 184 (16d10 + 96)

**Speed** 20 ft., fly 30 ft.

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

**Saving Throws** CON +11, INT +9, WIS +6, CHA +7

**Damage Resistances** Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Truesight 120 ft., Passive Perception 11

**Languages** Abyssal, Telepathy

**Challenge** 13 (10,000 XP)

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

#### ACTIONS

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

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

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

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

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

### GARGOYLE

Medium elemental, chaotic evil

**Armor Class** 15 (Natural Armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Petrified, Poisoned

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

**Languages** Terran

**Challenge** 2 (450 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

#### ACTIONS

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

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

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

## 5B. DEVIL FACE

### SHADOW DEMON

Medium fiend (demon), chaotic evil

**Armor Class** 13

**Hit Points** 66 (12d8+12)

**Speed** 30 ft., fly 30 ft.

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

**Saving Throws** DEX +5, CHA +4

**Skills** Stealth +7

**Damage Vulnerabilities** Radiant

**Damage Resistances** Acid, Fire, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Cold, Lightning, Poison

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Darkvision 120 ft., Passive Perception 11

**Languages** Abyssal, Telepathy 120 ft.

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

**Incorporeal Movement.** The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

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

#### ACTIONS

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

## 10. OBO'LAKA'S TOMB

### 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.



## 14. MOA'S TOMB

### FLAMESKULL

*Tiny undead, neutral evil*

**Armor Class** 13

**Hit Points** 40 (9d4 + 18)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	15 (+2)	15 (+2)	16 (+3)

**Skills** Arcana +5, Perception +2

**Damage Resistances** Lightning, Necrotic, Piercing

**Damage Immunities** Cold, Fire, Poison

**Condition Immunities** Charmed, Frightened, Paralyzed, Poisoned, Prone

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

**Languages** Common

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

**Illumination.** The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

**Rejuvenation.** If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

**Spellcasting.** The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

- Cantrip (at will): *mage hand*
- 1st level (3 slots): *magic missile*, *shield*
- 2nd level (2 slots): *blur*, *flaming sphere*
- 3rd level (1 slot): *fireball*

#### ACTIONS

**Multiattack.** The flameskull uses Fire Ray twice.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

### SWARM OF INSECTS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12 (Natural Armor)

**Hit Points** 22 (5d8)

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

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

**Damage Resistances** Bludgeoning, Piercing, Slashing

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

**Senses** Blindsight 10 ft., Passive Perception 8

**Languages** --

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

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

#### ACTIONS

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

## 16. WONGO'S TOMB

### MUMMY

*Medium undead, lawful evil*

**Armor Class** 11 (Natural Armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

**Saving Throws** WIS +2

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Necrotic, Poison

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

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

**Languages** The languages it knew in life

**Challenge** 3 (700 XP)

#### ACTIONS

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

## 17. UNDERGROUND WATERFALL

### MIMIC

*Medium monstrosity (shapechanger), neutral*

**Armor Class** 12 (Natural Armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

**Skills** Stealth +5

**Damage Immunities** Acid

**Condition Immunities** Prone

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

**Languages** --

**Challenge** 2 (450 XP)

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

#### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



## 18. DEVIL PIT

### SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

**Damage Resistances** Bludgeoning, Piercing, Slashing

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

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

**Languages** --

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

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

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

**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 bat. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

## 20. FALSE TOMB

### WATER WEIRD

Large elemental, neutral

**Armor Class** 13

**Hit Points** 58 (9d10+9)

**Speed** 0 ft., swim 60 ft.

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

**Damage Resistances** Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

**Senses** Blindsight 30 ft., Passive Perception 10

**Languages** Aquan understands but doesn't speak

**Challenge** 3 (700 XP)

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

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

#### ACTIONS

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

## 21. ZOMBIE DOOR

### ZOMBIE

Medium undead, neutral evil

**Armor Class** 8

**Hit Points** 22 (3d8+9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** WIS +0

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., Passive Perception 8

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

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

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

#### ACTIONS

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 4 (1d6 + 1) bludgeoning damage.

## 22. PAPAZOTL'S TOMB

### SKELETON

Medium undead, neutral evil

**Armor Class** 13 (Armor Scraps)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** Bludgeoning

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

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

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

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

#### ACTIONS

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

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

### BRONZE SHIELD

**Armor Class** 15

**Hit Points** 10

**Speed** 0 ft.

**Damage Immunities** All Damage Except Force

#### ACTIONS

**Spear.** *Ranged Spell Attack:* +10 to hit, one target. *Hit:* 18 (4d8) force damage. A target reduced to 0 hit points by this attack is disintegrated and turns to dust.

## 23. BOTTLED GENIE

### DAO

Large elemental, neutral evil

**Armor Class** 18 (Natural Armor)

**Hit Points** 187 (15d10+105)

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

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

**Saving Throws** INT +5, WIS +5, CHA +6

**Condition Immunities** Petrified

**Senses** Darkvision 120 ft., Passive Perception 11

**Languages** Terran

**Challenge** 11 (7,200 XP)

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

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

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

- At will: *detect evil and good*, *detect magic*, *stone shape*
- 3/day each: *passwall*, *move earth*, *tongues*
- 1/day each: *conjure elemental* (earth elemental only), *gaseous form*, *invisibility*, *phantasmal killer*, *plane shift*, *wall of stone*

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

#### ACTIONS

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

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

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



## 24. NANGNANG'S TOMB

### GREY SLAAD

Medium aberration (shapechanger), chaotic neutral

**Armor Class** 18 (Natural Armor)

**Hit Points** 127 (17d8+51)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

**Skills** Arcana +5, Perception +7

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder

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

**Languages** Slaad, Telepathy 60 ft.

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

**Shapechanger.** The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Innate Spellcasting.** The slaad's innate spellcasting ability is Charisma (spell save DC 14). The slaad can innately cast the following spells, requiring no material components:

- At will: *detect magic*, *detect thoughts*, *invisibility* (self only), *mage hand*, *major image*
- 2/day each: *fear*, *fly*, *fireball*, *tongues*
- 1/day: *plane shift* (self only)

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

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

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

#### ACTIONS

**Multiattack.** The slaad makes three attacks: one with its bite and two with its claws or greatsword.

**Bite (Slaad Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Claws (Slaad Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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

## 25. SCRYING POOL

### TOMB GUARDIAN

Medium construct, neutral

**Armor Class** 17 (Plate Armor)

**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)

**Skills** Arcana +5, Perception +7

**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** 6 (2,300 XP)

**Shapechanger.** The slaad can use its action to polymorph into 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 melee attacks.

**Spiked Gauntlets.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) piercing damage.

## 27. FORGE OF THE TOMB DWARVES

### TOMB GUARDIAN

Medium construct, neutral

**Armor Class** 17 (Plate Armor)

**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)

**Skills** Arcana +5, Perception +7

**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** 6 (2,300 XP)

**Shapechanger.** The slaad can use its action to polymorph into 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 melee attacks.

**Spiked Gauntlets.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) piercing damage.

### TOMB DWARF

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 battleaxe attacks or two light crossbow attacks. It can use its Life Drain in place of one light crossbow 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.

**Battleaxe.** *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.

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



## 28. WITHERS'S OFFICE

### WITHERS

*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** Common

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

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

**Magical Amulet.** He wears an amulet of the black skull with 6 charges.

**Spellcasting.** Withers 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, mage hand, minor illusion, prestidigitation*
- 1st level (4 slots): *detect magic, expeditious retreat, feather fall, thunderwave*
- 2nd level (3 slots): *darkness, hold person, rope trick*
- 3rd level (3 slots): *dispel magic, lightning bolt*
- 4th level (3 slots): *blight, wall of fire*
- 5th level (1 slot): *telekinesis*

### ACTIONS

**Multiattack.** The wight makes two battleaxe attacks or two light crossbow attacks. It can use its Life Drain in place of one light crossbow 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.

### CRAWLING CLAW

*Tiny undead, neutral evil*

**Armor Class** 12

**Hit Points** 2 (1d4)

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

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

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Poisoned

**Senses** Blindsight 30 ft. (blind beyond this radius), Passive Perception 10

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

**Challenge** 0 (10 XP)

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

### ACTIONS

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

## 38A. CONTROL ROOM

### TOMB GUARDIAN

Medium construct, neutral

**Armor Class** 17 (Plate Armor)

**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)

**Skills** Arcana +5, Perception +7

**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** 6 (2,300 XP)

**Shapechanger.** The slaad can use its action to polymorph into 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 melee attacks.

**Spiked Gauntlets.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) piercing damage.

## 39. GOLEM PIT

### CLAY GOLEM

Large construct, unaligned

**Armor Class** 14 (Natural Armor)

**Hit Points** 133 (14d10+56)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

**Damage Immunities** Acid, Poison, Psychic; 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 9

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

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

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

**Berserk.** Whenever the golem starts its turn with 60 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.

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

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

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

#### ACTIONS

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

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

**Haste (Recharge 5–6).** Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.



## 41. TOMB GUARDIANS

### TOMB GUARDIAN

Medium construct, neutral

**Armor Class** 17 (Plate Armor)

**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)

**Skills** Arcana +5, Perception +7

**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** 6 (2,300 XP)

**Shapechanger.** The slaad can use its action to polymorph into 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 melee attacks.

**Spiked Gauntlets.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) piercing damage.

## 42. KUBAZAN'S SHRINE

### WRAITH

Medium undead, neutral evil

**Armor Class** 13

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

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Damage Immunities** Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

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

**Languages** The languages it knew in life

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

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

#### ACTIONS

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 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.

**Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

## 44. VAULT OF THE BEHOLDER

### BELCHORZH (BEHOLDER)

*Large aberration, lawful evil*

**Armor Class** 18 (Natural Armor)

**Hit Points** 180 (19d10+76)

**Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

**Saving Throws** INT +8, WIS +7, CHA +8

**Skills** Perception +12

**Condition Immunities** Prone

**Senses** Darkvision 120 ft., Passive Perception 22

**Languages** Deep Speech, Undercommon

**Challenge** 13 (10,000 XP)

**Antimagic Cone.** The beholder's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot-cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

**Eye Rays.** The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.
2. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 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 targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened 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.
4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.  
If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature 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.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

#### LEGENDARY ACTIONS

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

**Eye Ray.** The beholder uses one random eye ray.



## 45. GARGOYLE GUARDIANS

### GIANT FOUR-ARMED GARGOYLE

Large elemental, chaotic evil

**Armor Class** 17 (Natural Armor)

**Hit Points** 147 (14d10 + 70)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	6 (-2)	11 (+0)	9 (-1)

**Saving Throws** WIS +4

**Skills** Perception +4

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Petrified, Poisoned

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

**Languages** Terran

**Challenge** 10 (5,900 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

#### ACTIONS

**Multiattack.** The gargoyle makes five attacks: one with its bite and four with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

## 48. SHAGAMBI'S TOMB

### TERRACOTTA WARRIOR

Medium construct, unaligned

**Armor Class** 18 (Natural Armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

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

**Damage Immunities** Poison, Psychic

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

**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

**Languages** --

**Challenge** 1 (200 XP)

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

**False Appearance.** While the terracotta warrior remains motionless, it is indistinguishable from a normal statue.

**Brittle.** If a critical hit is scored against a terracotta warrior, it shatters and is destroyed.

#### ACTIONS

**Multiattack.** The terracotta warrior makes two melee attacks.

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

## 49. MAZE OF DEATH

### BODAK

Medium undead, chaotic evil

**Armor Class** 15 (Natural Armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

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

**Skills** Perception +4, Stealth +6

**Damage Resistances** Cold, Fire, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Lightning, Poison

**Condition Immunities** Charmed, Frightened, Poisoned

**Senses** Darkvision 120 ft., Passive Perception 14

**Languages** Abyssal, the languages it knew in life

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

**Aura of Annihilation.** The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

**Death Gaze.** When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

**Sunlight Hypersensitivity.** The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

#### ACTIONS

**Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

**Withering Gaze.** One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

## 50. MIRROR OF LIFE TRAPPING 1

### A'TAN (COMMONER)

Medium humanoid (human), chaotic neutral

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

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

Senses Passive Perception 10  
Languages Any one language (usually Common)  
Challenge 0 (10 XP)

#### ACTIONS

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

### 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.

### ZAAL (MINOTAUR)

Large monstrosity, neutral evil

Armor Class 14 (Natural Armor)  
Hit Points 76 (9d10 + 27)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7  
Senses Darkvision 60 ft., Passive Perception 17  
Languages Abyssal  
Challenge 3 (700 XP)

**Charge.** If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Reckless.** At the start of its turn, the minotaur 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.

#### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

**Gore.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

### YRAGGATH (TROLL)

Large giant, chaotic evil

Armor Class 15 (Natural Armor)  
Hit Points 84 (8d10 + 40)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2  
Senses Darkvision 60 ft., Passive Perception 12  
Languages Giant  
Challenge 5 (1,800 XP)

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

**Regeneration.** The 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 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.

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



## 50. MIRROR OF LIFE TRAPPING 2

### TLAD XOLBRY'S (DROW MAGE)

Medium humanoid (elf), neutral evil

**Armor Class** 12 (Studded Leather, Shield)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

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

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

**Senses** Darkvision 120 ft., Passive Perception 14

**Languages** Elvish, Undercommon

**Challenge** 7 (2,900 XP)

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

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

- At will: *dancing lights*
- 1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

- Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*
- 1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*
- 2nd level (3 slots): *alter self*, *misty step*, *web*
- 3rd level (3 slots): *fly*, *lightning bolt*
- 4th level (3 slots): *Evard's black tentacles*, *greater invisibility*
- 5th level (2 slots): *cloudkill*

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

#### ACTIONS

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

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

### POX "BIFF" (DOPPELGANGER)

Medium monstrosity (shapechanger), neutral

**Armor Class** 14

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

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

**Skills** Deception +6, Insight +3

**Condition Immunities** Charmed

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

**Languages** Common

**Challenge** 3 (700 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

**Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack..

#### ACTIONS

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

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

### STIRGE

Tiny beast, unaligned

**Armor Class** 14 (Natural Armor)

**Hit Points** 2 (1d4)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

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

**Languages** --

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

#### ACTIONS

**Blood Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

## 50. MIRROR OF LIFE TRAPPING 3

### GIANT FOUR-ARMED GARGOYLE

Large elemental, chaotic evil

**Armor Class** 17 (Natural Armor)

**Hit Points** 147 (14d10 + 70)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	6 (-2)	11 (+0)	9 (-1)

**Saving Throws** WIS +4

**Skills** Perception +4

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Petrified, Poisoned

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

**Languages** Terran

**Challenge** 10 (5,900 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

#### ACTIONS

**Multiattack.** The gargoyle makes five attacks: one with its bite and four with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

### LUKANU (CHAMPION)

Medium humanoid (human), neutral

**Armor Class** 18 (Plate)

**Hit Points** 143 (22d8 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws** STR +9, CON +6

**Skills** Athletics +9, Intimidation +5, Perception +6

**Senses** Passive Perception 16

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

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

**Indomitable (2/Day).** The champion rerolls a failed saving throw.

**Second Wind (Recharges after a Short or Long Rest).** As a bonus action, the champion can regain 20 hit points.

#### ACTIONS

**Multiattack.** The champion makes three attacks with its greatsword or its shortbow.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

## 51. GHASTLY DOOR

### GHAST

Medium undead, chaotic evil

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

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

**Damage Resistances** Necrotic

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Poisoned

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

**Languages** Common

**Challenge** 2 (450 XP)

**Stench.** Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

**Turning Defiance.** The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## 52. THRONE ROOM

### BLIND ARTIST

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws WIS +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 8

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

Challenge 0 (0 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### TYRANNOSAURUS ZOMBIE

Huge undead, unaligned

Armor Class 11 (Natural Armor)

Hit Points 136 (13d12 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	19 (+4)	1 (-5)	3 (-4)	5 (-3)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 6

Languages --

Challenge 8 (3,900 XP)

**Disgorge Zombie.** As a bonus action, the tyrannosaurus zombie can disgorge a normal zombie, which appears in an unoccupied space within 10 feet of it. The disgorged zombie acts on its own initiative count. After a zombie is disgorged, roll a d6. On a roll of 1, the tyrannosaurus zombie runs out of zombies to disgorge and loses this trait. If the tyrannosaurus zombie still has this trait when it dies, 1d4 normal zombies erupt from its corpse at the start of its next turn. These zombies act on their own initiative count.

**Undead Fortitude.** If damage reduces the tyrannosaurus zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

#### ACTIONS

**Multiattack.** The tyrannosaurus zombie makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

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

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

## 55. UNKH'S TOMB

### MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (Natural Armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands Abyssal but can't speak it

Challenge 2 (450 XP)

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

#### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

*Hit:* 13 (2d8 + 4) piercing damage.

### MINOTAUR

Large monstrosity, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses Darkvision 60 ft., Passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

**Charge.** If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Reckless.** At the start of its turn, the minotaur 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.

#### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

*Hit:* 13 (2d8 + 4) piercing damage.

## 57. OUBLIETTE

### OTYUGH

Large aberration, natural

**Armor Class** 14 (Natural Armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

**Saving Throws** CON +7

**Senses** Darkvision 120 ft., Passive Perception 11

**Languages** Otyugh

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

**Limited Telepathy.** The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

#### ACTIONS

**Multiattack.** The otyugh makes three attacks: one with its bite and two with its tentacles.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

**Tentacle Slam.** The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

## 58. COG OF ROT

### SHAMBLING MOUND

Large aberration, natural

**Armor Class** 15 (Natural Armor)

**Hit Points** 136 (16d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

**Skills** Stealth +2

**Damage Resistances** Cold, Fire

**Damage Immunities** Lightning

**Condition Immunities** Blinded, Deafened, Exhaustion

**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 10

**Languages** --

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

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

#### ACTIONS

**Multiattack.** The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

**Engulf.** The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.



## 60. COG OF BLOOD 1

### 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.

### MEZZOLOTH

Medium fiend (yugoloth), neutral evil

**Armor Class** 16 (Chain Mail)

**Hit Points** 75 (10d8 + 30)

**Speed** 40 ft.

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

**Skills** Perception +3

**Damage Resistances** Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Acid, Poison

**Condition Immunities** Poisoned

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

**Languages** Abyssal, Infernal, Telepathy 60 ft.

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

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

- 2/day each: *darkness*, *dispel magic*
- 1/day: *cloudkill*

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

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

#### ACTIONS

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

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

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

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

### MONODRONE

Medium construct, lawful neutral

**Armor Class** 15 (Natural Armor)

**Hit Points** 5 (1d8 + 1)

**Speed** 30 ft., fly 30 ft.

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

**Senses** Truesight 120 ft., Passive Perception 10

**Languages** Modron

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

**Axiomatic Mind.** The monodrone can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the monodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

#### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

## 60. COG OF BLOOD 2

### WILL-O'-WISPS

*Tiny undead, chaotic evil*

**Armor Class** 19

**Hit Points** 22 (9d4)

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

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

**Damage Resistances** Acid, Cold, Fire, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Lightning, Poison

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

**Senses** Darkvision 120 ft., Passive Perception 12

**Languages** The languages it knew in life

**Challenge** 2 (450 XP)

**Consume Life.** As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

**Ephemeral.** The will-o'-wisp can't wear or carry anything.

**Incorporeal Movement.** The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Variable Illumination.** The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

#### ACTIONS

**Shock.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

### BONE DEVIL

*Large fiend (devil), lawful evil*

**Armor Class** 19 (Natural Armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft., fly 40 ft.

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

**Saving Throws** INT +5, WIS +6, CHA +7

**Skills** Deception +7, Insight +6

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

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., Passive Perception 12

**Languages** Infernal, Telepathy 120 ft.

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

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

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

#### ACTIONS

**Multiaction.** The devil makes three attacks: two with its claws and one with its sting.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Sting.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### STONE JUGGERNAUT

*Large construct, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 50 ft., in one direction chosen at the start of its turn

STR	DEX	CON	INT	WIS	CHA
22 (+6)	1 (-5)	21 (+5)	2 (-4)	11 (+0)	3 (-4)

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

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

**Senses** Blindsight 120 ft., Passive Perception 10

**Languages** --

**Challenge** 12 (8,400 XP)

**Devastating Roll.** The juggernaut can move through the space of a prone creature. A creature whose space the juggernaut enters for the first time on a turn must make a DC 17 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

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

**Regeneration.** As long as it has 1 hit point left, the juggernaut magically regains all its hit points daily at dawn. The juggernaut is destroyed and doesn't regenerate if it drops to 0 hit points.

**Siege Monster.** The juggernaut deals double damage to objects and structures.

#### ACTIONS

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.



## 65. UNDERGROUND LAKE

### CRAB

*Tiny beast, unaligned*

Armor Class 11 (Natural Armor)

Hit Points 2 (1d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

**Skills** Stealth +2

**Senses** Blindsight 30 ft., Passive Perception 9

**Languages** --

**Challenge** 0 (10 XP)

**Amphibious.** The crab can breathe air and water.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

*Hit:* 1 bludgeoning damage.

### TOMB DWARF

*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 battleaxe attacks or two light crossbow attacks. It can use its Life Drain in place of one light crossbow 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.

**Battleaxe.** *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.

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

### G'LYH'RUL (ABOLETH)

*Medium undead, neutral evil*

Armor Class 17 (Natural Armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft. swim 40 ft.

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

**Saving Throws** CON +6, INT +8, WIS +6

**Skills** History +12, Perception +10

**Senses** Darkvision 120 ft., Passive Perception 20

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

**Challenge** 10 (5,900 XP)

**Amphibious.** The aboleth can breathe air and water.

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

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

### ACTIONS

**Multiattack.** The aboleth makes three tentacle attacks.

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

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

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

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

### LEGENDARY ACTIONS

**The aboleth can take 3 legendary actions, choosing from the options below.** Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

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

**Tail Swipe.** The aboleth makes one tail attack.

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

## 67. HALL OF THE GOLDEN MASTODON 1

### SPINED DEVIL

*Small fiend (devil), lawful evil*

Armor Class 13 (Natural Armor)  
Hit Points 22 (5d6 + 5)  
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

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

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., Passive Perception 12

**Languages** Infernal, Telepathy 120 ft.

**Challenge** 2 (450 XP)

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

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

**Limited Spines.** The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

#### ACTIONS

**Multiattack.** The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

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

**Tail Spine.** *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

### BEARDED DEVIL

*Medium fiend (devil), lawful evil*

Armor Class 13 (Natural Armor)  
Hit Points 52 (8d8 + 16)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

**Saving Throws** STR +5, CON +4, WIS +2

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

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Infernal, Telepathy 120 ft.

**Challenge** 3 (700 XP)

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

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

**Steadfast.** The devil can't be frightened while it can see an allied creature within 30 feet of it.

#### ACTIONS

**Multiattack.** The devil makes two attacks: one with its beard and one with its glaive.

**Beard.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.



## 67. HALL OF THE GOLDEN MASTODON 2

### BARBED DEVIL

*Medium fiend (devil), lawful evil*

Armor Class 15 (Natural Armor)  
Hit Points 110 (13d8 + 52)  
Speed 30 ft.

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

**Saving Throws** STR +6, CON +7, WIS +5, CHA +5  
**Skills** Deception +5, Insight +5, Perception +8  
**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered  
**Damage Immunities** Fire, Poison  
**Condition Immunities** Poisoned  
**Senses** Darkvision 120 ft., Passive Perception 18  
**Languages** Infernal, Telepathy 120 ft.  
**Challenge** 5 (1,800 XP)

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

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

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

#### ACTIONS

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

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

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

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

### HORNED DEVIL

*Large fiend (devil), lawful evil*

Armor Class 18 (Natural Armor)  
Hit Points 178 (17d10 + 85)  
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

**Saving Throws** STR +10, DEX +7, WIS +7, CHA +7  
**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered  
**Damage Immunities** Fire, Poison  
**Condition Immunities** Poisoned  
**Senses** Darkvision 120 ft., Passive Perception 13  
**Languages** Infernal, Telepathy 120 ft.  
**Challenge** 11 (7,200 XP)

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

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

#### ACTIONS

**Multiattack.** The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

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

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

**Hurl Flame.** *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

## 67. HALL OF THE GOLDEN MASTODON 3

### HORNED DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (Natural Armor)  
Hit Points 178 (17d10 + 85)  
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

**Saving Throws** STR +10, DEX +7, WIS +7, CHA +7  
**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered  
**Damage Immunities** Fire, Poison  
**Condition Immunities** Poisoned  
**Senses** Darkvision 120 ft., Passive Perception 13  
**Languages** Infernal, Telepathy 120 ft.  
**Challenge** 11 (7,200 XP)

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

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

#### ACTIONS

**Multiattack.** The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

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

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

**Hurl Flame.** *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

### ERINYES

Medium fiend (devil), lawful evil

Armor Class 18 (Plate)  
Hit Points 153 (18d8 + 72)  
Speed 30 ft., fly 60 ft.

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

**Saving Throws** DEX +7, CON +8, WIS +6, CHA +8  
**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered  
**Damage Immunities** Fire, Poison  
**Condition Immunities** Poisoned  
**Senses** Truesight 120 ft., Passive Perception 12  
**Languages** Infernal, Telepathy 120 ft.  
**Challenge** 12 (8,400 XP)

**Hellish Weapons.** The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

#### ACTIONS

**Multiattack.** The erinyes makes three attacks.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

#### REACTIONS

**Parry.** The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.



## 69. MECHANUS CHAIN

### PENTADRONE

Large construct, lawful neutral

Armor Class 16 (Natural Armor)  
Hit Points 32 (5d10 + 5)  
Speed 40 ft.

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

**Skills** Perception +4  
**Senses** Truesight 120 ft., Passive Perception 14  
**Languages** Modron  
**Challenge** 2 (450 XP)

**Axiomatic Mind.** The pentadrone can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the pentadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

#### ACTIONS

**Multiattack.** The pentadrone makes five arm attacks.

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

**Paralysis Gas (Recharge 5–6).** The pentadrone exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed 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.

### QUADRONE

Medium construct, lawful neutral

Armor Class 16 (Natural Armor)  
Hit Points 22 (4d8 + 4)  
Speed 30 ft., fly 30 ft.

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

**Skills** Perception +2  
**Senses** Truesight 120 ft., Passive Perception 12  
**Languages** Modron  
**Challenge** 1 (200 XP)

**Axiomatic Mind.** The quadrone can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

#### ACTIONS

**Multiattack.** The quadrone makes two fist attacks or four shortbow attacks.

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

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

## 70. ARMILLARY SPHERE

### NYCALOTH

Large fiend (yugoloth), neutral evil

Armor Class 18 (Natural Armor)  
Hit Points 123 (13d10 + 52)  
Speed 40 ft., fly 60 ft.

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

**Skills** Intimidation +6, Perception +4, Stealth +4  
**Damage Resistances** Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks  
**Damage Immunities** Acid, Poison  
**Condition Immunities** Poisoned  
**Senses** Blindsight 60 ft., Darkvision 60 ft., Passive Perception 14  
**Languages** Abyssal, Infernal, Telepathy 60 ft.  
**Challenge** 9 (5,000 XP)

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

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

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

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

#### ACTIONS

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

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

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

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

## 71. LAIR OF THE SEWN SISTERS

### NIGHT HAGS

Medium fiend, neutral evil

Armor Class 17 (Natural Armor)  
Hit Points 112 (15d8 + 45)  
Speed 30 ft.

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

**Skills** Deception +7, Insight +6, Perception +6, Stealth +6  
**Damage Resistances** Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered  
**Condition Immunities** Charmed  
**Senses** Darkvision 120 ft., Passive Perception 16  
**Languages** Abyssal, Common, Infernal, Primordial  
**Challenge** 5 (1,800 XP)

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

- At will: *detect magic*, *magic missile*
- 2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

**Shared Spellcasting (Hag Coven).** While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves. For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

- 1st level (4 slots): *identify*, *ray of sickness*
- 2nd level (3 slots): *hold person*, *locate object*
- 3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*
- 4th level (3 slots): *phantasmal killer*, *polymorph*
- 5th level (2 slots): *contact other plane*, *scrying*
- 6th level (1 slot): *eyebite*

#### ACTIONS

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

**Change Shape.** The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

**Etherealness.** The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

**Nightmare Haunting (1/Day).** While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

## 73. TRIAL OF THE SQUARE

### DUST MEPHIT

Small elemental, neutral evil

Armor Class 12  
Hit Points 17 (5d6)  
Speed 30 ft., fly 30 ft.

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

**Skills** Perception +2, Stealth +4  
**Damage Vulnerabilities** Fire  
**Damage Immunities** Poison  
**Condition Immunities** Poisoned  
**Senses** Darkvision 60 ft., Passive Perception 12  
**Languages** Auran, Terran  
**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Innate Spellcasting.** (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

#### ACTIONS

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

**Blinding Breath (Recharge 6).** The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## 74. TRIAL OF THE PENTAGON

### MISTER THREADNEEDLE (SCARECROW)

Medium construct, chaotic evil

Armor Class 11  
Hit Points 36 (8d8)  
Speed 30 ft.

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

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

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

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

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

**Challenge** 1 (200 XP)

**False Appearance.** While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

#### ACTIONS

**Multiattack.** The scarecrow makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

**Terrifying Glare.** The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

## 75. TRIAL OF THE HEXAGON

### WEREBOAR

Medium humanoid (human, shapeshifter), neutral evil

Armor Class 10 In Humanoid Form, 11 In Boar Or Hybrid Form  
Hit Points 78 (12d8 + 24)  
Speed 30 ft., 40 ft. in boar form

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

**Skills** Perception +2

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

**Senses** Passive Perception 12

**Languages** Common (can't speak in boar form)

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

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

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

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

#### ACTIONS

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

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

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

## 77. DEATH GOD'S NURSERY

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### ATROPAL

*Huge undead (titan), neutral evil*

Armor Class 7

Hit Points 225 (18d12 + 108)

Speed 0 ft., fly 50 ft. hover

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STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	22 (+6)	25 (+7)	19 (+4)	24 (+7)

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**Saving Throws** CON +11, WIS +9

**Damage Vulnerabilities** Radiant

**Damage Immunities** Cold, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities** Exhaustion, Frightened, Paralyzed, Poisoned, Prone

**Senses** Darkvision 120 ft., Truesight 120 ft., Passive Perception 14

**Languages** understands Celestial but utters only obscene nonsense

**Challenge** 13 (10,000 XP)

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

**Negative Energy Aura.** Creatures within 30 feet of the atropal can't regain hit points, and any creature that starts its turn within 30 feet of the atropal takes 10 (3d6) necrotic damage.

If the atropal is struck by a vorpal sword, the wielder can cut the atropal's umbilical cord instead of dealing damage. If its umbilical cord is cut, the atropal loses this feature.

**Turn Resistance Aura.** The atropal and any other undead creature within 30 feet of it has advantage on saving throws against any effect that turns undead.

### ACTIONS

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

**Ray of Cold. Ranged Spell Attack:** +12 to hit, range 120 ft., one target. *Hit:* 21 (6d6) cold damage.

**Life Drain.** The atropal targets one creature it can see within 120 feet of it. The target must succeed on a DC 19 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. The atropal regains a number of hit points equal to half the amount of damage dealt.

**Summon Wraith (Recharge 6).** The atropal summons a wraith, which materializes within 30 feet of it in an unoccupied space it can see. The wraith obeys its summoner's commands and can't be controlled by any other creature. The wraith vanishes when it drops to 0 hit points or when its summoner dies.

### LEGENDARY ACTIONS

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

**Touch.** The atropal makes a touch attack.

**Ray of Cold (Costs 2 Actions).** The atropal uses its Ray of Cold.

**Wail (Costs 3 Actions).** The atropal lets out a withering wail. Any creature within 120 feet of the atropal that can hear the wail must succeed on a DC 19 Constitution saving throw or gain 1 level of exhaustion.



# ACERERAK

Medium undead, neutral evil

Armor Class 21 (Natural Armor)  
Hit Points 285 (30d8 + 150)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	20 (+5)	27 (+8)	21 (+5)	20 (+5)

**Saving Throws** CON +12, INT +15, WIS +12

**Skills** Arcana +22, History +22, Insight +12, Perception +12, Religion +15

**Damage Resistances** Cold, Lightning

**Damage Immunities** Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

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

**Senses** Truesight 120 ft., Passive Perception 22

**Languages** Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Infernal, Primordial, Undercommon

**Challenge** 23 (50,000 XP)

**Special Equipment.** Acererak carries the Staff of the Forgotten One. He wears a talisman of the sphere and has a sphere of annihilation under his control.

**Legendary Resistance (3/Day).** If Acererak fails a saving throw, he can choose to succeed instead.

**Rejuvenation.** Acererak's body turns to dust when he drops to 0 hit points, and his equipment is left behind. Acererak gains a new body after 1d10 days, regaining all his hit points and becoming active again. The new body appears within 5 feet of Acererak's phylactery, the location of which is hidden.

**Spellcasting.** Acererak is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Acererak has the following wizard spells prepared:

- Cantrips (at will): *mage hand*, *ray of frost*, *shocking grasp*
- 1st level (at will): *ray of sickness*, *shield*
- 2nd level (at will): *arcane lock*, *knock*
- 3rd level (at will): *animate dead*, *counterspell*
- 4th level (3 slots): *blight*, *ice storm*, *phantasmal killer*
- 5th level (3 slots): *cloudkill*, *hold monster*, *wall of force*
- 6th level (3 slots): *chain lightning*, *circle of death*, *disintegrate*
- 7th level (3 slots): *finger of death*, *plane shift*, *teleport*
- 8th level (2 slots): *maze*, *mind blank*
- 9th level (2 slots): *power word kill*, *time stop*

**Turn Resistance.** Acererak has advantage on saving throws against any effect that turns undead.

## ACTIONS

**Paralyzing Touch.** *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage, and the target must succeed on a DC 20 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.

**Staff.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage, or 8 (1d8 + 4) bludgeoning damage plus 10 (3d6) necrotic damage when used with two hands.

**Invoke Curse.** While holding the Staff of the Forgotten One, Acererak expends 1 charge from it and targets one creature he can see within 60 feet of him. The target must succeed on a DC 23 Constitution saving throw or be cursed. Until the curse is ended, the target can't regain hit points and has vulnerability to necrotic damage. Greater Restoration, remove curse or similar magic ends the curse on the target.

## LEGENDARY ACTIONS

Acererak 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. Acererak regains spent legendary actions at the start of his turn.

**At-Will Spell.** Acererak casts one of his at-will spells.

**Melee Attack.** Acererak uses Paralyzing Touch or makes one melee attack with his staff.

**Frightening Gaze (Costs 2 Actions).** Acererak fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 20 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends on it, the target is immune to Acererak's gaze for the next 24 hours.

**Talisman of the Sphere (Costs 2 Actions).** Acererak uses his talisman of the sphere to move the sphere of annihilation under his control up to 90 feet.

**Disrupt Life (Costs 3 Actions).** Each creature within 20 feet of Acererak must make a DC 20 Constitution saving throw against this magic, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

## 78. CHAPEL OF HATE

### ZALDER FAELROND (KNIGHT)

Medium humanoid (human), lawful good

Armor Class 10  
Hit Points 52 (8d8 + 16)  
Speed 30 ft.

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

**Saving Throws** CON +4, WIS +2  
**Senses** Passive Perception 10  
**Languages** Common  
**Challenge** 3 (700 XP)

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

#### ACTIONS

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

**Unarmed Strike.** Melee Attack: +5 to hit, reach 5 ft., one target.  
*Hit:* 4 bludgeoning damage.

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

#### REACTIONS

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

### NOTHIC

Medium aberration, neutral evil

Armor Class 15 (Natural Armor)  
Hit Points 45 (6d8 + 18)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

**Skills** Arcana +3, Insight +4, Perception +2, Stealth +5  
**Senses** Truesight 120 ft., Passive Perception 12  
**Languages** Undercommon  
**Challenge** 2 (450 XP)

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

#### ACTIONS

**Multiattack.** The nothic makes two claw attacks.

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

**Rotting Gaze.** The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

**Weird Insight.** The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

## 80. RED LIBRARY

### MR. FOX (ARCANALOTH)

Medium fiend (yugoloth), neutral evil

Armor Class 17 (Natural Armor)  
Hit Points 104 (16d8 + 32)  
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

**Saving Throws** DEX +5, INT +9, WIS +7, CHA +7  
**Skills** Arcana +13, Deception +9, Insight +9, Perception +7  
**Damage Resistances** Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks  
**Damage Immunities** Acid, Poison  
**Condition Immunities** Charmed, Poisoned  
**Senses** Truesight 120 ft., Passive Perception 17  
**Languages** All, Telepathy 120 ft.  
**Challenge** 12 (8,400 XP)

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

- At will: *alter self, darkness, heat metal, invisibility* (self only), *magic missile*

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

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

**Spellcasting.** The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, mage hand, minor illusion, prestidigitation*
- 1st level (4 slots): *detect magic, identify, shield, Tenser's floating disk*
- 2nd level (3 slots): *detect thoughts, mirror image, phantasmal force, suggestion*
- 3rd level (3 slots): *counterspell, fear, fireball*
- 4th level (3 slots): *banishment, dimension door*
- 5th level (2 slots): *contact other plane, hold monster*
- 6th level (1 slot): *chain lightning*
- 7th level (1 slot): *finger of death*
- 8th level (1 slot): *mind blank*

#### ACTIONS

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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