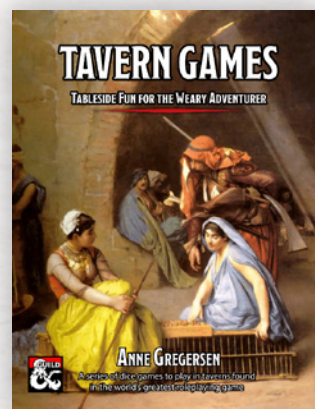
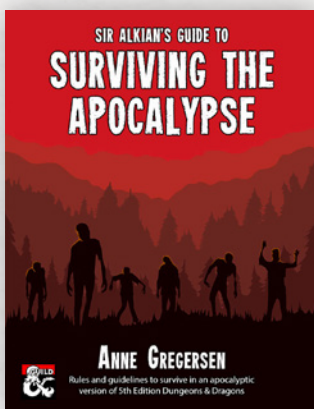


BLOODIED & BRUISED MONSTER MANUAL



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BLOODIED & BRUISED MONSTER MANUAL

The bugbear chief nurses a gushing wound in her side before issuing an order of retreat to her allies. A bright light forms around the angel's dying body, blinding everyone near it as it passes on from the world of the living. With blood streaming down its torso, an enraged hill giant slams its fists into the ground and causes the earth around it to quake.

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

THE BLOODIED CONDITION

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

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

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

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

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

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

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

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

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

BLOODIED ABILITIES

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

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

Bloodied abilities can look as follows:

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

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

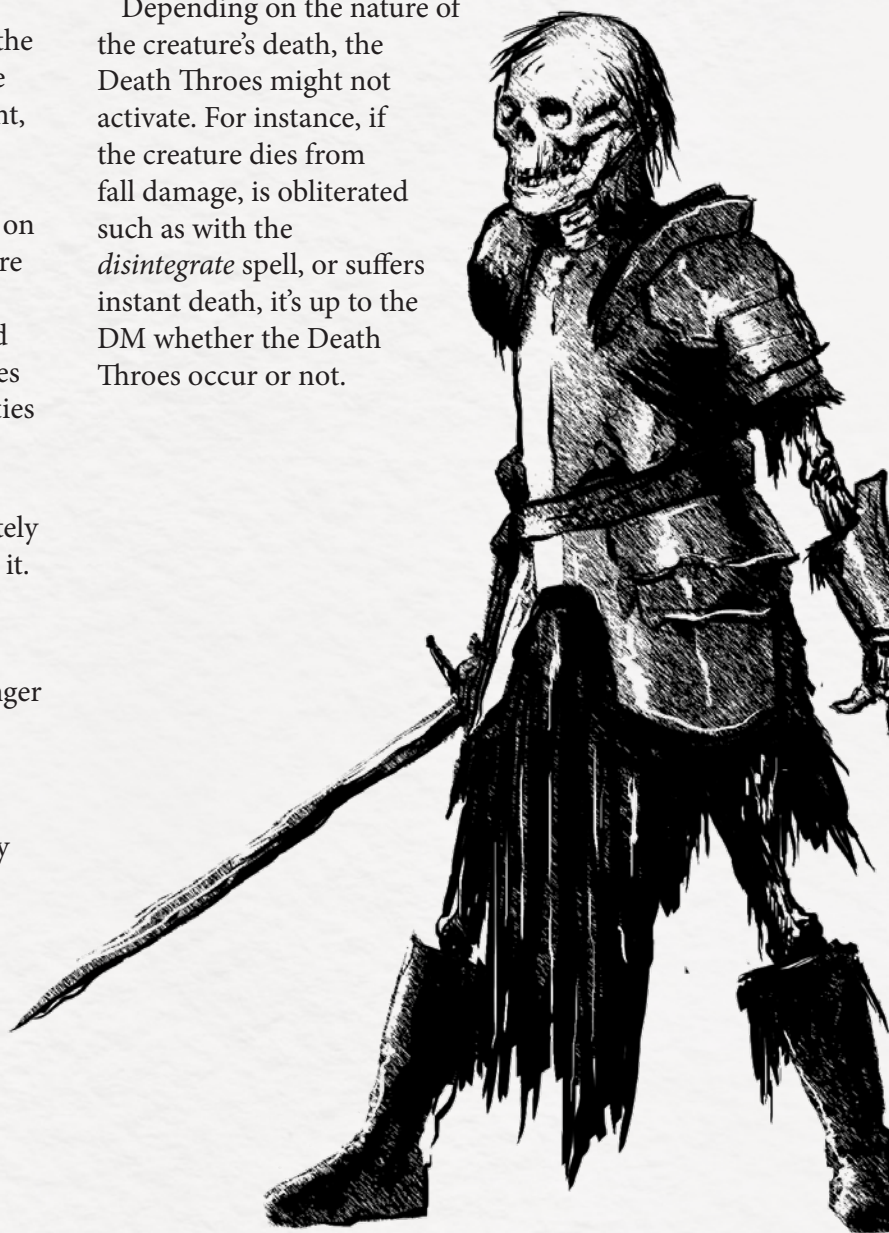
Strength or Frailty. The creature is made stronger or weaker in its bloodied state. This can include changes to its AC, speed, or damage resistances.

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

DEATH THROES

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

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



CREATURE ENTRIES

A

AARAKOCRA

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

Trigger Ability: Fly Away. When first bloodied, the aarakocra can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

ABOLETH

When bloodied at **67 HP**, the aboleth has the following features.

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

New Ability: Generational Memory. As a bonus action while bloodied, the aboleth can choose one hostile creature it can see and call on generational memories that might help it fight that specific enemy. For as long as the aboleth is bloodied, it has advantage on attack rolls made against the chosen creature. Once it has picked a creature, it cannot pick another until the chosen creature reaches 0 hit points.

ANGELS

DEVA

When bloodied at **68 HP**, the deva has the following features.

Ability Recharge: Healing Touch. When first bloodied, the deva regains one expended use of Healing Touch.

Frailty: Angelic Presence. While bloodied, the deva's AC is lowered by 1.

Death Throes: Font of Celestial Light. Bright light burns in a silhouette of the slain deva. Creatures within 10 feet of the deva when it dies and can see it must succeed on a DC 17 Constitution saving throw or be blinded until the beginning of their next turn.

PLANETAR

When bloodied at **100 HP**, the planetar has the following features.

Ability Recharge: Healing Touch. When first bloodied, the planetar regains two expended uses of Healing Touch.

Frailty: Angelic Presence. While bloodied, the planetar's AC is lowered by 1.

Death Throes: Font of Celestial Light. Bright light burns in a silhouette of the slain planetar. Creatures within 10 feet of the planetar when it dies and can see it must succeed on a DC 20 Constitution saving throw or be blinded until the beginning of their next turn.

SOLAR

When bloodied at **121 HP**, the solar has the following features.

Ability Recharge: Healing Touch. When first bloodied, the solar regains two expended uses of Healing Touch.

Frailty: Angelic Presence. While bloodied, the solar's AC is lowered by 1.

Trigger Ability: Aura of Holy Flames. When first bloodied, a burst of radiant flames engulfs the solar's body. Each creature in a 10-foot radius of the solar must make a DC 20 Dexterity saving throw, taking 3d6 fire damage on a failed save and half as much damage on a successful one. The flames persist for as long as the solar is bloodied, and every creature that starts its turn within 10 feet of the solar or enters that area for the first time on a turn must make a DC 20 Dexterity saving throw, taking 2d6 fire damage on a failed save and half as much damage on a successful one.

Death Throes: Font of Celestial Light. Bright light burns in a silhouette of the slain solar. Creatures within 10 feet of the solar when it dies and can see it must succeed on a DC 25 Constitution saving throw or be blinded until the beginning of their next turn.

ANIMATED OBJECTS

ANIMATED ARMOR

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

Death Throes: Arcane Boom. A small arcane explosion happens as the animated armor clatters to the ground. Each creature in a 5-foot radius of the armor when it expires takes 2 (1d4) force damage.

FLYING SWORD

When bloodied at **8 HP**, the flying sword has the following feature.

Death Throes: Arcane Boom. A small arcane explosion happens as the flying sword clatters to the ground. Each creature in a 5-foot radius of the sword when it expires takes 2 (1d4) force damage.

RUG OF SMOTHERING

When bloodied at **16 HP**, the rug of smothering has the following features.

Trigger Ability: Squeeze. When first bloodied, the rug of smothering can squeeze a creature it is currently smothering as a reaction. The smothered creature takes 2d6 bludgeoning damage.

Death Throes: Arcane Boom. A small arcane explosion happens as the rug of smothering falls to the ground. Each creature in a 5-foot radius of the sword when it expires takes 2 (1d4) force damage.

ANKHEG

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

Ability Recharge: Acid Spray. When first bloodied, the ankheg's Acid Spray ability is recharged.

Frailty: Chipped Chitin. While bloodied, the ankheg's AC is lowered by 1.

AZER

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

Strength: Hotter Weapons. While bloodied, the azer's Heated Weapons damage increases to 1d8.

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

B

BANSHEE

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

Frailty: Torn Shape. While bloodied, the banshee's speed is lowered by 10 feet (to a minimum of 5 feet) and its AC is lowered by 1.

Death Throes: Death's Embrace. A cold wind gusts out from where the banshee was, engulfing everyone nearby in a mournful embrace. Creatures within 10 feet of the banshee when it dies must succeed on a DC 13 Wisdom saving throw or gain 1 level of exhaustion.

BASILISK

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

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

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

BEHIR

When bloodied at **84 HP**, the behir has the following features.

Ability Recharge: Lightning Breath. When first bloodied, the behir's Lightning Breath ability is recharged.

New Ability: Dragon Hatred. While bloodied, the behir has advantage on attack rolls against creatures that have the dragon creature type or look like dragons. This includes dragonborn, kobolds, half-dragons, and wyverns.

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

BEHOLDERS

BEHOLDER

When bloodied at **90 HP**, the beholder has the following features.

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

New Ability: Trained Eye. As a bonus action while bloodied, the beholder can keep its eye on a character of its choice that it can see within 120 feet of it until the beginning of the beholder's next turn. The beholder keeps its central eye, and thereby its Antimagic Cone, on the chosen creature throughout the round, turning its body as the creature moves and letting its gaze follow it. The beholder can choose to end this ability early (no action required).

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

DEATH TYRANT

When bloodied at **93 HP**, the death tyrant has the following features.

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

New Ability: Trained Eye. As a bonus action while bloodied, the death tyrant can keep its eye on a character of its choice that it can see within 120 feet of it until the beginning of the death tyrant's next turn. The death tyrant keeps its central eye, and thereby its Negative Energy Cone, on the chosen creature throughout the round, turning its body as the creature moves and letting its gaze follow it. The death tyrant can choose to end this ability early (no action required).

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

SPECTATOR

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

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

BLIGHTS

NEEDLE BLIGHT

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

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

TWIG BLIGHT

The twig blight has no bloodied features.

VINE BLIGHT

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

Ability Recharge: Entangling Plants. When first bloodied, the vine blight's Entangling Plants ability is recharged.

BUGBEARS

BUGBEAR

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

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

BUGBEAR CHIEF

When bloodied at **32 HP**, the bugbear chief has the following features.

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

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

BULETTE

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

Frailty: Damaged Armor Plating. While bloodied, the bulette's natural armor is damaged, lowering its AC by 1.

Trigger Ability: Deadly Leap. When first bloodied, the bulette can use its Deadly Leap attack as a reaction.

BULLYWUG

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

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

C

CAMBION

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

Strength: Weapon Reach. While bloodied, the cambion's spear is extended. The cambion's Spear attack now has a reach of 10 feet instead of 5 feet.

Trigger Ability: Fiendish Charm. When first bloodied, the cambion can use its Fiendish Charm ability as a reaction.

CARRION CRAWLER

When bloodied at **25 HP**, the carrion crawler has the following features.

New Ability: Drop Dead. As an action while bloodied, the carrion crawler can drop down on a creature directly below it if the carrion crawler is hanging on a ceiling or a wall. A creature it lands on must succeed on a DC 14 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and fall prone. While prone in this way, the

creature is restrained beneath the carrion crawler, and can use an action and 10 feet of movement on its turn to attempt to free itself by succeeding on a DC 13 Dexterity (Acrobatics) or Strength (Athletics) check.

If a creature succeeds on the Dexterity saving throw, it takes no bludgeoning damage and moves to an adjacent unoccupied space to the carrion crawler. If a creature has no space to move into, it automatically fails the saving throw.

If the carrion crawler falls 40 feet or less using this action, it takes no damage from falling.

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

CENTAUR

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

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

CHIMERA

When bloodied at **57 HP**, the chimera has the following features.

Ability Recharge: Fire Breath. When first bloodied, the chimera's Fire Breath ability is recharged.

New Ability: Forceful Wings. While bloodied, the chimera's great wings beat harder to keep it flying. If a creature is standing within 5 feet of the chimera as it takes flight, the creature must succeed on a DC 15 Dexterity saving throw or fall prone. While a creature is prone in this way, it cannot make opportunity attacks.

CHUUL

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

Strength: Hardened Hide. While bloodied, the chuul's body hardens, increasing its AC by 1.

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

CLOAKER

When bloodied at **39 HP**, the cloaker has the following features.

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

Trigger Ability: Moan. When first bloodied, the cloaker can use its Moan ability as a reaction.

COCKATRICE

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

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

COUATL

When bloodied at **48 HP**, the couatl has the following features.

New Ability: Multiattack. While bloodied and in its couatl form, the couatl can attack twice on its turn: once with its Bite and once with its Constrict.

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

CRAWLING CLAW

The crawling claw has no bloodied features.

CYCLOPS

When bloodied at **69 HP**, the cyclops has the following features.

New Ability: Stomp. While bloodied, the cyclops gains a new attack action with the following details: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the creature must succeed on a DC 15 Strength saving throw or be knocked prone.

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

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

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

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

D

DARKMANTLE

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

Trigger Ability: Fly Away. When first bloodied, the darkmantle can use its reaction to fly up to 15 feet away without provoking opportunity attacks.

DEATH KNIGHT

When bloodied at **90 HP**, the death knight has the following features.

New Ability: Undead Sentinel. While bloodied, the death knight is immune to features that turn undead.

Trigger Ability: Spellcasting. When first bloodied, the death knight can use its reaction to cast a spell that normally costs an action to cast.

Death Throes: Vow of the Knight. The death knight issues a final order to all undead within 120 feet of it when it dies. Undead creatures within range that can hear the death knight all train their focus on the creature that just killed the death knight, focusing all their future attacks on the creature until it is dead.

DEMILICH

When bloodied at **40 HP**, the demilich has the following features.

Ability Recharge: Howl. When first bloodied, the demilich's Howl ability is recharged.

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

Trigger Ability: Fly Away. When first bloodied, the demilich can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

DEMONS

BALOR

When bloodied at **130 HP**, the balor has the following features.

Strength: Greater Fire Aura. While bloodied, the radius of the balor's fire aura extends to 10 feet instead of 5 feet.

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

Trigger Ability: Teleporting Strike. When first bloodied, the balor can use its Teleport ability as

a reaction. After using Teleport in this way, it can immediately make an attack with its longsword.

Death Throes: Taken from Stat Block. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

BARLGURA

When bloodied at **34 HP**, the barlgura has the following features.

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

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

CHASME

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

New Ability: Dive Attack. While bloodied, if the chasme is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Trigger Ability: Fly Away. When first bloodied, the chasme can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

DRETCH

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

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

GLABREZU

When bloodied at **78 HP**, the glabrezu has the following features.

New Ability: Fling. While bloodied, the glabrezu can replace one of its pincer attacks with a fling attack. One Medium or smaller object or creature grappled by the glabrezu is thrown up to 30 feet in a direction chosen by the glabrezu, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

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

GORISTRO

When bloodied at **155 HP**, the goristro has the following features.

Strength: Increased Speed. While bloodied, the goristro's speed is 60 feet instead of 40 feet.

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

Trigger Ability: Bullrush. When first bloodied, the goristro can use its reaction to move up to 20 feet in a straight line without provoking opportunity attacks. Any creature standing in the way of this movement must succeed a DC 20 Dexterity saving throw or be knocked prone.

HEZROU

When bloodied at **68 HP**, the hezrou has the following features.

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

Trigger Ability: Greasy. When first bloodied, the hezrou exudes a thick greasy substance from

its hide to cover the ground around it. The area in a 5-foot radius around the hezrou is covered in slick grease and turns into difficult terrain for the next minute. When the grease first appears, each creature standing in its area must succeed on a DC 14 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 14 Dexterity saving throw or fall prone. The hezrou is immune to the grease's effects.

MANES

The manes has no bloodied features.

MARILITH

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

Frailty: Chipped Armor. While bloodied, the marilith's AC is lowered by 1.

New Ability: Riposte. While bloodied, if a creature misses the marilith with a melee attack, it can use its reaction to make a melee weapon attack against the creature.

Trigger Ability: Teleporting Strike. When first bloodied, the marilith can use its Teleport ability as a reaction. After using Teleport in this way, it can immediately make three attacks with its longswords.

NALFESHNEE

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

Ability Recharge: Horror Nimbus. When first bloodied, the nalfeshnee's Horror Nimbus ability is recharged.

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

Trigger Ability: Teleporting Strike. When first bloodied, the nalfeshnee can use its Teleport ability as a reaction. After using Teleport in this way, it can immediately make an attack with its claw.

QUASIT

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

Trigger Ability: Invisibility. When first bloodied, the quasit can use its Invisibility action as a reaction.



SHADOW DEMON

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

Frailty: Torn Shape. While bloodied, the shadow demon's speed is lowered by 10 feet (to a minimum of 5 feet) and its AC is lowered by 1.

New Ability: Darkness. While bloodied, the shadow demon can cast the spell *darkness* at will.

VROCK

When bloodied at **52 HP**, the vrock has the following features.

Ability Recharge: Spores. When first bloodied, the vrock's Spores ability is recharged.

New Ability: Reckless. While bloodied, at the start of its turn, the vrock 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.

Trigger Ability: Fly Away. When first bloodied, the vrock can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

YOCHLOL

When bloodied at **68 HP**, the yochlol has the following features.

Frailty: Unstable Shapechanger. While bloodied, if the yochlol tries to use its Shapechanger ability, there is a 50% chance it changes into a form that it didn't designate. For instance, if the yochlol intended to change from its true form into a giant spider, there is a 50% chance it turns into a drow instead.

New Ability: Disengage. While bloodied, the yochlol can take the Disengage action as a bonus action, but only when in its drow or giant spider form.

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

DEVILS

BARBED DEVIL

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

Frailty: Stripped Hide. While bloodied, the barbed devil's AC is lowered by 1.

Strength: Exposed Barbs. While bloodied, the barbed devil deals 2d10 piercing damage to any creature grappling it instead of 1d10. In addition, any creature who touches the barbed devil or hits it with an unarmed strike takes 1d10 piercing damage.

BEARDED DEVIL

When bloodied at **26 HP**, the bearded devil has the following features.

Frailty: Rattled. While bloodied, the bearded devil has disadvantage on saving throws against being frightened. The effects of the Steadfast trait still apply.

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

BONE DEVIL

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

New Ability: Bone Needles (Recharge 5-6). As an action while bloodied, the bone devil can tighten its hide and send a cloud of bone needles flying out from its body. Any creature within 10 feet of the bone devil must make a DC 15 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save or half as much damage on a successful one.

Trigger Ability: Fly Away. When first bloodied, the bone devil can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

CHAIN DEVIL

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

New Ability: Multiattack. While bloodied, the chain devil can make three attacks with its chains instead of two.

Strength: Chained Body. While bloodied, the chain devil's AC increases by 1.

ERINYES

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

Frailty: Chipped Armor. While bloodied, the erinyes' AC is lowered by 1.

New Ability: Battle Presence. While bloodied, the erinyes can take two reactions each round.

New Ability: Riposte. While bloodied, if a creature misses the erinyes with a melee attack, it can use its reaction to make a melee weapon attack against the creature.

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

HORNED DEVIL

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

Strength: Weapon Reach. While bloodied, the horned devil's fork is extended. The horned devil's Fork attack now has a reach of 15 feet instead of 10 feet.

Trigger Ability: Fly Away. When first bloodied, the horned devil can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

ICE DEVIL

When bloodied at **90 HP**, the ice devil has the following features.

Ability Recharge: Wall of Ice. When first bloodied, the ice devil's Wall of Ice ability is recharged.

New Ability: Hurl Ice. While bloodied, the ice devil gains a new attack action with the following



details: *Ranged Spell Attack*: +9 to hit, reach 120 ft., one creature. *Hit*: 7 (2d6) cold damage.

When using its Multiattack, the ice devil can replace any one of its three available attacks with a Hurl Ice attack.

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

IMP

The imp has no bloodied features.

LEMURE

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

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

PIT FIEND

When bloodied at **150 HP**, the pit fiend has the following features.

New Ability: Puny Insect. While bloodied, if a Large or smaller creature within 10 feet of the pit fiend misses it with a melee attack, the pit fiend can attempt to grapple the creature as a reaction. If the pit fiend succeeds, it can toss the creature away as part of the same reaction. The creature is thrown up to 60 feet in a direction of the pit fiend's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Strength: Increased Fear Aura. While bloodied, the range of the pit fiend's Fear Aura is 30 feet instead of 20 feet.

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

SPINED DEVIL

When bloodied at **11 HP**, the spined devil has the following features.

Frailty: Spineless. While bloodied, the spined devil's AC is lowered by 1.

Strength: Weapon Reach. While bloodied, the spined devil's fork is extended. The spined devil's Fork attack now has a reach of 10 feet instead of 5 feet.

DINOSAURS

ALLOSAURUS

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

Frailty: Worn Out. While bloodied, the allosaurus' speed is lowered by 20 feet (to a minimum of 5 feet).

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

ANKYLOSAURUS

When bloodied at **34 HP**, the ankylosaurus has the following features.

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

New Ability: Multiattack. While bloodied, the ankylosaurus can attack twice on its turn. It cannot attack the same creature twice in the same turn.

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

PLESIOSAURUS

When bloodied at **34 HP**, the plesiosaurus has the following features.

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

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

PTERANODON

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

Frailty: Worn Out. While bloodied, the pteranodon's speed is lowered by 20 feet (to a minimum of 5 feet).

TRICERATOPS

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

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

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

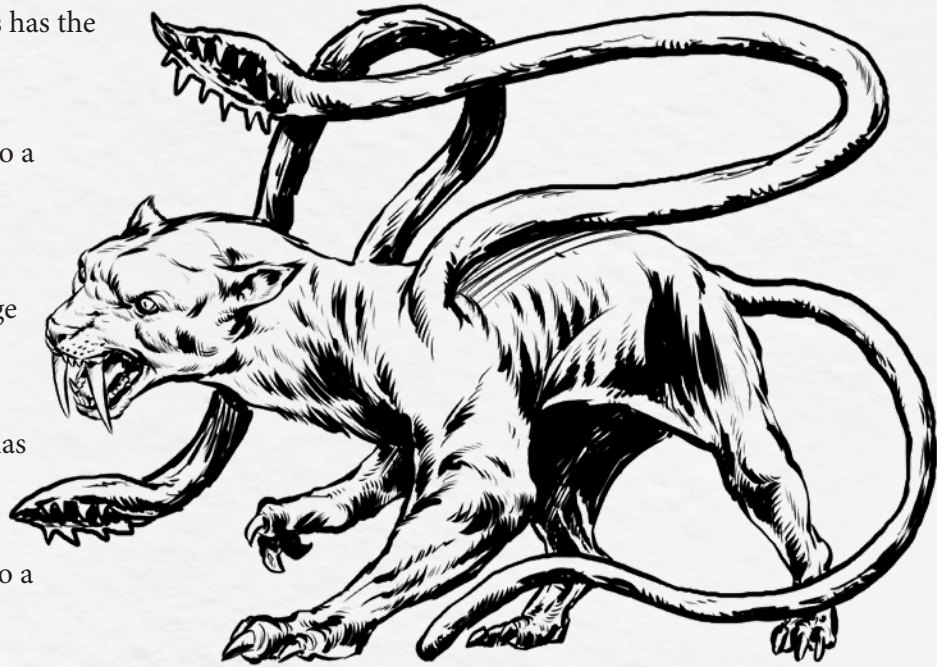
Trigger Ability: Cornered. When first bloodied, the triceratops can make a melee attack against a creature within range as a reaction.

TYRANNOSAURUS REX

When bloodied at **68 HP**, the tyrannosaurus rex has the following features.

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

Strength: Made It Angry. While bloodied, the tyrannosaurus rex has advantage on saving throws



against being charmed, frightened, knocked prone, and stunned.

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

DISPLACER BEAST

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

New Ability: Disengage. While bloodied, the displacer beast can take the Disengage action as a bonus action.

New Ability: Grace of the Cat. While bloodied, the displacer beast cannot be knocked prone.

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

DOPPELGANGER

When bloodied at **26 HP**, the doppelganger has the following feature.

New Ability: Scary Face. As a bonus action while bloodied, the doppelganger can change its face into a frightening visage and target a creature within 30 feet of it. If the creature can see the doppelganger, it must succeed on a DC 14 Wisdom saving throw or be frightened of the doppelganger until the end of its next turn.

DRACOLICH

When bloodied, the dracolich has the following feature, in addition to any features granted by the dragon the template was used on.

Strength: Immunity. While bloodied, the dracolich is immune to necrotic damage.

DRAGON, SHADOW

When bloodied, the shadow dragon has the following feature, in addition to any features granted by the dragon the template was used on.

New Ability: Darkness. While bloodied, the shadow dragon can cast the spell *darkness* at will.

DRAGONS, CHROMATIC

ANCIENT BLACK DRAGON

When bloodied at **183 HP**, the ancient black dragon has the following features.

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

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

New Ability: Acidic Hide. While bloodied, the dragon is covered in acidic blood. Any creature who touches the dragon or hits it with an unarmed strike takes 5 (1d10) acid damage.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter the spaces of Large and smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

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

ADULT BLACK DRAGON

When bloodied at **97 HP**, the adult black dragon has the following features.

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

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

New Ability: Acidic Hide. While bloodied, the dragon is covered in acidic blood. Any creature who

touches the dragon or hits it with an unarmed strike takes 4 (1d8) acid damage.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

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

YOUNG BLACK DRAGON

When bloodied at **63 HP**, the young black dragon has the following features.

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

New Ability: Acidic Hide. While bloodied, the dragon is covered in acidic blood. Any creature who touches the dragon or hits it with an unarmed strike takes 3 (1d6) acid damage.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

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

BLACK DRAGON WYRMLING

When bloodied at **16 HP**, the black dragon wyrmling has the following features.

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

New Ability: Acidic Hide. While bloodied, the dragon is covered in acidic blood. Any creature who touches the dragon or hits it with an unarmed strike takes 2 (1d4) acid damage.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

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

ANCIENT BLUE DRAGON

When bloodied at **240 HP**, the ancient blue dragon has the following features.

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

Ability Recharge: Lightning Breath. When first bloodied, the dragon's Lightning Breath ability is recharged.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target

is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter the spaces of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

New Ability: Static Sparks. While bloodied and on the ground, lightning crackles across the dragon's body. If a creature also standing on the ground hits the dragon with an unarmed strike or a melee weapon made of metal, the creature takes 11 (2d10) lightning damage.

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

ADULT BLUE DRAGON

When bloodied at **112 HP**, the adult blue dragon has the following features.

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

Ability Recharge: Lightning Breath. When first bloodied, the dragon's Lightning Breath ability is recharged.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium

or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Static Sparks. While bloodied and on the ground, lightning crackles across the dragon's body. If a creature also standing on the ground hits the dragon with an unarmed strike or a melee weapon made of metal, the creature takes 9 (2d8) lightning damage.

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

YOUNG BLUE DRAGON

When bloodied at **76 HP**, the young blue dragon has the following features.

Ability Recharge: Lightning Breath. When first bloodied, the dragon's Lightning Breath ability is recharged.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

New Ability: Static Sparks. While bloodied and on the ground, lightning crackles across the dragon's body. If a creature also standing on the ground hits the dragon with an unarmed strike or a melee weapon made of metal, the creature takes 7 (2d6) lightning damage.

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

BLUE DRAGON WYRMLING

When bloodied at **26 HP**, the blue dragon wyrmling has the following features.

Ability Recharge: Lightning Breath. When first bloodied, the dragon's Lightning Breath ability is recharged.

New Ability: Static Sparks. While bloodied and on the ground, lightning crackles across the dragon's body. If a creature also standing on the ground hits the dragon with an unarmed strike or a melee weapon made of metal, the creature takes 5 (2d4) lightning damage.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

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

ANCIENT GREEN DRAGON

When bloodied at **192 HP**, the ancient green dragon has the following features.

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

Ability Recharge: Poison Breath. When first bloodied, the dragon's Poison Breath ability is recharged.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter the spaces of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

New Ability: Poison Cloud. While bloodied, tendrils of poisonous gas leak out of the dragon in a 5-foot radius from its body. When a creature first moves into the gas or ends its turn there, it takes 5 (1d10) poison damage.

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

ADULT GREEN DRAGON

When bloodied at **103 HP**, the adult green dragon has the following features.

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

Ability Recharge: Poison Breath. When first bloodied, the dragon's Poison Breath ability is recharged.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes

a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Poison Cloud. While bloodied, tendrils of poisonous gas leak out of the dragon in a 5-foot radius from its body. When a creature first moves into the gas or ends its turn there, it takes 4 (1d8) poison damage.

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

YOUNG GREEN DRAGON

When bloodied at 68 HP, the young green dragon has the following features.

Ability Recharge: Poison Breath. When first bloodied, the dragon's Poison Breath ability is recharged.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

New Ability: Poison Cloud. While bloodied, tendrils of poisonous gas leak out of the dragon in a 5-foot radius from its body. When a creature first moves into the gas or ends its turn there, it takes 3 (1d6) poison damage.

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

GREEN DRAGON WYRMLING

When bloodied at 19 HP, the green dragon wyrmling has the following features.

Ability Recharge: Poison Breath. When first bloodied, the dragon's Poison Breath ability is recharged.

New Ability: Poison Cloud. While bloodied, tendrils of poisonous gas leak out of the dragon in a 5-foot radius from its body. When a creature first moves into the gas or ends its turn there, it takes 2 (1d4) poison damage.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

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

ANCIENT RED DRAGON

When bloodied at 273 HP, the ancient red dragon has the following features.

Ability Recharge: Fire Breath. When first bloodied, the dragon's Fire Breath ability is recharged.

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

New Ability: Fiery Wound. While bloodied, the dragon's boiling blood scalds whoever gets near it. If a creature hits the dragon with a melee weapon attack that deals either piercing or slashing damage, the creature takes 5 (1d10) fire damage from being scalded with hot blood.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter the spaces of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the

dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

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

ADULT RED DRAGON

When bloodied at **128 HP**, the adult red dragon has the following features.

Ability Recharge: Fire Breath. When first bloodied, the dragon's Fire Breath ability is recharged.

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

New Ability: Fiery Wound. While bloodied, the dragon's boiling blood scalds whoever gets near it. If a creature hits the dragon with a melee weapon attack that deals either piercing or slashing damage, the creature takes 4 (1d8) fire damage from being scalded with hot blood.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

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

YOUNG RED DRAGON

When bloodied at **89 HP**, the young red dragon has the following features.

Ability Recharge: Fire Breath. When first bloodied, the dragon's Fire Breath ability is recharged.

New Ability: Fiery Wound. While bloodied, the dragon's boiling blood scalds whoever gets near it. If a creature hits the dragon with a melee weapon attack that deals either piercing or slashing damage, the creature takes 3 (1d6) fire damage from being scalded with hot blood.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

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

RED DRAGON WYRMING

When bloodied at **37 HP**, the red dragon wyrmling has the following features.

Ability Recharge: Fire Breath. When first bloodied, the dragon's Fire Breath ability is recharged.

New Ability: Fiery Wound. While bloodied, the dragon's boiling blood scalds whoever gets near it. If a creature hits the dragon with a melee weapon attack that deals either piercing or slashing damage, the creature takes 2 (1d4) fire damage from being scalded with hot blood.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

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

ANCIENT WHITE DRAGON

When bloodied at **166 HP**, the ancient white dragon has the following features.

Ability Recharge: Cold Breath. When first bloodied, the dragon's Cold Breath ability is recharged.

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

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter the spaces of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

New Ability: Slick Ice. While bloodied, the air around the dragon chills and the ground freezes over. The area within a 5-foot radius of where the dragon is standing becomes slick with ice and is considered difficult terrain. When a creature ends its turn in the area or enters the area for the

first time, it must succeed on a DC 20 Dexterity saving throw or fall prone. The dragon is not affected by the ice.

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

ADULT WHITE DRAGON

When bloodied at **100 HP**, the adult white dragon has the following features.

Ability Recharge: Cold Breath. When first bloodied, the dragon's Cold Breath ability is recharged.

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

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Slick Ice. While bloodied, the air around the dragon chills and the ground freezes over. The area within a 5-foot radius of where the dragon is standing becomes slick with ice and is considered difficult terrain. When a creature ends its turn in the area or enters the area for the first time, it must succeed on a DC 18 Dexterity saving throw or fall prone. The dragon is not affected by the ice.

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

YOUNG WHITE DRAGON

When bloodied at **66 HP**, the young white dragon has the following features.

Ability Recharge: Cold Breath. When first bloodied, the dragon's Cold Breath ability is recharged.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

New Ability: Slick Ice. While bloodied, the air around the dragon chills and the ground freezes over. The area within a 5-foot radius of where the dragon is standing becomes slick with ice and is considered difficult terrain. When a creature ends its turn in the area or enters the area for the first time, it must succeed on a DC 14 Dexterity saving throw or fall prone. The dragon is not affected by the ice.

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

WHITE DRAGON WYRMLING

When bloodied at **16 HP**, the white dragon wyrmling has the following features.

Ability Recharge: Cold Breath. When first bloodied, the dragon's Cold Breath ability is recharged.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

New Ability: Slick Ice. While bloodied, the air around the dragon chills and the ground freezes over. The area within a 5-foot radius of where the dragon is standing becomes slick with ice and is considered difficult terrain. When a creature ends its turn in the area or enters the area for the first time, it must succeed on a DC 12 Dexterity saving throw or fall prone. The dragon is not affected by the ice.

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

DRAGONS, METALLIC

ANCIENT BRASS DRAGON

When bloodied at **148 HP**, the ancient brass dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Bloody Charming. While bloodied, the dragon has advantage on Charisma checks and saving throws.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter The spaces of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that

cannot move or chooses not to move suffers the consequences of a failed saving throw.

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

ADULT BRASS DRAGON

When bloodied at **86 HP**, the adult brass dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Bloody Charming. While bloodied, the dragon has advantage on Charisma checks and saving throws.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

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

YOUNG BRASS DRAGON

When bloodied at **55 HP**, the young brass dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

New Ability: Bloody Charming. While bloodied, the dragon has advantage on Charisma checks and saving throws.

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

BRASS DRAGON WYRMLING

When bloodied at **16 HP**, the brass dragon wyrmling has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Bloody Charming. While bloodied, the dragon has advantage on Charisma checks and saving throws.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

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

ANCIENT BRONZE DRAGON

When bloodied at **222 HP**, the ancient bronze dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter the spaces of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

New Ability: Wing of the Waves. While bloodied, if the dragon is damaged by a melee attack while on the ground and the attacker is within 10 feet of it, the bronze dragon can use its reaction to knock the creature back with its wing. The attacking creature

must succeed on a DC 20 Dexterity saving throw or be thrown back 20 feet and knocked prone. If a thrown creature strikes a solid surface, the creature takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

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

ADULT BRONZE DRAGON

When bloodied at **106 HP**, the adult bronze dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Wing of the Waves. While bloodied, if the dragon is damaged by a melee attack while on the ground and the attacker is within 10 feet of it, the bronze dragon can use its reaction to knock the creature back with its wing. The attacking creature must succeed on a DC 19 Dexterity saving throw or be thrown back 20 feet and knocked prone. If a thrown creature strikes a solid surface, the creature takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19

Dexterity saving throw or take the same damage and be knocked prone.

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

YOUNG BRONZE DRAGON

When bloodied at **71 HP**, the young bronze dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

New Ability: Wing of the Waves. While bloodied, if the dragon is damaged by a melee attack while on the ground and the attacker is within 5 feet of it, the bronze dragon can use its reaction to knock the creature back with its wing. The attacking creature must succeed on a DC 15 Dexterity saving throw or be thrown back 10 feet and knocked prone.

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

BRONZE DRAGON WYRMLING

When bloodied at **16 HP**, the bronze dragon wyrmling has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

New Ability: Wing of the Waves. While bloodied, if the dragon is damaged by a melee attack while on the ground and the attacker is within 5 feet of it, the bronze dragon can use its reaction to knock the

creature back with its wing. The attacking creature must succeed on a DC 12 Dexterity saving throw or be thrown back 10 feet and knocked prone.

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

ANCIENT COPPER DRAGON

When bloodied at **175 HP**, the ancient copper dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Cruel Retort. While bloodied, if a creature misses the dragon with an attack, the dragon can use its reaction to insult the creature, if the creature is within 120 feet of the dragon and the dragon can see it. If the creature can hear the dragon, it must make a DC 21 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save and half as much damage on a successful one. The creature also has disadvantage on the next attack roll it makes before the end of its next turn.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter The spaces

of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

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

ADULT COPPER DRAGON

When bloodied at **92 HP**, the adult copper dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Cruel Retort. While bloodied, if a creature misses the dragon with an attack, the dragon can use its reaction to insult the creature, if the creature is within 120 feet of the dragon and the dragon can see it. If the creature can hear the dragon, it must make a DC 18 Wisdom saving throw, taking 13 (3d8) psychic damage on a failed save and half as much damage on a successful one. The creature also has disadvantage on the next attack roll it makes before the end of its next turn.

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same

turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

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

YOUNG COPPER DRAGON

When bloodied at **59 HP**, the young copper dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

New Ability: Cruel Retort. While bloodied, if a creature misses the dragon with an attack, the dragon can use its reaction to insult the creature, if the creature is within 120 feet of the dragon and the dragon can see it. If the creature can hear the dragon, it must make a DC 14 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save and half as much damage on a successful one. The creature also has disadvantage on the next attack roll it makes before the end of its next turn.

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

COPPER DRAGON WYRMLING

When bloodied at **11 HP**, the copper dragon wyrmling has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Cruel Retort. While bloodied, if a creature misses the dragon with an attack, the dragon can use its reaction to insult the creature, if the creature is within 120 feet of the dragon and the dragon can see it. If the creature can hear the dragon, it must make a DC 11 Wisdom saving throw, taking 7 (3d4) psychic damage on a failed save and half as much damage on a successful one. The creature also has disadvantage on the next attack roll it makes before the end of its next turn.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

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

ANCIENT GOLD DRAGON

When bloodied at **273 HP**, the ancient gold dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large or smaller creature with a Bite attack on the same

turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter the spaces of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

New Ability: Vanquisher of Evil. While bloodied, the dragon focuses its ire on wicked creatures. When the dragon hits a creature with an evil alignment with a Bite, Claw, or Tail attack, the creature takes an additional 16 (3d10) damage.

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

ADULT GOLD DRAGON

When bloodied at **128 HP**, the adult gold dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

Frailty: Worn Out. While bloodied, the dragon's speed is lowered by 20 feet (to a minimum of 5 feet).

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Vanquisher of Evil. While bloodied, the dragon focuses its ire on wicked creatures. When the dragon hits a creature with an evil alignment with a Bite, Claw, or Tail attack, the creature takes an additional 13 (3d8) damage.

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

YOUNG GOLD DRAGON

When bloodied at **89 HP**, the young gold dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it

can use its reaction to make a Bite attack against the creature.

New Ability: Vanquisher of Evil. While bloodied, the dragon focuses its ire on wicked creatures. When the gold dragon hits a creature with an evil alignment with a Bite or Claw attack, the creature takes an additional 10 (3d6) damage.

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

GOLD DRAGON WYRMLING

When bloodied at **30 HP**, the gold dragon wyrmling has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

New Ability: Vanquisher of Evil. While bloodied, the dragon focuses its ire on wicked creatures. When the dragon hits a creature with an evil alignment with a Bite attack, the creature takes an additional 7 (3d4) damage.

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

ANCIENT SILVER DRAGON

When bloodied at **243 HP**, the ancient silver dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Large

or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Heavy Step. While bloodied, if the dragon moves at least 20 feet and doesn't leave the ground, it can replace its Bite attack with a Heavy Step attack. While doing so, it can enter The spaces of Large or smaller creatures. Whenever the dragon enters a creature's space, the creature must make a DC 18 Dexterity saving throw.

On a failed save, the creature takes 35 (10d6) bludgeoning damage and is knocked prone. If the dragon ends its turn in that space and the creature failed the save, the creature is grappled (escape DC 18) and restrained. On a success, the creature takes no damage, isn't knocked prone, and is pushed 5 feet out of the dragon's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

New Ability: Protector of the Small. While bloodied, the dragon can protect a smaller creature within 15 feet of it from an attack that would hit it. As a reaction, the silver dragon can add 6 to a Large or smaller creature's AC against one weapon attack that would hit it. To do so, the dragon must be able to see the attacker and be able to move.

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

ADULT SILVER DRAGON

When bloodied at **121 HP**, the adult silver dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

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

New Ability: Fling. While bloodied, the dragon can replace one of its Claw attacks with a Fling attack, but only if it just successfully hit a Medium or smaller creature with a Bite attack on the same turn. Then, the creature the dragon just bit is thrown up to 30 feet in a direction of the dragon's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

New Ability: Protector of the Small. While bloodied, the dragon can protect a smaller creature within 10 feet of it from an attack that would hit it. As a reaction, the silver dragon can add 5 to a Large or smaller creature's AC against one weapon attack that would hit it. To do so, the dragon must be able to see the attacker and be able to move.

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

YOUNG SILVER DRAGON

When bloodied at **84 HP**, the young silver dragon has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Bite Back. While bloodied, if a creature misses the dragon with a melee attack, it can use its reaction to make a Bite attack against the creature.

New Ability: Protector of the Small. While bloodied, the dragon can protect a smaller creature within 10 feet of it from an attack that would hit it. As a reaction, the silver dragon can add 4 to a Medium or smaller creature's AC against one weapon attack that would hit it. To do so, the dragon must be able to see the attacker and be able to move.

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

SILVER DRAGON WYRMING

When bloodied at **22 HP**, the silver dragon wyrmling has the following features.

Ability Recharge: Breath Weapon. When first bloodied, the dragon's Breath Weapon ability is recharged.

New Ability: Nimble Dodge. While bloodied, the dragon can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the dragon must see the attacker.

New Ability: Protector of the Small. While bloodied, the dragon can protect a smaller creature within 5 feet of it from an attack that would hit it. As a reaction, the silver dragon can add 3 to a Medium or smaller creature's AC against one weapon attack that would hit it. To do so, the dragon must be able to see the attacker and be able to move.

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

DRAGON TURTLE

When bloodied at **170 HP**, the dragon turtle has the following features.

Ability Recharge: Steam Breath. When first bloodied, the dragon turtle's Steam Breath ability is recharged.

Frailty: Chipped Shell. While bloodied, the dragon turtle's natural armor becomes damaged, lowering its AC by 2.

New Ability: Boiling Blood. While bloodied, the dragon turtle's blood scalds whoever gets near it. If a creature hits the dragon with a melee weapon attack that deals either piercing or slashing damage, the creature takes 4 (1d8) fire damage from being scalded with hot blood.

New Ability: Retract. While bloodied, the dragon turtle can use its reaction to add 5 to its AC against one weapon attack that would hit it by retracting into its shell.

DRIDER

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

New Ability: Spider Sense. While bloodied, the drider can raise or lower its initiative for the encounter by as much as 5 (no action required). It also has 3 reactions per round of combat.

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

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

DRYAD

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

Frailty: Fire Vulnerability. While bloodied, the dryad is vulnerable to fire damage.

Trigger Ability: Fey Charm. When first bloodied, the dryad can use its Fey Charm action as a reaction.

DUERGAR

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

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

E

ELEMENTALS

AIR ELEMENTAL

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

Ability Recharge: Whirlwind. When first bloodied, the air elemental's Whirlwind ability is recharged.

New Ability: Strong Winds. While bloodied, the air elemental exudes wild winds from its body. A creature that ends its turn within 5 feet of the air elemental or enters the area for the first time must succeed on a DC 13 Strength saving throw if it is holding something in its hand, like a weapon or an item. On a failed save, the item is ripped from its hand and flies 20 feet away in a random direction.

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

EARTH ELEMENTAL

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

New Ability: Wall of Stone (Recharge 6). As an action while bloodied, the earth elemental can cast the wall of stone spell (save DC 13). The elemental can only have one instance of the spell active at a time.

New Ability: Hard as Rock. While bloodied, the earth elemental can use its reaction to add 2 to its AC against one melee attack that would hit it. To do so, the earth elemental must see the attacker.

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

FIRE ELEMENTAL

When bloodied at **51 HP**, the fire elemental has the following features.

New Ability: Hurl Flame. While bloodied, the fire elemental gains a new attack action with the following details: *Ranged Spell Attack*: +6 to hit, reach 60 ft., one creature. *Hit*: 10 (2d6 + 3) fire damage.

When using its Multiattack, the fire elemental can replace one of its available attacks with a Hurl Flame attack.

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

WATER ELEMENTAL

When bloodied at **57 HP**, the water elemental has the following features.

Ability Recharge: Whelm. When first bloodied, the water elemental's Whelm ability is recharged.

New Ability: Mist. While bloodied, at the start of the water elemental's turn, the water elemental chooses four adjacent 5-foot-by-5-foot squares

within 30 feet of it and fills them with dense mist. The chosen area is heavily obscured for any creature other than the water elemental, and lasts until the start of the water elemental's next turn.

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

ELVES: DROW

DROW

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

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

DROW ELITE WARRIOR

When bloodied at **35 HP**, the drow elite warrior has the following features.

New Ability: Potent Bolts. While bloodied, the drow uses more potent ammunition. The drow's Hand Crossbow attack deals an additional 7 (2d6) poison damage on a hit.

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

DROW MAGE

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

New Ability: Pressured Casting (Recharge 6). While bloodied, if the drow casts a spell of 1st level or higher as an action, it can cast a cantrip that normally requires an action to cast as a bonus action on that same turn if it chooses.

Trigger Ability: Tactical Retreat. When first bloodied, the drow can use its reaction to move up to its speed without provoking opportunity attacks. It can then cast one cantrip.



DROW PRIESTESS OF LOLTH

When bloodied at **35 HP**, the drow priestess of Lolth has the following features.

New Ability: Pressured Casting (Recharge 6). While bloodied, if the drow casts a spell of 1st level or higher as an action, it can cast a cantrip that normally requires an action to cast as a bonus action on that same turn if it chooses.

Trigger Ability: Tactical Retreat. When first bloodied, the drow can use its reaction to move up to its speed without provoking opportunity attacks. It can then cast one cantrip.

EMPYREAN

When bloodied at **156 HP**, the empyrean has the following features.

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

New Ability: Radiant Champion. While bloodied, if the empyrean takes or deals radiant damage, its AC is increased by 2 until the beginning of its next turn.

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

Death Throes: Font of Celestial Light. Bright light burns in a silhouette of the slain empyrean. Creatures within 10 feet of the empyrean when it dies and can see it must succeed on a DC 21 Constitution saving throw or be blinded until the beginning of their next turn.

ETTERCAP

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

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

New Ability: Spider Sense. While bloodied, the ettercap can raise or lower its initiative for the encounter by as much as 3 (no action required). It also has 2 reactions per round of combat.

ETTIN

When bloodied at **44 HP**, the ettin has the following features.

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

New Ability: Argumentative/Attentive. While bloodied, there's a 50% chance at the beginning of each round for the ettin to either become Argumentative or Attentive. If it becomes Argumentative, it can't take reactions that round as the heads start bickering with each other. If it becomes Attentive, it can take two reactions that round as the heads are looking out for attack openings.

F

FAERIE DRAGON

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

Trigger Ability: Psychic Blast. As a reaction when first bloodied, the faerie dragon can send out a small telepathic wave of energy. Each creature within 60 feet of the faerie dragon must succeed on a DC 13 Intelligence saving throw or take 2 (1d4) psychic damage.

FLAMESKULL

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

Trigger Ability: Spitting Fire. As a reaction when first bloodied, the flameskull can make one attack with its Fire Ray.

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

FLUMPH

The flumph has no bloodied features.

FOMORIAN

When bloodied at **74 HP**, the fomorian has the following features.

New Ability: Reckless. While bloodied, at the start of its turn, the fomorian 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.

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

FUNGI

GAS SPORE

The gas spore has no bloodied features.

SHRIEKER

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

New Ability: Potent Shrieking. While bloodied, the shrieker is louder. A creature who ends its turn within 10 feet of the shrieker takes 1 thunder damage from the deafening noise.

VIOLET FUNGUS

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

New Ability: Longer Tendrils. While bloodied, the reach of the violet fungus's tendril is extended. The violet fungus's Rotting Touch attack now has a reach of 15 feet instead of 10 feet.

G

GALEB DUHR

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

New Ability: Hard as Rock. While bloodied, the galeb duhr can use its reaction to add 2 to its AC against one weapon attack that would hit it. To do so, the galeb duhr must be able to see the attacker.

Trigger Ability: Cornered. When first bloodied, the galeb duhr can use its reaction to make a Slam attack against a creature within range.

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

GARGOYLE

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

Trigger Ability: Fly Away. When first bloodied, the gargoyle can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

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

GENIES

DAO

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

New Ability: Hard as Rock. While bloodied, the dao can use its reaction to add 2 to its AC against one melee attack that would hit it. To do so, the dao must see the attacker.

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

Death Throes: Elemental Explosion. An elemental explosion creates a shockwave of energy. Each creature in a 10-foot radius of the dao when it dies must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage.

DJINNI

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

New Ability: Strong Winds. While bloodied, the djinni exudes wild winds from its body. A creature that ends its turn within 5 feet of the djinni or enters the area for the first time must succeed on a DC 17 Strength saving throw if it is holding something in its hand, like a weapon or an item. On a failed save, the item is ripped from its hand and flies 20 feet away in a random direction.

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

Death Throes: Elemental Explosion. An elemental explosion creates a shockwave of energy. Each creature in a 10-foot radius of the djinni when it dies must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) piercing damage.

EFREETI

When bloodied at **100 HP**, the efreeti has the following features.

New Ability: Potent Flames. While bloodied, the efreeti's Hurl Flame attack deals 7d6 fire damage instead of 5d6.

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

Death Throes: Elemental Explosion. An elemental explosion creates a shockwave of energy. Each creature in a 10-foot radius of the efreeti when it dies must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) fire damage.

MARID

When bloodied at **114 HP**, the marid has the following features.

New Ability: Mist. While bloodied, at the start of the marid's turn, the marid chooses four adjacent 10-foot-by-10-foot squares within 30 feet of it and fills them with dense mist. The chosen area is heavily obscured for any creature other than the marid, and lasts until the start of the marid's next turn.

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

Death Throes: Elemental Explosion. An elemental explosion creates a shockwave of energy. Each creature in a 10-foot radius of the marid when it dies must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) cold damage.

GHOST

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

Ability Recharge: Possession. When first bloodied, the ghost's Possession ability is recharged.

Trigger Ability: Spirit Dash. When first bloodied, the ghost can use its reaction to move up to its movement speed without provoking opportunity attacks.

Death Throes: Death's Embrace. A cold wind gusts out from where the ghost was, engulfing everyone nearby in a mournful embrace. Creatures within 10 feet of the ghost when it dies must succeed on a DC 13 Wisdom saving throw or gain 1 level of exhaustion.

GHOUL

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

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

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

GHAST

When bloodied at **18 HP**, the ghastr has the following features.

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

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

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

GIANTS

CLOUD GIANT

When bloodied at **100 HP**, the cloud giant has the following features.

New Ability: Ground Smash. As an action while bloodied, the giant can hit the ground at its feet, making the earth shake. Each Medium or smaller creature standing within 15 feet of the giant when it hits the ground must succeed on a DC 20 Dexterity saving throw or fall prone. After using this ability, the giant can make a single melee attack as a bonus action.

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

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

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

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

FIRE GIANT

When bloodied at **81 HP**, the fire giant has the following features.

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

New Ability: Ground Smash. As an action while bloodied, the giant can hit the ground at its feet, making the earth shake. Each Medium or smaller creature standing within 15 feet of the giant when it hits the ground must succeed on a DC 19 Dexterity saving throw or fall prone. After using this ability, the giant can make a single melee attack as a bonus action.

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

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

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

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

FROST GIANT

When bloodied at **69 HP**, the frost giant has the following features.

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

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

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

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

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

HILL GIANT

When bloodied at **52 HP**, the hill giant has the following features.

Frailty: Frustrated. The giant is frustrated by its injuries. At the start of each of its turns, it must succeed on a DC 10 Wisdom saving throw or attack whatever creature is closest to it. If two or more creatures are within the same distance of the giant, it chooses its target at random.

New Ability: Ground Smash. As an action while bloodied, the giant can hit the ground at its feet, making the earth shake. Each Medium or smaller creature standing within 15 feet of the giant when it hits the ground must succeed on a DC 16 Dexterity saving throw or fall prone. After using this ability, the giant can make a single melee attack as a bonus action.

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

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

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

STONE GIANT

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

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

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

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

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

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

STORM GIANT

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

Ability Recharge: Lightning Strike. When first bloodied, the giant's Lightning Strike ability is recharged.

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

Strength: Lightning Weapons. While bloodied, the giant infuses its weapons with the power of the storm. When it attacks a creature with a weapon attack, it can choose to make half of the rolled damage dice into lightning damage instead of the standard weapon damage.

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

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

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

GIBBERING MOUTHER

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

Ability Recharge: Blinding Spittle. When first bloodied, the gibbering moulder's Blinding Spittle ability is recharged.

Death Throes: Spittle Explosion. The gibbering moulder vibrates and expands rapidly before exploding into a cloud of chemical gloopy goo. Each creature in a 30-foot radius of the gibbering moulder when it dies must make a DC 13 Dexterity throw. On a failed save, a creature takes 7 (3d4) acid damage and is blinded for 1 minute. The creature can wipe its eyes as an action on its turn, ending the effect early. On a successful save, the creature takes half as much damage and isn't blinded.

GITH

GITHYANKI WARRIOR

When bloodied at **24 HP**, the githyanki warrior has the following feature.

New Ability: Parry. While bloodied, the githyanki can use its reaction to add 2 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

GITHYANKI KNIGHT

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

New Ability: Parry. While bloodied, the githyanki can use its reaction to add 2 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

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

GITHZERAI MONK

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

New Ability: Stunning Strike. While bloodied, when the githzerai hits a creature with an unarmed strike, the githzerai can force the creature to make a DC 11 Wisdom saving throw as a bonus action. On a failed save, the creature is stunned until the end of its next turn.

GITHZERAI ZERTH

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

New Ability: Stunning Strike. While bloodied, when the githzerai hits a creature with an unarmed strike, the githzerai can force the creature to make a DC 14 Wisdom saving throw as a bonus action. On a failed save, the creature is stunned until the end of its next turn.

Strength: Increased Speed. While bloodied, the githzerai's speed is 40 feet instead of 30 feet.

GNOLLS

GNOLL

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

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

GNOLL PACK LORD

When bloodied at **24 HP**, the gnoll pack lord has the following features.

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

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

GNOLL FANG OF YEENOGHU

When bloodied at **32 HP**, the gnoll fang of yeenoghu has the following features.

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

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

GNOME, DEEP (SVIRFNEBLIN)

When bloodied at **8 HP**, the deep gnome has the following feature.

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

GOBLINS

GOBLIN

The goblin has no bloodied features.

GOBLIN BOSS

When bloodied at **10 HP**, the goblin boss has the following feature.

New Ability: Hit and Run. While bloodied, when the goblin boss hits a creature with a melee attack, it doesn't provoke attacks of opportunity until the start of its next turn.

GOLEMS

CLAY GOLEM

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

Ability Recharge: Haste. When first bloodied, the golem's Haste ability is recharged.

Frailty: Malfunction. While bloodied, the golem doesn't work as optimally. Its speed is lowered by 5 feet (to a minimum of 10 feet) and it cannot take reactions.

New Ability: Berserk (Taken from Stat Block). While bloodied, when the golem starts its turn, 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. Strength: Twitchy. While bloodied, the golem moves erratically, making it harder to hit. Its AC increases by 2.

Death Throes: Arcane Boom. A small arcane explosion happens as the golem falls to the ground. Each creature in a 10-foot radius of the golem when it expires takes 12 (5d4) force damage.

FLESH GOLEM

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

Frailty: Malfunction. While bloodied, the golem doesn't work as optimally. Its speed is lowered by 5 feet (to a minimum of 10 feet) and it cannot take reactions.

New Ability: Berserk (Taken from Stat Block). While bloodied, when the golem starts its turn, 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.

Death Throes: Arcane Boom. A small arcane explosion happens as the golem falls to the ground. Each creature in a 10-foot radius of the golem when it expires takes 12 (5d4) force damage.

IRON GOLEM

When bloodied at **105 HP**, the iron golem has the following features.

Ability Recharge: Poison Breath. When first bloodied, the golem's Poison Breath ability is recharged.

Frailty: Malfunction. While bloodied, the golem doesn't work as optimally. Its speed is lowered by 5 feet (to a minimum of 10 feet) and it cannot take reactions.

New Ability: Overheating. While bloodied, the golem overheats to maintain efficiency. Any creature who touches the golem or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. If a gallon or more water is dumped on the golem, this trait is suppressed until the end of the golem's next turn.

Strength: Scalding Weapons. While bloodied, the golem's weapon attacks deal an additional 7 (2d6) fire damage. If a gallon or more water is dumped on the golem, this trait is suppressed until the end of the golem's next turn.

Death Throes: Arcane Boom. A small arcane explosion happens as the golem falls to the ground. Each creature in a 10-foot radius of the golem when it expires takes 12 (5d4) force damage.

STONE GOLEM

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

Ability Recharge: Slow. When first bloodied, the golem's Slow ability is recharged.

Frailty: Malfunction. While bloodied, the golem doesn't work as optimally. Its speed is lowered by 5 feet (to a minimum of 10 feet) and it cannot take reactions.

New Ability: Unmoving Rock. While bloodied, the golem cannot be moved against its will, and it has advantage on the first attack it makes on its turn if it has not moved since the start of its last turn.

Death Throes: Arcane Boom. A small arcane explosion happens as the golem falls to the ground. Each creature in a 10-foot radius of the golem when it expires takes 12 (5d4) force damage.

GORGON

When bloodied at **57 HP**, the gorgon has the following features.

Ability Recharge: Petrifying Breath. When first bloodied, the golem's Petrifying Breath ability is recharged.

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

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

Death Throes: Petrifying Gas Cloud. Green gas bursts out of the gorgon's nose, ears, and mouth upon death. Each creature in a 10-foot radius of the gorgon when it dies must make a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

GRELL

When bloodied at **27 HP**, the grell has the following features.

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

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

GRICK

GRICK

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

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

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

GRICK ALPHA

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

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

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

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

GRIFFON

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

New Ability: Dive Attack. While bloodied, if the griffon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Trigger Ability: Fly Away. When first bloodied, the griffon can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

GRIMLOCK

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

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

H

HAGS

GREEN HAG

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

New Ability: Tempting Invitation. As a bonus action while bloodied, the hag can target one creature it can see within 30 feet and invite it to join the hag's side. The creature must succeed on a DC 12 Charisma saving throw or be charmed by the hag for 1 minute. While charmed, the creature will not aid any creature attempting to harm the hag. The hag can only have one creature charmed in

this way at a time. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once a creature has succeeded on its saving throw, it is immune to the hag's Tempting Invitation for 24 hours.

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

NIGHT HAG

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

New Ability: Tempting Invitation. As a bonus action while bloodied, the hag can target one creature it can see within 30 feet and invite it to join the hag's side. The creature must succeed on a DC 14 Charisma saving throw or be charmed by the hag for 1 minute. While charmed, the creature will not aid any creature attempting to harm the hag. The hag can only have one creature charmed in this way at a time. The charmed creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. Once a creature has succeeded on its saving throw, it is immune to the hag's Tempting Invitation for 24 hours.

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

Death Throes: Cloud of Darkness. Inky blackness steams from the hag's body. When the hag dies, darkness engulfs its body and the creatures around it as if a darkness spell were cast on the hag. This darkness fades after 1 minute.

SEA HAG

When bloodied at **26 HP**, the sea hag has the following features.

New Ability: Tempting Invitation. As a bonus action while bloodied, the hag can target one creature it can see within 30 feet and invite it to

join the hag's side. The creature must succeed on a DC 11 Charisma saving throw or be charmed by the hag for 1 minute. While charmed, the creature will not aid any creature attempting to harm the hag. The hag can only have one creature charmed in this way at a time. The charmed creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. Once a creature has succeeded on its saving throw, it is immune to the hag's Tempting Invitation for 24 hours.

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

HALF-DRAGON

When bloodied, the half-dragon has the following feature, in addition to any features granted by the creature the template was used on.

Strength: Immunity. While bloodied, the dracolich is immune to the damage type granted by its dragon background.

HARPY

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

New Ability: Wing Bash. While bloodied, the harpy gains a new attack action with the following details: *Melee Weapon Attack*: +3 to hit, reach 10 ft., one creature. *Hit*: 8 (1d8 + 4) bludgeoning damage.

When using its Multiattack, the harpy can use this attack in place of one of its other attacks.

Trigger Ability: Fly Away. When first bloodied, the harpy can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

HELL HOUND

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

Ability Recharge: Fire Breath. When first bloodied, the hell hound's Fire Breath ability is recharged.

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

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

HELMED HORROR

When bloodied at **30 HP**, the helmed horror has the following features.

Frailty: Malfunction. While bloodied, the helmed horror doesn't work as optimally. Its speed is lowered by 5 feet (to a minimum of 10 feet) and it cannot take reactions.

New Ability: Magic Negation. While bloodied, the helmed horror ignores all damage resistances and benefits to AC granted by spells or magic items when making attacks.

HIPPOGRIFF

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

New Ability: Wing Bash. While bloodied, the hippogriff gains a new attack action with the following details: *Melee Weapon Attack*: +5 to hit, reach 10 ft., one creature. *Hit*: 7 (1d8 + 3) bludgeoning damage.

When using its Multiattack, the hippogriff can use this attack in place of one of its other attacks.

Trigger Ability: Fly Away. When first bloodied, the hippogriff can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

HOBGOBLINS

HOBGOBLIN

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

New Ability: Parry. While bloodied, the hobgoblin can use its reaction to add 2 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

HOBGOBLIN CAPTAIN

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

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

New Ability: Parry. While bloodied, the hobgoblin can use its reaction to add 2 to its AC

against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

HOBGOBLIN WARLORD

When bloodied at **48 HP**, the hobgoblin warlord has the following features.

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

Trigger Ability: Marked Target. When first bloodied, the hobgoblin marks the creature that just damaged it. Until the end of the hobgoblin's next turn, the hobgoblin and its allies have advantage on the first attack roll they make against the marked creature.

HOMUNCULUS

The homunculus has no bloodied features.



HOOK HORROR

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

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

Trigger Ability: Screech. When first bloodied, the hook horror lets out a piercing screech that is audible up to 600 feet away. Each creature within 10 feet of the hook horror that can hear it must make a DC 14 Constitution saving throw. On a failed save, the creature takes 10 (4d4) thunder damage and is deafened for 1 minute. On a success, the creature takes half as much damage and isn't deafened.

HYDRA

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

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

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

Trigger Ability: Cornered. When first bloodied, the hydra can use its reaction to make an attack against a creature within range. The hydra can use this ability as many times as it has heads, provided it has the available reactions.

INTELLECT DEVOURER

When bloodied at **10 HP**, the intellect devourer has the following feature.

Trigger Ability: Leap Attack. When first bloodied, the intellect devourer can use its reaction to leap up to 15 feet towards a creature and onto it, if possible. If the intellect devourer is on the creature at the start of its next turn, it has advantage on attack rolls against the creature until the end of its turn.

INVISIBLE STALKER

When bloodied at **52 HP**, the invisible stalker has the following features.

New Ability: Constrict. While bloodied, the invisible stalker gains a new attack action with the following details: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 24 (6d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15) and pulled 5 feet toward the invisible stalker. Until this grapple ends, the target is restrained and the invisible stalker can't constrict another target.

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

J

JACKALWERE

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

New Ability: Bloodlust. While bloodied, the jackalwere deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

K

KENKU

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

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

KOBOLDS

KOBOLD

The kobold has no bloodied features.

WINGED KOBOLD

The winged kobold has no bloodied features.

KRAKEN

When bloodied at **236 HP**, the kraken has the following features.

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

Frailty: Worn Out. While bloodied, the kraken's speed is lowered by 20 feet (to a minimum of 5 feet).

New Ability: Conductive Waters. While bloodied, sparks of lightning spring from the kraken's hide. If

a creature ends its turn within 5 feet of the kraken, it takes 5 (1d10) lightning damage. A creature that takes 9 or more damage due to this feature must make a DC 20 Constitution saving throw. On a failed save the conductive energy pushes the creature 10 feet backward, and it is stunned until the end of its next turn. Creatures that are resistant or immune to lightning damage automatically succeed on this saving throw.

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

KUO-TOAS

KUO-TOA

When bloodied at **9 HP**, the kuo-toa has the following feature.

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

KUO-TOA ARCHPRIEST

When bloodied at **48 HP**, the kuo-toa archpriest has the following features.

New Ability: Slide to Win. While bloodied, if the kuo-toa moves at least 20 feet forward in a straight line, it slides an extra 20 feet in the same direction. During this extra movement, the kuo-toa does not provoke opportunity attacks. If it collides with a Medium or smaller creature, the creature must succeed on a DC 12 Strength or Dexterity saving throw (creature's choice) or be knocked prone.

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

KUO-TOA WHIP

When bloodied at **32 HP**, the kuo-toa whip has the following features.

New Ability: Slide to Win. While bloodied, if the kuo-toa moves at least 20 feet forward in a straight line, it slides an extra 20 feet in the same direction.

During this extra movement, the kuo-toa does not provoke opportunity attacks. If it collides with a Medium or smaller creature, the creature must succeed on a DC 12 Strength or Dexterity saving throw (creature's choice) or be knocked prone.

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

L

LAMIA

When bloodied at **48 HP**, the lamia has the following features.

New Ability: Grace of the Cat. While bloodied, the lamia cannot be knocked prone.

New Ability: Pounce. While bloodied, if the lamia moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lamia can make one Claw attack against it as a bonus action.

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

LICH

When bloodied at **67 HP**, the lich has the following features.

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

Frailty: Fear of Death. While bloodied, the lich can't benefit from its Turn Resistance ability.

Trigger Ability: Spellcasting. When first bloodied, the lich can use its reaction to cast a spell that

normally requires an action to cast. This reaction is limited to spells of 3rd level or lower.

Death Throes (Active Phylactery): Violent Soul Transfer. The soul of the lich is violently removed from the lich's body when it dies, surging outward to the safety of its phylactery. Each creature within 30 feet of the lich when it dies feels an overwhelming cold clutching their bodies, and must succeed on a DC 18 Constitution saving throw or be stunned until the beginning of its next turn.

Death Throes (No Active Phylactery): Fearful Wail. Upon facing its true death, the lich wails in sorrow and fear. Each creature within 30 feet of the lich when it dies must make a DC 15 Constitution saving throw. On a failed save, a creature drops to 0 hit points. On a successful one, a creature takes 17 (5d6) psychic damage.

LIZARDFOLK

LIZARDFOLK

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

Strength: Hardened Hide. While bloodied, the lizardfolk's body hardens, increasing its AC by 1.

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

LIZARDFOLK SHAMAN

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

Strength: Hardened Hide. While bloodied, the lizardfolk's body hardens, increasing its AC by 1.

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

LIZARD KING/QUEEN

When bloodied at **39 HP**, the lizardfolk king/queen has the following features.

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

Strength: Hardened Hide. While bloodied, the lizardfolk's body hardens, increasing its AC by 1.

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

LYCANTHROPES

WEREBEAR

When bloodied at **67 HP**, the werewolf has the following features.

Frailty: Cursed. While bloodied, the werewolf battles the animalistic aspects of its curse. At the end of each of its turns, it must succeed on a DC 10 Wisdom saving throw or immediately transform into a Large bear (no action required). Its statistics, other than its size and Charisma and Intelligence scores, are the same in each form. Any equipment it is wearing or carrying isn't transformed. While transformed in this way, the werewolf's Intelligence and Charisma scores are both lowered to 3 (–4). It reverts to its true form after 1 minute or if it dies.

New Ability: Bloodlust. While bloodied, the werewolf deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

Strength: Battle Stance. While bloodied, the werewolf's AC increases by 2.

WEREBOAR

When bloodied at **39 HP**, the wereboar has the following features.

Frailty: Cursed. While bloodied, the wereboar battles the animalistic aspects of its curse. At the end of each of its turns, it must succeed on a DC 10 Wisdom saving throw or immediately transform into a boar (no action required). Its statistics, other than its size and Charisma and Intelligence scores, are the same in each form. Any equipment it is wearing or carrying isn't transformed. While transformed in this way, the wereboar's Intelligence and Charisma scores are both lowered to 3 (–4). It reverts to its true form after 1 minute or if it dies.

New Ability: Bloodlust. While bloodied, the wereboar deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

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

WERERAT

When bloodied at **39 HP**, the wererat has the following features.

Frailty: Cursed. While bloodied, the wererat battles the animalistic aspects of its curse. At the end of each of its turns, it must succeed on a DC 10 Wisdom saving throw or immediately transform into a giant rat (no action required). Its statistics, other than its size and Charisma and Intelligence scores, are the same in each form. Any equipment it is wearing or carrying isn't transformed. While transformed in this way, the wererat's Intelligence and Charisma scores are both lowered to 3 (–4). It reverts to its true form after 1 minute or if it dies.

New Ability: Bloodlust. While bloodied, the wererat deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

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

WERETIGER

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

Frailty: Cursed. While bloodied, the weretiger battles the animalistic aspects of its curse. At the end of each of its turns, it must succeed on a DC 10 Wisdom saving throw or immediately transform into a tiger (no action required). Its statistics, other than its size and Charisma and Intelligence scores, are the same in each form. Any equipment it is wearing or carrying isn't transformed. While transformed in this way, the weretiger's Intelligence and Charisma scores are both lowered to 3 (–4). It reverts to its true form after 1 minute or if it dies.

New Ability: Bloodlust. While bloodied, the weretiger deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

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

WEREWOLF

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

Frailty: Cursed. While bloodied, the werewolf battles the animalistic aspects of its curse. At the end of each of its turns, it must succeed on a DC 10 Wisdom saving throw or immediately transform into a wolf (no action required). Its statistics, other than its size and Charisma and Intelligence scores, are the same in each form. Any equipment it is wearing or carrying isn't transformed. While transformed in this way, the werewolf's Intelligence and Charisma scores are both lowered to 3 (–4). It reverts to its true form after 1 minute or if it dies.

New Ability: Bloodlust. While bloodied, the werewolf deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

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

M

MAGMIN

The magmin has no bloodied features.

MANTICORE

When bloodied at **34 HP**, the manticore has the following features.

New Ability: Spiky. While bloodied, any creature that touches the manticore or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

New Ability: Wing Bash. While bloodied, the manticore gains a new attack action with the following details: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage.

When using its Multiattack, the manticore can use this attack in place of one of its other melee attacks.

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

MEDUSA

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

New Ability: Look at Me. While bloodied, the medusa can use an action to implore a creature to look at it, as if casting the suggestion spell. The targeted creature must succeed on a DC 14 Wisdom saving throw or look at the medusa, suffering the effects of its Petrifying Gaze. When forced to look at the medusa in this way, the creature automatically fails the associated Constitution save, though not by 5 or more. Creatures that are immune to being charmed automatically succeed on this saving throw.

If the targeted creature succeeds on the Wisdom saving throw, the creature is immune to the medusa's Look at Me ability for 24 hours, and the

medusa can make one attack against the creature with its longbow or shortsword as a bonus action.

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

MEPHIT

DUST MEPHIT

When bloodied at **8 HP**, the dust mephit has the following features.

Ability Recharge: Blinding Breath. When first bloodied, the mephit's Blinding Breath ability is recharged.

New Ability: Sandy Form. While bloodied, sand and dust flies around the mephit. The mephit's AC increases by 2.

Death Throes: Death Burst (Taken from Stat Block). 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.

ICE MEPHIT

When bloodied at **10 HP**, the ice mephit has the following features.

Ability Recharge: Frost Breath. When first bloodied, the mephit's Frost Breath ability is recharged.

New Ability: Slick Ice. While bloodied, the air around the mephit chills and the ground freezes over. The area in a 5-foot radius of the mephit becomes slick with ice and is considered difficult terrain. When a creature ends its turn in the area or enters the area for the first time on a turn, it must succeed on a DC 10 Dexterity saving throw or fall prone. The mephit is not affected by the ice.

Death Throes: Death Burst (Taken from Stat Block). When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it

must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

MAGMA MEPHIT

When bloodied at **11 HP**, the magma mephit has the following features.

Ability Recharge: Fire Breath. When first bloodied, the mephit's Fire Breath ability is recharged.

New Ability: Magma Body. While bloodied, any creature who touches the mephit or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

Death Throes: Death Burst (Taken from Stat Block). When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

MUD MEPHIT

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

Ability Recharge: Mud Breath. When first bloodied, the mephit's Mud Breath ability is recharged.

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

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

SMOKE MEPHIT

When bloodied at **11 HP**, the smoke mephit has the following features.

Ability Recharge: Cinder Breath. When first bloodied, the mephit's Cinder Breath ability is recharged.

New Ability: Smoky Form. While bloodied, the mephit appears hazy due to its smoky form, increasing its AC by 2.

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

STEAM MEPHIT

When bloodied at **10 HP**, the steam mephit has the following features.

Ability Recharge: Steam Breath. When first bloodied, the mephit's Steam Breath ability is recharged.

Strength: Steamy Form. While bloodied, the mephit appears hazy due to its steamy form, increasing its AC by 2.

Death Throes: Death Burst (Taken from Stat Block). When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

MERFOLK

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

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

MERROW

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

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

New Ability: Blood in the Water. While bloodied and submerged in water, the area within 5 feet of the merrow is lightly obscured.

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

MIMIC

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

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

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

MIND FLAYER

When bloodied at **35 HP**, the mind flayer has the following features.

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

New Ability: Telepath Tactics. While bloodied, the mind flayer can coordinate its attack with other telepathic creatures, such as other mind flayers. The mind flayer has advantage on an attack roll against a

creature if at least one of the mind flayer's telepathic allies is within 10 feet of the creature and the ally isn't incapacitated.

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

MINOTAUR

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

New Ability: Improved Charge. While bloodied, after the minotaur successfully uses its Charge trait to knock another creature prone, it can make one attack against the creature with its Greataxe as a bonus action.

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

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

MODRONS

MONODRONE

When it dies, the monodrone has the following feature.

Death Throes: Disintegration (Taken from Stat Block). When the modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

DUODRONE

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

New Ability: Clockwork Tactics. While bloodied, the modron has advantage on an attack roll against a creature if at least one other modron is within 5 feet of the creature and the modron isn't incapacitated.

Death Throes: Disintegration (Taken from Stat Block). When the modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

TRIDRONE

When bloodied at **8 HP**, the tridrone has the following features.

New Ability: Clockwork Tactics. While bloodied, the modron has advantage on an attack roll against a creature if at least one other modron is within 5 feet of the creature and the modron isn't incapacitated.

Death Throes: Disintegration (Taken from Stat Block). When the modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

QUADRONE

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

New Ability: Clockwork Tactics. While bloodied, the modron has advantage on an attack roll against a creature if at least one other modron is within 5 feet of the creature and the modron isn't incapacitated.

Trigger Ability: Tactical Retreat. When first bloodied, the modron can use its reaction to move

up to its speed without provoking opportunity attacks. It then makes one attack with its shortbow.

Death Throes: Disintegration (Taken from Stat Block). When the modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

PENTADRONE

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

Ability Recharge: Paralysis Gas. When first bloodied, the pentadrone's Paralysis Gas ability is recharged.

New Ability: Clockwork Tactics. While bloodied, the modron has advantage on an attack roll against a creature if at least one other modron is within 5 feet of the creature and the modron isn't incapacitated.

Death Throes: Disintegration (Taken from Stat Block). When the modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

MUMMY

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

New Ability: Encumbered Dash. While bloodied, the mummy can take the Dash action as a bonus action. When it does so, it must succeed on a DC 10 Dexterity saving throw or stumble in its bandages, falling prone.

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

MUMMY LORD

When bloodied at **48 HP**, the mummy lord has the following features.

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

New Ability: Encumbered Dash. While bloodied, the mummy can take the Dash action as a bonus action. When it does so, it must succeed on a DC 10 Dexterity saving throw or stumble in its bandages, falling prone.

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

MYCONIDS

MYCONID SPROUT

The myconid sprout has no bloodied features.

MYCONID ADULT

When bloodied at **11 HP**, the myconid adult has the following features.

Strength: Poison Resistance. While bloodied, the myconid is resistant to poison damage.

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

MYCONID SOVEREIGN

When bloodied at **30 HP**, the myconid sovereign has the following features.

Ability Recharge: Animating Spores. When first bloodied, the myconid regains one expended use of its Animating Spores.

Strength: Poison Resistance. While bloodied, the myconid is resistant to poison damage.
Trigger Ability: Cornered. When first bloodied, the myconid can make a melee attack against a creature within range as a reaction.

SPORE SERVANT

When bloodied, the spore servant has the following feature, in addition to any features granted by the creature the template was used on.

Strength: Empowered by Poison. While bloodied, whenever the spore servant is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

N

NAGAS

BONE NAGA

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

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

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

GUARDIAN NAGA

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

New Ability: Constrict. While bloodied, the naga gains a new attack action with the following details: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 16) and pulled 5 feet toward the naga. Until this grapple ends, the target is restrained and the naga can't constrict another target. After grappling a creature using this Constrict ability, the naga can make one Bite attack as a bonus action.

New Ability: Slither. While bloodied, the naga can move through spaces occupied by hostile creatures, but it must end its turn in an unoccupied space.

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

SPIRIT NAGA

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

New Ability: Constrict. While bloodied, the naga gains a new attack action with the following details: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15) and pulled 5 feet toward the naga. Until this grapple ends, the target is restrained and the naga can't constrict another target. After grappling a creature using this Constrict ability, the naga can make one Bite attack as a bonus action.

New Ability: Slither. While bloodied, the naga can move through spaces occupied by hostile creatures, but it must end its turn in an unoccupied space.

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

NIGHTMARE

When bloodied at **34 HP**, the nightmare has the following features.

New Ability: Flame Body. While bloodied, any hostile creature who touches the nightmare or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

New Ability: Trampling Charge. While bloodied, if the nightmare moves at least 20 feet straight toward a creature and then hits it with its Hooves

on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the nightmare can make another attack with its Hooves against the creature as a bonus action.

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

NOTHIC

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

New Ability: I Know Your Secrets. While bloodied, the nothic has advantage on attack rolls and saving throws against creatures it has used its Weird Insight ability on in the past 24 hours.

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

O

OGRE

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

Frailty: Frustrated. The ogre is frustrated by its injuries. At the start of each of its turns, it must succeed on a DC 10 Wisdom saving throw or attack whatever creature is closest to it. If two or more creatures are within the same distance of the ogre, it chooses its target at random.

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

HALF-OGRE

When bloodied at **15 HP**, the half-ogre has the following features.

New Ability: Multiattack. While bloodied, the half-ogre can attack twice on its turn using its Battleaxe. It cannot attack the same creature twice in the same turn.

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

ONI

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

New Ability: At Home in the Dark. While bloodied, the oni has advantage on the first attack roll it makes each turn, as long as both the oni and the target of its attack are in darkness.

Strength: Superior Darkvision. While bloodied, the oni's darkvision has a range of 120 feet instead of 60 feet, and magical darkness does not impede the oni's darkvision as long as the magical darkness originates from the oni itself.

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

OOZES

BLACK PUDDING

When bloodied at **42 HP**, the black pudding has the following feature.

Strength: Bludgeoning Resistance. While bloodied, the black pudding is resistant to bludgeoning damage.

GELATINOUS CUBE

When bloodied at **42 HP**, the gelatinous cube has the following feature.

Strength: Bludgeoning Resistance. While bloodied, the gelatinous cube is resistant to bludgeoning damage.

GRAY OOZE

When bloodied at **11 HP**, the gray ooze has the following feature.

Strength: Bludgeoning Resistance. While bloodied, the gray ooze is resistant to bludgeoning damage.

OCHRE JELLY

When bloodied at **22 HP**, the ochre jelly has the following feature.

Strength: Bludgeoning Resistance. While bloodied, the ochre jelly is resistant to bludgeoning damage.

ORCS

ORC

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

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

ORC WAR CHIEF

When bloodied at **46 HP**, the orc war chief has the following features.

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

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

ORC EYE OF GRUUMSH

When bloodied at **22 HP**, the orc eye of Gruumsh has the following features.

New Ability: Riposte. While bloodied, if a creature misses the orc with a melee attack, it can use its reaction to make a melee weapon attack against the creature.

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

OROG

When bloodied at **21 HP**, the orog has the following features.

New Ability: Riposte. While bloodied, if a creature misses the orog with a melee attack, it can use its reaction to make a melee weapon attack against the creature.

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

OTYUGH

When bloodied at **57 HP**, the otyugh has the following features.

New Ability: Foul Stench. While bloodied, a foul stench of rot and decay wafts from the otyugh. Each creature that starts its turn within 10 feet of the otyugh or enters the area for the first time on a turn must make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. This save is made with advantage if the creature is further than 10 feet away from the otyugh.

Strength: Made It Angry. While bloodied, the otyugh has advantage on saving throws

against being charmed, frightened, knocked prone, and stunned.

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

OWLBEAR

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

New Ability: Pack Tactics. While bloodied, the owlbear has advantage on an attack roll against a creature if at least one of the owlbear's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

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

P

PEGASUS

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

New Ability: Wing Bash. While bloodied, the pegasus gains a new attack action with the following details: *Melee Weapon Attack*: +6 to hit, reach 10 ft., one creature. *Hit*: 8 (1d8 + 4) bludgeoning damage.

Trigger Ability: Fly Away. When first bloodied, the pegasus can use its reaction to fly up to 60 feet away without provoking opportunity attacks.

PERYTON

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

New Ability: Hungry for Humanoid Flesh. While bloodied, the peryton has advantage on attack rolls against humanoids, and weapon attacks made against humanoids score a critical hit on a roll of 19 or 20.

Trigger Ability: Fly Away. When first bloodied, the peryton can use its reaction to fly up to 20 feet away without provoking opportunity attacks.

PIERCER

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

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

PIXIE

The pixie has no bloodied features.

PSEUDODRAGON

The pseudodragon has no bloodied features.

PURPLE WORM

When bloodied at **123 HP**, the purple worm has the following features.

Frailty: Worn Out. While bloodied, the purple worm's speed is lowered by 20 feet (to a minimum of 10 feet).

New Ability: Destructive Entrance. While bloodied, when the purple worm comes out from burrowing, such as by emerging from the ground or tunnelling through a wall, and it has burrowed at least 20 feet, it can smash its head into a space as a bonus action. Each creature in the space

must succeed on a DC 19 Dexterity saving throw or take 27 (6d8) bludgeoning damage and be knocked prone.

If a creature succeeds its Dexterity saving throw, it takes half damage, isn't knocked prone, and is pushed 5 feet out of the purple worm's space into an unoccupied space of the creature's choice. A creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

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

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

Q

QUAGGOTH

When bloodied at 22 HP, the quaggoth has the following features.

New Ability: Pack Tactics. While bloodied, the quaggoth has advantage on an attack roll against a creature if at least one of the quaggoth's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

R

RAKSHASA

When bloodied at 55 HP, the rakshasa has the following features.

New Ability: Grace of the Cat. While bloodied, the rakshasa cannot be knocked prone.

New Ability: Sensing Goodness. As a bonus action while bloodied, the rakshasa can make a Wisdom (Insight) check against another creature's passive Deception score. On a success, the rakshasa knows if the creature's alignment is Good.

Trigger Ability: Spellcasting. When first bloodied, the rakshasa can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to a spell the rakshasa can cast more than once per day.

REMORHAZ

When bloodied at 97 HP, the remorhaz has the following features.

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

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

Strength: Steamy Form. While bloodied, the remorhaz is clouded in steam, increasing its AC by 1.

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

Death Throes: Cloud of Steam. The remorhaz expires with a deep sigh of mist. The space occupied by the remorhaz's body is heavily obscured by steam. The steam remains for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

YOUNG REMORHAZ

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

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

Strength: Steamy Form. While bloodied, the remorhaz is clouded in steam, increasing its AC by 1.

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

Death Throes: Cloud of Steam. The remorhaz expires with a deep sigh of mist. The space occupied by the remorhaz's body is heavily obscured by steam. The steam remains for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

REVENANT

When bloodied at **68 HP**, the revenant has the following features.

New Ability: Bloodlust. While bloodied, the revenant deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

Trigger Ability: Vengeful Glare. When first bloodied, the revenant can use its Vengeful Glare action as a reaction.

Death Throes: Show of Defiance. As its body dies, the revenant clings forcefully to life and vows to get revenge in another life. Before perishing, the revenant can make one melee attack against a creature within range. This attack is made with advantage, and if it hits, the attack is an automatic critical hit.

ROC

When bloodied at **124 HP**, the roc has the following features.

Frailty: Worn Out. While bloodied, the roc's flying speed is lowered by 20 feet (to a minimum of 60 feet).

New Ability: Dive Attack. While bloodied, if the roc is flying and dives at least 40 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 14 (4d6) damage to the target.

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

Trigger Ability: Fly Away. When first bloodied, the roc can use its reaction to fly up to 45 feet away without provoking opportunity attacks.

ROPER

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

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

Strength: Increased Speed. While bloodied, the roper's speed is 20 feet instead of 10 feet. Its climbing speed receives the same increase.

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

RUST MONSTER

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

Frailty: Worn Out. While bloodied, the rust monster's speed is lowered by 10 feet (to a minimum of 20 feet).

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

S

SAHUAGIN

SAHUAGIN

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

Trigger Ability: Calling Jaws. When first bloodied, the sahuagin can send out a telepathic signal to a shark within 120 feet of it. The shark can use its reaction to move up to its speed and make one melee attack.

SAHUAGIN PRIESTESS

When bloodied at **16 HP**, the sahuagin priestess has the following features.

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

Trigger Ability: Calling Jaws. When first bloodied, the sahuagin can send out a telepathic signal to a shark within 120 feet of it. The shark can use its reaction to move up to its speed and make one melee attack.

SAHUAGIN BARON

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

New Ability: Bloodlust. While bloodied, the sahuagin deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

Trigger Ability: Calling Jaws. When first bloodied, the sahuagin can send out a telepathic signal to a shark within 120 feet of it. The shark can use its reaction to move up to its speed and make one melee attack.

SALAMANDERS

FIRE SNAKE

When bloodied at **11 HP**, the fire snake has the following features.

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

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

SALAMANDER

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

Strength: Hotter Weapons. While bloodied, the salamander's Heated Weapons damage increases to 1d8.

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

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

SATYR

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

New Ability: Standing Leap. While bloodied, the satyr's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

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

SCARECROW

When bloodied at **18 HP**, the scarecrow has the following features.

New Ability: Horrifying Killer. While bloodied, the scarecrow has advantage on attack rolls against frightened creatures. In addition, the scarecrow can take the Dash action as a bonus action, but only if it does so to move closer to a frightened creature.

Trigger Ability: Terrifying Glare. When first bloodied, the scarecrow can use its Terrifying Glare action as a reaction.

SHADOW

When bloodied at **8 HP**, the shadow has the following feature.

Frailty: Torn Shape. While bloodied, the shadow's speed is lowered by 10 feet (to a minimum of 5 feet) and its AC is lowered by 1.

SHAMBLING MOUND

When bloodied at **68 HP**, the shambling mound has the following features.

Strength: One with Nature. While bloodied, the shambling mound ignores difficult terrain caused by plants such as vines, tall grass, and branches.

Strength: Weapon Reach. While bloodied, the shambling mound's arms are extended. The shambling mound's Slam attack now has a reach of 10 feet instead of 5 feet.

Death Throes: Rapid Overgrowth. The shambling mound's body withers away and thick vines grow from its body. The area within 5 feet of where the shambling mound dies is overgrown with plants and becomes difficult terrain.

SHIELD GUARDIAN

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

Frailty: Malfunction. While bloodied, the shield guardian doesn't work as optimally. Its speed is lowered by 5 feet (to a minimum of 10 feet) and it cannot take reactions.

New Ability: Improved Shield. While bloodied, the shield guardian's Shield doesn't expend its reaction.

Death Throes: Arcane Boom. A small arcane explosion happens as the shield guardian falls to the ground. Each creature in a 10-foot radius of the shield guardian when it expires takes 12 (5d4) force damage.

SKELETON

When it dies, the skeleton has the following feature.

Death Throes: Boneshard Barrage. There is a 25% chance that a skeleton is a boneshard skeleton. When a boneshard skeleton dies, its body explodes, sending out a barrage of bone shards. Each creature in a 10-foot radius of the skeleton must make a DC 13 Dexterity saving throw, taking 7 (3d4) piercing damage on a failed save and half as much damage on a successful one. Undead creatures take no damage from this trait.

SLAADI

SLAAD TADPOLE

The slaad tadpole has no bloodied features.

RED SLAAD

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

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

Strength: Immunity Adaptation. While bloodied, the slaad chooses one damage type from acid, cold, fire, lightning, and thunder at the start of each of its turns (no action required). The slaad is immune to the chosen damage type until the beginning of its next turn.

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

BLUE SLAAD

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

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

Strength: Immunity Adaptation. While bloodied, the slaad chooses one damage type from acid, cold, fire, lightning, and thunder at the start of each of its turns (no action required). The slaad is immune to the chosen damage type until the beginning of its next turn.

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

GREEN SLAAD

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

New Ability: Standing Leap (Slaad Form Only). While bloodied, the slaad's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Strength: Immunity Adaptation. While bloodied, the slaad chooses one damage type from acid, cold, fire, lightning, and thunder at the start of each of its turns (no action required). The slaad is immune to the chosen damage type until the beginning of its next turn.

Trigger Ability: Spellcasting. When first bloodied, the slaad can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to a spell the slaad can cast more than once per day.

GRAY SLAAD

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

New Ability: Defender of Death. While bloodied, the slaad has advantage on attack rolls against creatures standing within 5 feet of another allied slaad. If the allied slaad is a death slaad, its attacks score a critical on a roll of 19 or 20.

New Ability: Standing Leap (Slaad Form Only). While bloodied, the slaad's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Strength: Immunity Adaptation. While bloodied, the slaad chooses one damage type from acid, cold, fire, lightning, and thunder at the start of each of its turns (no action required). The slaad is immune to the chosen damage type until the beginning of its next turn.

Trigger Ability: Spellcasting. When first bloodied, the slaad can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to a spell the slaad can cast more than once per day.

DEATH SLAAD

When bloodied at **85 HP**, the death slaad has the following features.

New Ability: Deathbringer. While bloodied, deadly energy oozes from the slaad's skin. Creatures within 60 feet of the slaad have disadvantage on death saving throws. In addition, any creature that is reduced to 0 hit points by the slaad automatically fails one death saving throw.

New Ability: Standing Leap (Slaad Form Only). While bloodied, the slaad's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Strength: Immunity Adaptation. While bloodied, the slaad chooses one damage type from acid, cold, fire, lightning, and thunder at the start of each of its turns (no action required). The slaad is immune to the chosen damage type until the beginning of its next turn.

Trigger Ability: Spellcasting. When first bloodied, the slaad can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to a spell the slaad can cast more than once per day.

SPECTER

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

Frailty: Torn Shape. While bloodied, the specter's speed is lowered by 10 feet (to a minimum of 5 feet) and its AC is lowered by 1.

Death Throes: Death's Embrace. A cold wind gusts out from where the specter was, engulfing everyone nearby in a mournful embrace. Creatures within 10 feet of the specter when it dies must succeed on a DC 13 Wisdom saving throw or gain 1 level of exhaustion.

SPHINXES

ANDROSPHINX

When bloodied at **99 HP**, the androsphinx has the following features.

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

New Ability: Dive Attack. While bloodied, if the androsphinx is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

New Ability: Forceful Wings. While bloodied, the androsphinx's great wings beat harder to keep it flying. If a creature is standing within 5 feet of the androsphinx as it takes flight, the creature must succeed on a DC 20 Dexterity saving throw or fall prone. While a creature is prone in this way, it cannot make opportunity attacks.

Trigger Ability: Spellcasting. When first bloodied, the androsphinx can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells of 3rd level or lower.

GYNOSPHINX

When bloodied at **68 HP**, the gynosphinx has the following features.

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

New Ability: Dive Attack. While bloodied, if the gynosphinx is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

New Ability: Forceful Wings. While bloodied, the gynosphinx's great wings beat harder to keep it flying. If a creature is standing within 5 feet of the gynosphinx as it takes flight, the creature must

succeed on a DC 16 Dexterity saving throw or fall prone. While a creature is prone in this way, it cannot make opportunity attacks.

Trigger Ability: Spellcasting. When first bloodied, the androsphinx can use its reaction to cast a spell that normally requires an action to cast. This reaction is limited to spells of 2nd level or lower.

SPRITE

The sprite has no bloodied features.

STIRGE

The stirge has no bloodied features.

SUCCUBUS/INCUBUS

When bloodied at **33 HP**, the succubus/incubus has the following features.

New Ability: Multiattack. While bloodied and in its fiend form, the succubus/incubus can attack twice with its Claws on its turn.

Trigger Ability: Charm. When first bloodied, the succubus/incubus can use its Charm action as a reaction.

T

TARRASQUE

When bloodied at **338 HP**, the tarrasque has the following features.

Frailty: Chipped Shell. While bloodied, the tarrasque's natural armor becomes damaged, lowering its AC by 2.

New Ability: It Can't Be Killed. While bloodied, if the tarrasque fails its saving throw against a spell or effect that would kill it instantly, such as the disintegrate spell, the spell or effect instead deals no damage. If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the

detached piece dies and decays normally). The tarrasque is also immune to all diseases and curses.

New Ability: Regeneration. While bloodied, the tarrasque regains 30 hit points at the start of its turn, as long as it has at least 1 hit point. The tarrasque dies only if it starts its turn with 0 hit points.

Strength: Increased Speed. While bloodied, the tarrasque's speed is 60 feet instead of 40 feet.

THRI-KREEN

When bloodied at **16 HP**, the thri-kreen has the following features.

New Ability: Riposte. While bloodied, if a creature misses the thri-kreen with a melee attack, it can use its reaction to make a melee weapon attack against the creature.

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

TREANT

When bloodied at **69 HP**, the treant has the following features.

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

Strength: Hardened Bark. While bloodied, the treant's body hardens, increasing its AC by 1.

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

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

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

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

TROGLODYTE

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

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

TROLL

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

Frailty: Fear of Fire. While bloodied, whenever the troll takes fire damage, it must succeed on a DC 10 Wisdom saving throw or become frightened of the source of the fire until the end of its next turn.

Strength: Made It Angry. While bloodied, the troll has advantage on saving throws against being charmed, frightened, knocked prone, and stunned. This strength does not grant advantage on saving throws originating from the troll's Fear of Fire frailty.

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

U

UMBER HULK

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

New Ability: Powerful Gaze. While bloodied, creatures within 5 feet of the umber hulk have disadvantage on saving throws against its Confusing Gaze.

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

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

UNICORN

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

Ability Recharge: Healing Touch. When first bloodied, the unicorn regains one expended use of Healing Touch.

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

Strength: Resistance from the Elements. While bloodied, the unicorn is resistant to acid, cold, fire, and lightning damage.

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

V

VAMPIRE

When bloodied at **72 HP**, the vampire has the following features.

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

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

Strength: Strong Teeth. While bloodied, the vampire has advantage on Bite attacks. Trigger Ability: Charm. When first bloodied, the vampire can use its Charm action as a reaction.

VAMPIRE SPAWN

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

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

Strength: Strong Teeth. While bloodied, the vampire spawn has advantage on Bite attacks.

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

W

WATER WEIRD

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

New Ability: Crush. While bloodied, the water weird gains a new attack action with the following details: *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature it has grappled. *Hit*: 21 (4d8 + 3) bludgeoning damage.

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

WIGHT

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

Frailty: Chipped Armor. While bloodied, the wight's AC is lowered by 1.

New Ability: Riposte. While bloodied, if a creature misses the wight with a melee attack, it can use its reaction to make a melee weapon attack against the creature.

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

WILL-O'-WISP

When bloodied at **11 HP**, the will-o'-wisp has the following feature.

New Ability: Blinding Lights. As a bonus action while bloodied, the will-o'-wisp can make itself appear brighter than usual. Each creature within 5 feet of the will-o'-wisp who can see it must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn.

WRAITH

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

Frailty: Torn Shape. While bloodied, the wraith's speed is lowered by 10 feet (to a minimum of 5 feet) and its AC is lowered by 1.

Trigger Ability: Spirit Dash. When first bloodied, the wraith can use its reaction to move up to its speed without provoking opportunity attacks.

Death Throes: Death's Embrace. A cold wind gusts out from where the wraith was, engulfing everyone nearby in a mournful embrace. Creatures within 10 feet of the wraith when it dies must succeed on a DC 14 Wisdom saving throw or gain 1 level of exhaustion.

WYVERN

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

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

New Ability: Dive Attack. While bloodied, if the wyvern is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

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

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

X

XORN

When bloodied at **36 HP**, the xorn has the following features.

New Ability: Earthy Armor. While bloodied, the xorn can use the earth around it for defense. If the xorn hasn't moved since the beginning of its last turn, it gains a +3 bonus to AC until it moves.

Strength: Increased Speed. While bloodied, the xorn's burrowing speed is 30 feet instead of 20 feet.

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

Y

YETI

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

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

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

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

ABOMINABLE YETI

When bloodied at **68 HP**, the abominable yeti has the following features.

Ability Recharge: Cold Breath. When first bloodied, the yeti's Cold Breath ability is recharged.

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

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

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

YUAN-TI

YUAN-TI ABOMINATION

When bloodied at **63 HP**, the yuan-ti abomination has the following features.

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

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

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

Trigger Ability: Tactical Retreat (Abomination Form Only). When first bloodied, the yuan-ti can use its reaction to move up to its speed without provoking opportunity attacks. It then makes one attack with its longbow.

YUAN-TI MALISON

When bloodied at **33 HP**, the yuan-ti malison has the following features.

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

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

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

YUAN-TI PUREBLOOD

When bloodied at **20 HP**, the yuan-ti pureblood has the following features.

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

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

YUGOLOTHS

ARCANALOTH

When bloodied at **52 HP**, the arcanaloth has the following features.

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

Trigger Ability: Teleporting Strike. When first bloodied, the arcanaloth can use its Teleport action as a reaction. After using Teleport in this way, it can immediately cast a spell, restricted to spells it can cast at will.

MEZZOLOTH

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

Frailty: Chipped Chitin. While bloodied, the mezzoloth's AC is lowered by 1.

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

Trigger Ability: Teleporting Strike. When first bloodied, the mezzoloth can use its Teleport action as a reaction. After using Teleport in this way, it can immediately make a melee attack using its Trident.

NYCALOTH

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

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

New Ability: Dive Attack. While bloodied, if the nycaloth is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Trigger Ability: Teleporting Strike. When first bloodied, the nycaloth can use its Teleport action as a reaction. After using Teleport in this way, it can immediately make a melee attack using its Greataxe.

ULTROLOTH

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

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

New Ability: Powerful Gaze. While bloodied, creatures within 10 feet of the ultroloth have disadvantage on saving throws against its Hypnotic Gaze.

Trigger Ability: Teleporting Strike. When first bloodied, the ultroloth can use its Teleport action as a reaction. After using Teleport in this way, it can immediately make two attacks using its Longsword.



ZOMBIE

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

New Ability: Sluggish/Bolting. While bloodied, there's a 75% chance the zombie becomes Sluggish and a 25% chance the zombie becomes Bolting. If it becomes Sluggish, the zombie's movement speed is lowered by 10 feet (to a minimum of 5 feet). If it becomes Bolting, the zombie can take the Dash action as a bonus action.

MISCELLANEOUS CREATURES

APE

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

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

AWAKENED SHRUB

The awakened shrub has no bloodied features.

AWAKENED TREE

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

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

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

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

If a creature succeeds on the Dexterity saving throw, it takes no damage, isn't knocked prone, and is pushed 5 feet out of the awakened tree's space into an unoccupied space of the creature's choice. A

creature that cannot move or chooses not to move suffers the consequences of a failed saving throw.

AXE BEAK

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

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

BABOON

The baboon has no bloodied features.

BADGER

The badger has no bloodied features.

BAT

The bat has no bloodied features.

BLACK BEAR

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

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

BLINK DOG

When bloodied at **11 HP**, the blink dog has the following features.

Ability Recharge: Teleport. When first bloodied, the blink dog's Teleport ability is recharged.

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

BLOOD HAWK

The blood hawk has no bloodied features.

BOAR

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

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

BROWN BEAR

The brown bear has no bloodied features.

CAMEL

The camel has no bloodied features.

CAT

The cat has no bloodied features.

CONSTRUCTOR SNAKE

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

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

CRAB

The crab has no bloodied features.

CROCODILE

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

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

DEATH DOG

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

New Ability: Reactive. While bloodied, the death dog has two reactions per round.

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

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

DEER

The deer has no bloodied features.

DIRE WOLF

When bloodied at **18 HP**, the dire wolf has the following features.

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

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

DRAFT HORSE

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

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

EAGLE

The eagle has no bloodied features.

ELEPHANT

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

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

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

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

ELK

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

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

FLYING SNAKE

The flying snake has no bloodied features.

FROG

The frog has no bloodied features.

GIANT APE

When bloodied at **78 HP**, the giant ape has the following features.

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

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

Strength: Made It Angry. While bloodied, the giant ape has advantage on saving throws

against being charmed, frightened, knocked prone, and stunned.

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

GIANT BADGER

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

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

GIANT BAT

When bloodied at **11 HP**, the giant bat has the following feature.

Trigger Ability: Fly Away. When first bloodied, the giant bat can use its reaction to fly up to 20 feet away without provoking opportunity attacks.

GIANT BOAR

When bloodied at **21 HP**, the giant boar has the following features.

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

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

GIANT CENTIPEDE

The giant centipede has no bloodied features.

GIANT CONSTRICTOR SNAKE

When bloodied at **30 HP**, the giant constrictor snake has the following features.

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

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

GIANT CRAB

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

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

GIANT CROCODILE

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

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

New Ability: Thrash. As an action while bloodied, the giant crocodile can thrash a creature it has grappled, as long as the giant crocodile is in water. The grappled creature must make a DC 16 Strength saving throw. On a failure, it takes 11 (2d10) piercing damage and 11 (2d10) bludgeoning damage, and the creature's speed is halved until it finishes a long rest. On a success, the creature takes half as much damage and its speed isn't halved.

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

GIANT EAGLE

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

Trigger Ability: Fly Away. When first bloodied, the giant eagle can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

GIANT ELK

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

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

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

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

GIANT FIRE BEETLE

The giant fire beetle has no bloodied features.

GIANT FROG

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

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

GIANT GOAT

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

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

GIANT HYENA

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

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

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

GIANT LIZARD

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

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

GIANT OCTOPUS

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

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

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

GIANT OWL

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

Trigger Ability: Fly Away. When first bloodied, the giant owl can use its reaction to fly up to 30 feet away without provoking opportunity attacks.

GIANT POISONOUS SNAKE

When bloodied at **5 HP**, the giant poisonous snake has the following feature.

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

GIANT RAT

The giant rat has no bloodied features.

GIANT SCORPION

When bloodied at **26 HP**, the giant scorpion has the following features.

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

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

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

GIANT SEA HORSE

When bloodied at **9 HP**, the giant sea horse has the following feature.

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

GIANT SHARK

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

New Ability: Bloodlust. While bloodied, the giant shark deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

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

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

GIANT SPIDER

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

Ability Recharge: Web. When first bloodied, the giant spider's Web ability is recharged.

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

GIANT TOAD

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

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

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

GIANT VULTURE

When bloodied at **11 HP**, the giant vulture has the following feature.

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

GIANT WASP

When bloodied at **11 HP**, the giant wasp has the following feature.

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

GIANT WEASEL

The giant weasel has no bloodied features.

GIANT WOLF SPIDER

When bloodied at **13 HP**, the giant wolf spider has the following feature.

New Ability: Quick Sprint. While bloodied, the giant wolf spider can take the Dash action as a bonus action.

GOAT

The goat has no bloodied features.

HAWK

The hawk has no bloodied features.

HUNTER SHARK

When bloodied at **21 HP**, the hunter shark has the following features.

New Ability: Bloodlust. While bloodied, the hunter shark deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

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

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

HYENA

The hyena has no bloodied features.

JACKAL

The jackal has no bloodied features.

KILLER WHALE

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

New Ability: Fling. As a bonus action while bloodied, the killer whale can fling a Large or smaller creature, but only if the killer whale just successfully hit it with a Bite attack on the same turn. Then, the creature the killer whale just bit is thrown up to 60 feet in a direction of the killer whale's choice, landing prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

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

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

LION

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

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

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

LIZARD

The lizard has no bloodied features.

MAMMOTH

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

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

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

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

MASTIFF

The mastiff has no bloodied features.

MULE

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

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

OCTOPUS

The octopus has no bloodied features.

OWL

The owl has no bloodied features.

PANTHER

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

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

PHASE SPIDER

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

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

POISONOUS SNAKE

The poisonous snake has no bloodied features.

POLAR BEAR

When bloodied at **21 HP**, the polar bear has the following features.

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

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

PONY

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

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

QUIPPER

The quipper has no bloodied features.

RAT

The rat has no bloodied features.

RAVEN

The raven has no bloodied features.

REEF SHARK

When bloodied at **21 HP**, the reef shark has the following features.

New Ability: Bloodlust. While bloodied, the reef shark deals one extra die of damage with its melee weapon attacks against other bloodied creatures.

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

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

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

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

RIDING HORSE

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

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

SABER-TOOTHED TIGER

When bloodied at **26 HP**, the saber-toothed tiger has the following features.

Strength: Made It Angry. While bloodied, the saber-toothed tiger has advantage on saving throws against being charmed, frightened, knocked prone, and stunned.

Trigger Ability: Cornered. When first bloodied, the saber-toothed tiger can make a melee attack against a creature within range as a reaction.

SCORPION

The scorpion has no bloodied features.

SEA HORSE

The sea horse has no bloodied features.

SPIDER

The spider has no bloodied features.

SWARM OF BATS

When it dies, the swarm of bats has the following feature.

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

SWARM OF INSECTS

When it dies, the swarm of insects has the following feature.

Death Throes: Scatter! The few remaining critters run away from the fight when the swarm dies. 2d4 insects (beetles, centipedes, spiders, or wasps) rush out of the swarm, moving up to their speed without provoking opportunity attacks and fleeing combat.

SWARM OF POISONOUS SNAKES

When it dies, the swarm of poisonous snakes has the following feature.

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

SWARM OF QUIPPERS

When it dies, the swarm of quippers has the following feature.

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



SWARM OF RATS

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

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

SWARM OF RAVENS

When it dies, the swarm of ravens has the following feature.

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

TIGER

When bloodied at **18 HP**, the tiger has the following feature.

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

VULTURE

The vulture has no bloodied features.

WARHORSE

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

New Ability: Trained for This. While bloodied, the warhorse has advantage on Wisdom saving throws and it automatically succeeds on all checks and saving throws that would make it throw its rider from its back.

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

WEASEL

The weasel has no bloodied features.

WINTER WOLF

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

Ability Recharge: Cold Breath. When first bloodied, the winter wolf's Cold Breath ability is recharged.

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

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

WOLF

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

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

WORG

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

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

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

NONPLAYER CHARACTERS

ACOLYTE

The acolyte has no bloodied features.

ARCHMAGE

When bloodied at **44 HP**, the archmage has the following features.

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

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

ASSASSIN

When bloodied at **39 HP**, the assassin has the following features.

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

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

BANDIT

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

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

BANDIT CAPTAIN

When bloodied at **32 HP**, the bandit captain has the following features.

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

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

BERSERKER

When bloodied at **33 HP**, the berserker has the following feature.

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

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

COMMONER

The commoner has no bloodied features.

CULTIST

The cultist has no bloodied features.

CULT FANATIC

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

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

DRUID

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

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

GLADIATOR

When bloodied at **56 HP**, the gladiator has the following feature.

Frailty: Worn Out. While bloodied, the gladiator's speed is lowered by 10 feet (to a minimum of 15 feet).

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

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

GUARD

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

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

KNIGHT

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

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

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

MAGE

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

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

NOBLE

The noble has no bloodied features.

PRIEST

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

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

SCOUT

When bloodied at **8 HP**, the scout has the following feature.

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

SPY

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

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

THUG

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

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

TRIBAL WARRIOR

When bloodied at 5 HP, the tribal warrior has the following feature.

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

VETERAN

When bloodied at 29 HP, the veteran has the following features.

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

New Ability: Parry. While bloodied, the veteran can use its reaction to add 2 to its AC against one melee attack that would hit it. To do so, the veteran must see the attacker and be wielding a melee weapon.

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

