



ADVANCED
KNIGHTS OF THE
All Order

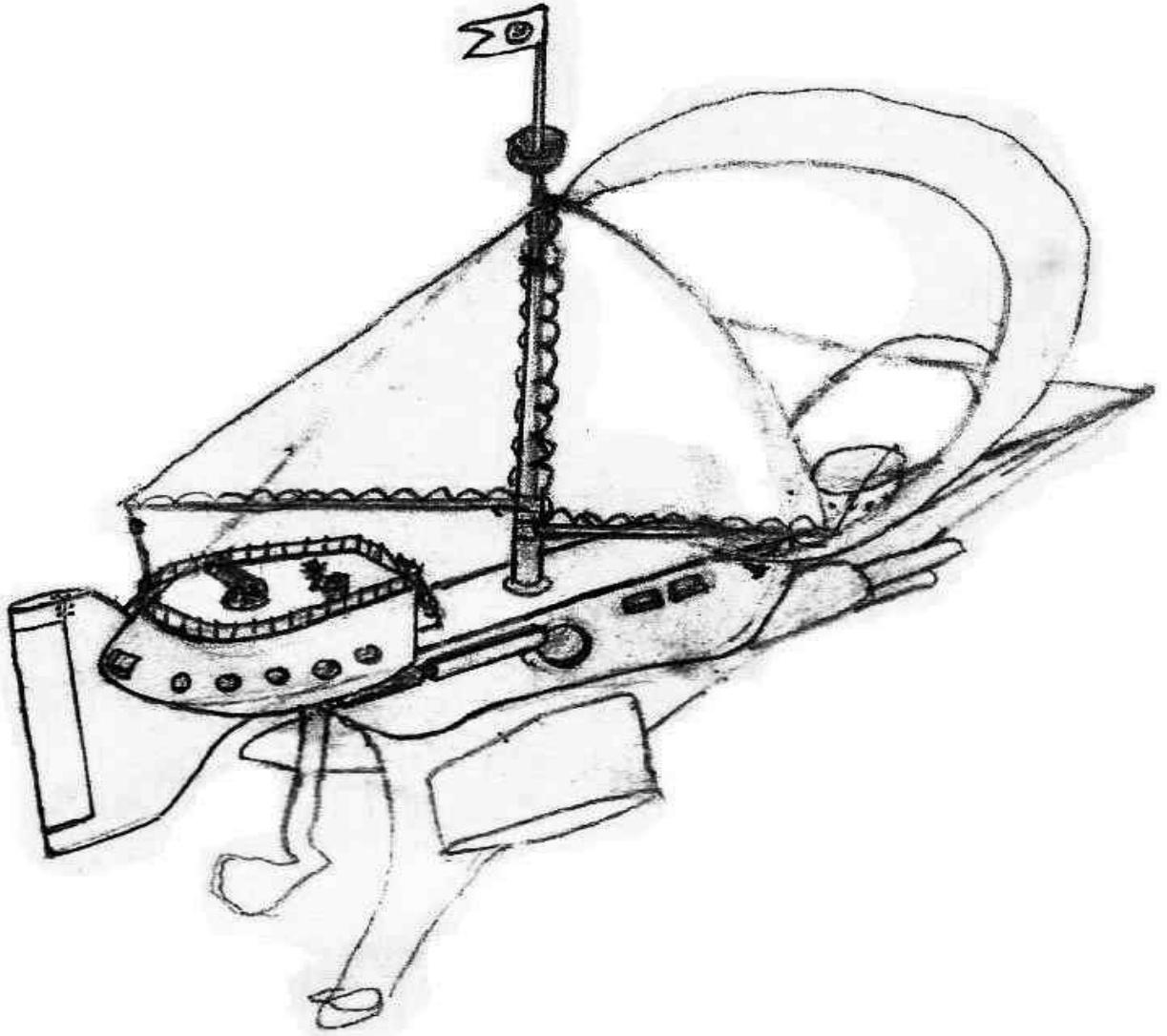
JUDGES GUIDE
9TH EDITION

Ability Bonus/Penalty Modifiers

Each ability score except 10-11 has a bonus (+) or penalty (-) modifier. The bonus/penalty is applied to a die roll when a character or monster tries to do something related to that ability.

Score	Mod
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1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14
40-41	+15
42-43	+16
44-45	+17

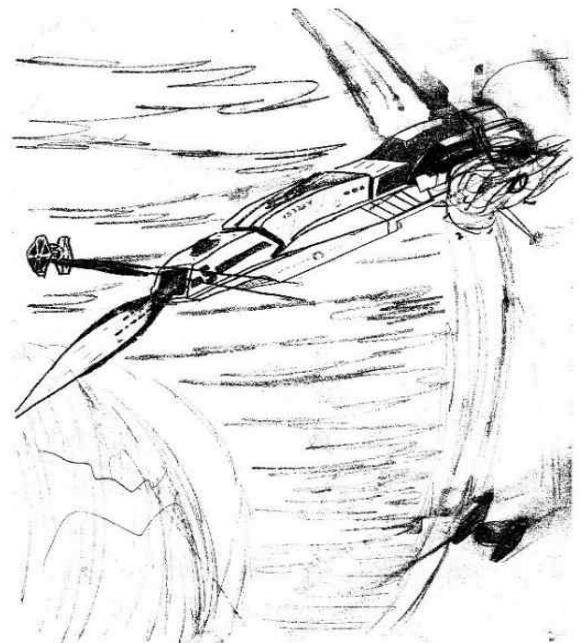


Initiative Priority for Standard Actions

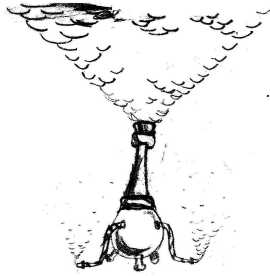
(highest total may act first)

- 1 - Read Scroll (or Spells requiring longer than 1 action)
- 2 - Short Weapon (e.g. dagger, mace)
- 3 - Medium Weapon (sword, battle axe) or Touch
- 4 - Long Weapon (flail, morning star, spear, 2 handed sword)
- 5 - Very Long Weapon (lance)
- 6 - Extreme Weapon (pike)
- 7 - Missile Fire
- 8 - Spells (requiring 1 action or less time)
- 9 - Breath Weapon
- 10 - Glance

Add up with each side's d6 (or d8) initiative score and add or subtract dexterity modifier (factoring in any max Dex modifier from armor), then compare adjusted totals. If initiative priorities tie, compare actual dexterity.



ADVANCED KNIGHTS OF THE All Mind



JUDGES GUIDE 9TH EDITION

edited by Matrox Lusch

Advanced Knights of the All Mind Judges Guide 9th Edition is inspired by similar principles from *Deity Reaction* by Gary Reilly, *Random Mutations* culling from the *World Wide Web*, *What Demon?* by The Sentinels of Meregoth, Mark Schynert on *Godly Grants*, and the "Old School System Reference and Index Compilation"™ at www.knights-n-knives.com/osric.

Dedicated to all the fantasy wargamers who have enthusiastically played and expanded upon
THE WORLD'S MOST POPULAR ROLE PLAYING GAME of any edition.

Special thanks in memoriam to David Hargrave, Bob Bledsoe, Dave Arneson, Gary Gygax, and Postman Bob.

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INTRODUCTION

"With no other form of gaming is the player given the scope of choice and range of imagination ... You have carte blanche(!) With these rules ... you can devise your own 'world,' and conduct fantastic campaigns and conflicts based on it." ~ Gary Gygax, "Chainmail," 1971

The *Blackmail* tome was "essential gamemastering information" for Judges to navigate the myriad of situations players should encounter exploring a campaign multi-verse. It has been 6 years since *Knights of the All Mind* and *Blackmail*, in conjunction with the *S.R.D. of the All Mind*, were assembled to add old school bits for judges of groups utilizing "modern" accouterments of *The World's Most Popular Role Playing Game*, and about a year-and-a-half since my *Vacuous Grimoire* compilations of the earlier *Knights*. The idea was to recapture a sense of how the older versions of the game rolled out from the late 1970s West Coast, San Francisco Bay Area hot bed of 3rd party supplements and house rules, but supplementing the 3rd edition, version 3.5, System Reference Document with discrete rules nudges that made for us a modern game that felt more like the older game.

So, during the midst, in 2014, the 5th edition of *The World's Most Popular Role Playing Game* was published.

In a shout out to older versions, class progressions became more path oriented instead of mostly free-form, out of control feat options were discarded, damage was limited to one type (lethal), and experience was again shared equally among the party rather than the pro-rated 3rd edition system of exp.

Then, during my February DunDraCon "official" Friday night game, which I leave open for folks to bring in whatever version of D&D character they wish, every single person brought a 5th ed. version PC. So I essentially ran a 5th edition game that night. To top that off, on Saturday night during our regular game for the con each year of the half-dozen or so conventiongoers who paused by after midnight looking for a game, not a single person took us up to participate in our hybrid based on 3rd edition.

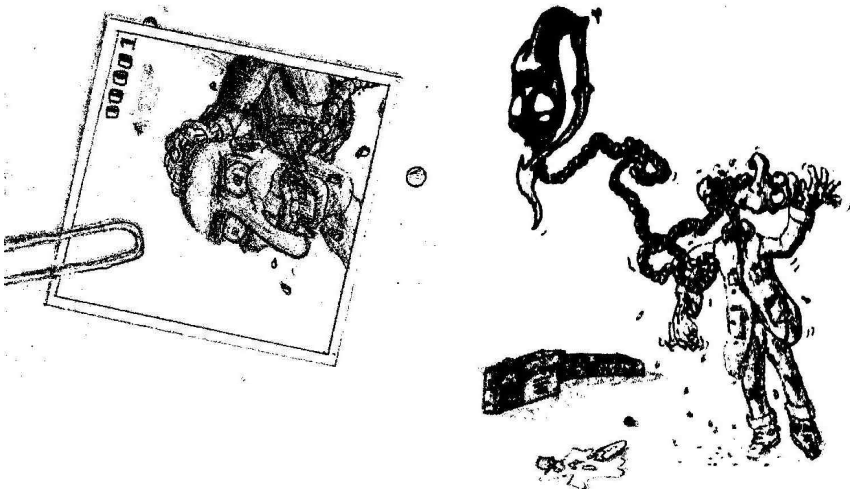
I had run a campaign during the Next playtest, and a 5th ed. one-off at DunDraCon the year of its release, but I had never really delved into the final product with any view of adopting it for our game table.

So after these developments and running that 5th ed. Friday night game, I began to consider whether a hybrid version based on 5th ed. might result in a better fit for our group's style, and figured someone must have made a clone of 5th ed. using the SRD and Open Gaming License.

Low and behold it turned out WotC released a 5th edition SRD, free for anyone to copy and use!

Basically, there were only a few things I wanted to change. #1 initiative, party initiative functions way better for our group; and, #2 overland movement, didn't like the averaging out of movement rates and terrain costs. Other than that, there were really just a bunch of mostly cosmetic flavor changes (Bob still stands for a Thief class).

Here it is then, probably much less of a hybrid than the v.3.5 edition mock-ups, but in a format that our group can tinker some under the hood so it feels more like our style. There also seems to have been a conscious effort to dial back the power. I figure about 10-15% for the monsters and maybe 20% for PCs, which seems about right.



Please enjoy and feel free to make it your own!

Matrox Lusch
Direbane Publishing Games Editor
Pleasanton, California
16 May 2018

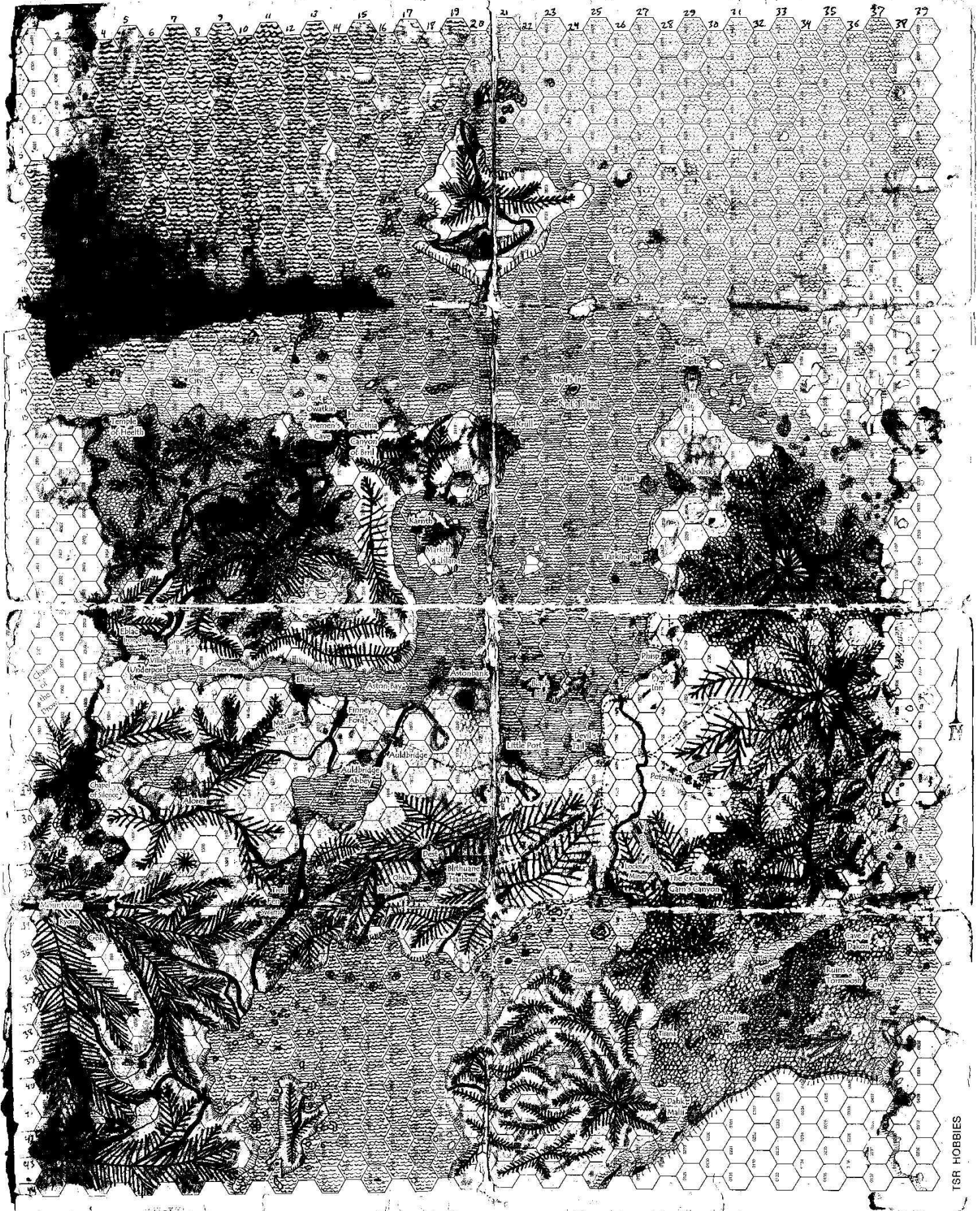
ABBREVIATIONS: AC = armor class; Cha = charisma; Con = constitution; dam = damage; DC = difficulty class; Dex = dexterity; gp = gold pieces; hp = hit point(s); Int = intelligence; NPC = non-player character; PC = player character; Str = strength; Wis = wisdom.

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M. O.



OBJECTS

When characters need to saw through ropes, shatter a window, or smash a vampire’s coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character’s success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

Statistics for Objects:

You can assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class. An object’s Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The Object Armor Class table provides suggested AC values for various substances.

Object Armor Class

Substance	AC
Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, steel	19
Mithral	21
Adamantine	23

Hit Points. An object’s hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The Object Hit Points table provides suggested hit points for fragile and resilient objects that are Large or smaller.

Object Hit Points

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Huge and Gargantuan Objects. Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering column of

stone, or massive boulder. That said, one torch can burn a Huge tapestry, and an *earthquake* spell can reduce a colossus to rubble. You can track a Huge or Gargantuan object’s hit points if you like, or you can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section’s hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan statue of a human might topple over when one of its Large legs is reduced to 0 hit points.

Objects and Damage Types. Objects are immune to poison and psychic damage. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting rope or leather. Paper or cloth objects might be vulnerable to fire and lightning damage. As always, use your best judgment.

Damage Threshold. Big objects such as castle walls often have extra resilience represented by damage threshold. An object with damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Damage that fails to meet or exceed the object’s damage threshold is considered superficial and doesn’t reduce the object’s hit points.

WALLS

Sometimes, masonry walls divide dungeons and keeps into corridors and chambers. Walls can be hewn from solid rock, leaving them rough and chiseled. Or walls can be smooth, unblemished stone of a naturally occurring cave. Walls are difficult to break down or through, but they’re generally easy to climb. (See Wall Type table on page 6.)

Special Walls:

Walls with Arrow Slits. Walls with arrow slits allows defenders to fire arrows or crossbow bolts at intruders from behind the safety of the wall. Behind arrow slits is three-quarters cover that gives a +5 bonus to AC and Dexterity saving throws.

FLOORS

Some floors create special difficulties.

Uneven Flagstone. Over time, some floors can become so uneven that a DC 10 Dexterity check is required to run or charge across the surface. Failure means the character can’t move in this round.

Wall Type	Typical Thickness	Break DC	Damage Threshold	Hit Points (1)	Climb DC
Masonry	1 foot	35	8	90 hit points	15
Superior masonry	1 foot	35	8	90 hit points	20
Reinforced masonry	1 foot	45	8	180 hit points	15
Hewn stone	3 feet	50	8	540 hit points	22
Unworked stone	5 feet	65	8	900 hit points	20
Iron	3 inches	30	8	90 hit points	25
Paper	Paper-thin	1	10	1 hit point	30
Wood	6 inches	20	-	60 hit points	21
Magically treated (2)	-	20	x2	x2 (3)	-

(1) Per 10-foot-by-10-foot section.
(2) These modifiers can be applied to any of the other wall types.
(3) Or an additional 50 hit points, whichever is greater.

Hewn Stone Floors. Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Dexterity check is required to run or charge across such a floor. Failure means the character can act, but can't run or charge in this round.

Light Rubble. Small chunks of debris litter the ground. Light rubble adds 2 to DC of Acrobatic checks.

Dense Rubble. The ground is covered with debris of all sizes. Dense rubble adds 5 to the DC of Acrobatic checks, and it adds 2 to the DC of stealth checks.

Natural Stone Floors. The floor of a natural cave is as uneven as the walls. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring athletic checks to get from one surface to the other. The DC of Acrobatic checks increases by 5. Running and charging are impossible, except along paths.

Special Floors:

Slippery. Water, ice, slime, or blood can make any of the dungeon floors more treacherous. Slippery floors increase the DC of Acrobatics checks by 5.

Grate. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed not to move. A typical 1-inch-thick iron grate has 25 hit points, damage threshold of 10, and a DC of 27 for Strength checks to break through it or tear it loose.

Ledge. Ledges often circle around pits, run along underground streams, form balconies around large

rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Dexterity checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings. A character who is next to a railing gains a +2 bonus on his or her opposed Strength check to avoid being bull rushed off the edge.

Ledges can also have low walls 2 to 3 feet high along their edges. Such walls gives half cover against attackers within 30 feet on the other side of the wall if the target is closer

to the low wall than attacker is.

DOORS

Doors come in 3 basic types: wooden, stone, and iron.

Wooden doors come in varying strengths: simple, good, and strong doors. Simple doors are not meant to keep out attackers. Good doors, while sturdy and long-lasting, are still not meant to take much punishment. Strong doors are bound in iron and are a sturdy barrier to those attempting to get past them.

Stone doors stand as barriers protecting something beyond. They are often locked or barred.

Iron doors are the toughest form of nonmagical door. They are usually locked or barred.

Door Type	Typical Thickness	Damage Threshold	Hit Points	Break DC	Break DC Stuck Locked
Simple wooden	1 inch	5	10 hp	13	15
Good wooden	1-1/2 inches	5	15 hp	16	18
Strong wooden	2 inches	5	20 hp	23	25
Stone	4 inches	8	60 hp	28	28
Iron	2 inches	10	60 hp	28	28
Portcullis, wooden	3 inches	5	30 hp	25 (1)	25 (1)
Portcullis, iron	2 inches	10	60 hp	25 (1)	25 (1)
Lock	—	15	30 hp		
Hinge	—	10	30 hp		

(1) DC to lift. Use door figure for breaking.

Stuck Doors. Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of nonwooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons.

Barred Doors. When characters try to bash down a barred door, it's the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.

Hinges: Most doors have hinges.

Standard Hinges. Hinges are metal, the door swings open toward the side with the hinges. Adventurers can take the hinges apart one at a time with successful checks (assuming the hinges are on their side of the door). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.

Nested Hinges. These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction. These hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.

Pivots. Pivots are simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can't be dismantled like hinges and they're simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door's width can fit through. Doors with pivots are usually stone and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presences.

Secret Doors: Someone examining the area finds a secret door, if one exists, on a successful Search check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door). Elves and half-elves have a chance to detect a secret door just by casually looking at an area.

Portcullises: These special doors consist of iron or thick, ironbound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires a DC 25 Strength check.

Walls, Doors, and Detect Spells: Stone walls, iron walls, and iron doors are usually thick enough to block most *detect* spells, such as *detect thoughts*. Wooden walls, wooden doors, and stone doors are usually not thick enough to do so. However, a secret stone door built into a wall and as thick as the wall itself (at least 1 foot) does block most *detect* spells.

MISCELLANEOUS FEATURES

Stairs: The usual way to connect different levels of a dungeon is with stairs. and also ramps (sometimes with an incline so slight that it can be difficult to notice; Perception DC 15).

Gradual Stairs. Stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover don't affect movement, but characters who attack a foe below them gain a +1 bonus on attack rolls from being on higher ground.

Steep Stairs. Characters moving up steep stairs (which rise at a 45-degree angle or steeper) must spend 2 squares of movement to enter each square of stairs. Characters running or charging down steep stairs must succeed on a DC 10 Dexterity check upon entering the first steep stairs square. Characters who fail stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more take 1d6 points of damage and fall prone in the square where they end their movement. Steep stairs increase the DC of Acrobatics checks by 5.

Spiral Stairs. Characters gain half cover against foes below them on spiral stairs because they can easily duck around the staircase's central support.

Bridge: A simple bridge might be a single wooden plank, while an elaborate one could be made of mortared stone with iron supports and side rails.

Narrow Bridge. If a bridge is particularly narrow, such as a series of planks laid over lava fissures, treat it as a ledge (see Floors). It requires a Dexterity check (DC depends on width) to cross such a bridge.

Rope Bridge. Constructed of wooden planks suspended from ropes. It takes two full-round actions to untie one end of a rope bridge. If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a DC 15 Dexterity save to avoid falling off, and thereafter must make DC 15 Acrobatics checks to move along the remnants of the bridge. Rope bridges are usually 5 feet wide. The two ropes that support them have 8 hit points each.

Pillar: Pillars and columns give support to ceilings. The deeper in the dungeon a room is, the thicker the pillars need to be to support the overhead weight.

Slender Pillar. These pillars are only a foot or two across, so they don't occupy a whole square. A creature standing in the same square as a slender pillar gains half cover. The presence of a slender pillar does not otherwise affect a creature's fighting space, because it's assumed that the creature is using the pillar to its advantage when it can. A typical slender pillar has AC 4, damage threshold 8, and 250 hit points.

Wide Pillar. These pillars take up an entire square and provide total cover to anyone behind them. They have AC 3, damage threshold 8, and 900 hit points. A DC 20 Acrobatics check is sufficient to climb most pillars; the DC increases to 25 for polished or unusually slick ones.

Statue: Most statues function as pillars. A DC 15 Acrobatics check allows a character to climb a statue.

COLLAPSES

Cave-ins and collapsing tunnels bury anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Perception or Survival check. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

A weakened ceiling may collapse when subjected to major impact or concussion. A character can cause a cave-in by destroying half the pillars holding ceiling up.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Dexterity save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 damage per minute buried.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy

load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly. A buried character to free himself with a DC 25 Strength check.

GETTING LOST

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.

If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

	Survival DC		Survival DC
Moor or hill, map	6	Poor visibility	12
Mountain, map	8	Mountain, no map	12
Moor or hill, no map	10	Forest	15

Check once per hour to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine direction in which the party actually travels each hour of local or overland movement. Characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost. Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

Setting a New Course. A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has be-

come lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the “correct” direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if party maintains its new course or begins to move at random again.

Conflicting Directions. It’s possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they’re trying to reach, they’re not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check. Finally, magic may make their course clear.

TERRAIN

Trees: The most important terrain element in a forest are trees. A creature standing in the same square as a tree gains half cover. The presence of a tree doesn’t otherwise affect a creature’s fighting space, because it’s assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, damage threshold 5, and 150 hp. A DC 15 Athletics check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square, providing total cover to anyone behind them. They have AC 3, damage threshold 5, and 600 hp. It also takes a DC 15 Athletics check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 as leaves and branches get in the way. Heavy undergrowth costs additional 4 feet of movement every foot and provides three quarters cover. It increases Acrobatic and Stealth DC checks by 5. Running and charging are impossible.

Fallen Logs: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross.

Forest Fires: A forest fire can be spotted from as far away as 2d6×100 feet by a character who makes a Perception check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Perception checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.

Characters who are blinded or otherwise unable to make Perception checks can feel the heat of the fire and automatically spot it when it is 100’ away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoldering smolder.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage. Breathing the air in a forest fire causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Constitution save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of damage. A character who holds his breath can avoid the 1d6 damage, but not the 1d4 if she fails her save. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saving throws. Wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Catching on Fire. Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter.

Smoke Inhalation. A character who breathes heavy smoke must make a Constitution save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 damage. Smoke also obscures vision, concealing characters within it.

Bogs: A shallow bog has deep mud or standing water of about 1 foot in depth. It costs 1 extra foot for every foot of movement to move in a shallow bog, and Acrobatic checks DC in such a square increases by 2.

A deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 extra feet for every 1 foot of movement to move into a square with a deep bog, or characters can swim. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides three quarters cover for Medium or larger creatures. Smaller creatures gain total cover. Medium or larger creatures can crouch as a move action to gain total cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quicksand.

Effects of Quicksand. Characters in quicksand must make a DC 10 Athletics check every round to simply tread water in place, or a DC 15 Athletics check to move 5 feet in whatever direction is desired. If a trapped character fails DC by 5 or more, he sinks below surface and begins drowning once he cannot hold his breath.

Characters below the surface of a bog may swim back to the surface with a successful Athletics check (DC 15, +1 per consecutive round being under the surface).

Rescue. A rescuer needs a branch, spear haft, rope, or similar tool to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Athletics check to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall. They provide total cover, just as a wall does. It takes 4 feet for each foot of movement to move through a wide hedgerow; creatures that succeed on a DC 10 Athletics check take only 2 feet for each foot of movement.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 6d6×10 feet. In a swamp, this distance is 2d8×10 feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh. A marsh imposes no penalties on Perception checks to hear.

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill must spend 2 feet for each foot of movement. Characters running or charging downhill must succeed on a DC 10 Acrobatics check. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 2d10×10 feet. In rugged hills, this distance is 2d6×10 feet.

Hiding in hills terrain is difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

Hills don't affect Perception or Stealth checks.

Chasm: Chasms aren't hidden, so characters won't fall into them by accident. It takes a DC 15 Athletics check to climb out of a chasm.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Acrobatics checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: It costs 2 feet for each foot of movement to enter dense rubble. The DC of Acrobatic checks on dense rubble increases by 5, and the DC of Stealth checks increases by +2.

Rock Wall: Rock walls require DC 25 Athletic checks to ascend.

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Perception check for detecting the nearby presence of others can succeed is 4d10×10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. A ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Perception checks to hear increases by 1 per 20 feet between listener and source.

Avalanches: Avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 Perception check, treating the avalanche as a Colossal creature. If all characters fail their Perception checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Perception check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Dexterity save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Dexterity save. Those who fail their saves are buried.

Buried characters take 1d6 points of damage per minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

High Altitudes: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living

at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet). Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult, but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet). Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed a Constitution save each hour (DC 15, +1 per previous check) or suffer increasing Exhaustion. The Exhaustion ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Constitution save.

High Peak (more than 15,000 feet). The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Constitution save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

Ice Sheet: The ground is covered with slippery ice. It costs 2 feet for every 1 foot of movement to enter an ice sheet, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet.

Sand Dunes: Sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Perception check for detecting the nearby presence of others can succeed is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet.

The desert imposes neither bonuses nor penalties on Perception checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

Sandstorms: A sandstorm reduces visibility to 1d10×5 feet and provides a –4 penalty on Perception checks. A sandstorm deals 1d3 points of damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Athletics DC 15), and whitewater rapids are stormy water (Athletics DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away. Characters swept away by a river moving 60 feet per round or faster must make DC 20 Athletics checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, she arrests her motion by catching a rock, tree limb, or bottom snag—she is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Athletics checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand.

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Athletic checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater or risk drowning. When underwater, characters can move in any direction.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or hide underwater (except along the seafloor). Perception and Stealth checks function normally underwater.

Invisibility. An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature is only lightly obscured.

Underwater Combat: Land-based creatures can have considerable difficulty when fighting in water. However, creatures and objects that are fully immersed in water do have resistance to fire damage.

Melee Weapon Attack. When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

Ranged Weapon Attack. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Attacks from Land. Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have three quarters cover from opponents on land. A completely submerged creature has total cover against opponents on land.

Floods: In many wilderness areas, river floods are a common occurrence. In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4×50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Athletics checks one category harder and rivers also become 50% swifter.

Walls and Gates: Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 Athletics check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, damage threshold 8, and 450 hp per 10-foot section.

A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 Athletics check to scale. Such a wall has AC 3, damage threshold 8, and 720 hp per 10-foot section.

A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have AC 3, damage threshold 8, and 1,170 hp per 10-foot section.

Watch Towers: Watch towers provide a superior view of the surrounding countryside as well as a point of defense against invaders. Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connect the tower's stories and the roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors, reinforced with iron and bearing good locks (Sleight of Hand DC 30), block entry to a tower, unless the tower is in regular use.

Gates: A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall.

Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

Siege Engines: Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.

Crowds: Urban streets are often full of people. If crowds see something obviously dangerous, they'll move away at 30 feet per round. It takes 2 feet for every foot of movement with crowds. The crowds provide cover.

Siege Engines

Item	Cost	Damage	Critical	Range	Typical Crew
Catapult, heavy	800 gp	6d6	—	(200/800)	4
Catapult, light	550 gp	4d6	—	(150/600)	2
Ballista	500 gp	3d8	19–20	(120/480)	1
Ram	1,000 gp	3d6	—	—	10
Siege tower	2,000 gp	—	—	—	20

Catapult Attack Modifiers

Condition	Modifier
No line of sight to target square	–6
Successive shots (crew can see where most recent misses landed)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew can't see where most recent misses landed, but observer is providing feedback)	Cumulative +1 per previous miss (maximum +5)

Directing Crowds. It takes a DC 15 Persuasion check or DC 20 Intimidation check to convince a crowd to move in a particular direction, crowd must be able to hear or see character making the attempt. It takes a full-round action to make the Persuasion check, but only a free action to make the Intimidation check.

If two or more characters are trying to direct a crowd in different directions, they make opposed checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters beat the Dcs above.

Rooftops: Getting to a roof usually requires climbing a wall, unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 Acrobatics check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Acrobatics check. Moving up and down across the peak of a roof requires a DC 10 Acrobatics check.

Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground.

Sewers: To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are much more likely to have floors that are slippery or covered with water.

Buying Buildings: Characters might want to buy their own buildings or even construct their own castle. Use the prices in Table: Buildings directly, or as a guide when for extrapolating costs for more exotic structures.

Buildings	
Item	Cost
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

Simple House. This one- to three-room house is made of wood and has a thatched roof.

Grand House. This four- to ten-room house is made of wood and has a thatched roof.

Mansion. This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.

Tower. This round or square, three-level tower is made of stone.

Keep. This fortified stone building has fifteen to twenty-five rooms.

Castle. A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Huge Castle. A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge. The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure.

City Lights: If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them.

A dark alley in daylight is rarely dark enough to afford concealment, but it can lend a +2 bonus on Stealth checks.

WEATHER

Random Weather on page 15 is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by –10° F.

Downpour: Treat as rain, but conceals as fog. Can create floods (see above). Downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (Windstorm/Blizzard/Hurricane/Tornado): Wind speeds are over 50 mph. In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours. Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. Hail lasts only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Duststorm/Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see the Wind Effects table on page 16.

Rain, Snow, Sleet, and Hail: Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Random Weather

d%	Weather	Cold Climate	Temperate Climate (1)	Desert
01–70	Normal weather	Cold, calm	Normal for season (2)	Hot, calm
71–80	Abnormal weather	Heat wave (01–30) or cold snap (31–100)	Heat wave (01–50) or cold snap (51–100)	Hot, windy
81–90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91–99	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour

(1) Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

(2) Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions slightly warmer in winter.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

Rain. Rain reduces visibility ranges by half, resulting in a –4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception hearing checks as severe wind.

Snow. Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 feet for every 1 foot of movement to enter snow-covered ground. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow. Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does. A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 feet for every 1 foot of movement to enter ground covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning. Snow has the same effect on flames as moderate wind.

Sleet. Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail. Hail does not reduce visibility, but the sound of falling hail makes Perception checks to hear checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage per round to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms: The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility

ranges by three quarters, imposing a –8 penalty on Perception checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights.

Duststorm. These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds. These greater duststorms deal 1d3 points of damage each round to anyone caught out in the open without shelter and also pose a choking hazard (except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 × her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm. In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm. In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). Assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado.

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Strength save or face the effects based on the size of the creature.

Windstorm. While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard. The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane. In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado. One in ten thunderstorms is accompanied by a tornado.

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away are heavily obscured.

Winds: The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down, interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind. A gentle breeze, having little or no game effect.

Moderate Wind. A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Wind Effects

Wind Force	Wind Speed	Ranged Attacks Normal/Siege (1)	Creature Size (2)	Wind Effect on Creatures	Strength Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	-2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	-4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

(1) The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

(2) Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against wind. Flying creatures are blown back 1d6×5 feet.

Knocked Down: Creatures are knocked prone by wind. Flying creatures blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of damage.

Strong Wind. Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Perception checks to hear.

Severe Wind. In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks to hear are at a –4 penalty.

Windstorm. Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Perception checks to hear are at a –8 penalty due to howling wind.

Hurricane-Force Wind. All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Perception checks to hear are impossible, can hear only roaring wind. Hurricane-force winds often fell trees.

Tornado. All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Perception checks. Characters in close proximity to a tornado who fail their Strength saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Cold Dangers: Cold and exposure deal damage to the victim. This damage cannot be recovered until the character gets out of the cold and warms up again.

An unprotected character in cold weather (below 40° F) must make a Constitution save each hour (DC 15, +1 per previous check) or take 1d6 points of damage. A character who has proficiency in the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well.

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Constitution save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of damage on each failed save. A character who has proficiency in the Survival skill may receive a bonus on this saving throw and may be able to

apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any damage from cold or exposure is beset by frostbite or hypothermia (treat as Exhaustion).

Extreme cold (below –20° F) deals 1d6 points of damage per minute (no save). Character must make a Constitution save (DC 15, +1 per previous check) or take 1d4 damage. Those wearing metal armor or coming into contact with very cold metal take an additional 1d4 points of damage per round.

Ice Effects. Characters walking on ice must spend 2' for every 1' movement to enter ground covered by ice, and the DC for Acrobatic checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold.

Heat Dangers: Heat deals damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, and so forth).

A character in very hot conditions (above 90° F) must make a Constitution saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with proficiency in the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well.

In severe heat (above 110° F), a character must make a Constitution save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with proficiency in the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well.

A character who takes any damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the damage she took from the heat.

In extreme heat (air temperature over 140° F, fire, boiling water, lava) breathing air deals 1d6 points of damage per minute (no save). In addition, a character must make a Constitution save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, wearing metal armor or coming into contact with very hot metal affects as by a *heat metal* spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire. Characters exposed to burning oil, bonfires, and noninstantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Dexterity save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Dexterity saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out and he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Dexterity saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects. Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on

a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded:

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and creature's attack rolls have disadvantage.

Charmed:

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened:

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhaustion: Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on any ability check
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Frightened:

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled:

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunder-wave* spell.

Incapacitated:

- An incapacitated creature can't take actions or reactions.

Invisible:

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed:

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified:

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.

- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned:

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone:

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- Creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained:

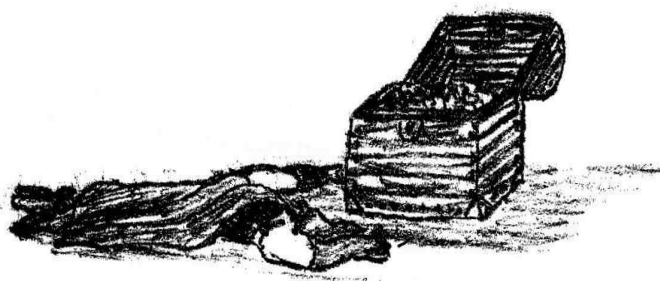
- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned:

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against creature have advantage.

Unconscious:

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.



PLANES OF EXISTENCE

The cosmos teems with a multitude of worlds as well as myriad alternate dimensions of reality, called the **planes of existence**. It encompasses every world where Game Judges run their adventures, all within the relatively mundane realm of the Material Plane. Beyond that plane are domains of raw elemental matter and energy, realms of pure thought and ethos, homes of demons and angels, and the dominions of the gods.

Many spells and magic items can draw energy from these planes, summon creatures that dwell there, communicate with their denizens, and allow adventurers to travel there. As your character achieves greater power and higher levels, you might walk on streets made of solid fire or test your mettle on a battlefield where the fallen are resurrected with each dawn.

The Material Plane: The Material Plane is the nexus where the philosophical and elemental forces that define the other planes collide in the jumbled existence of mortal life and mundane matter. All fantasy gaming worlds exist within the Material Plane, making it the starting point for most campaigns and adventures. The rest of the multiverse is defined in relation to the Material Plane.

The worlds of the Material Plane are infinitely diverse, for they reflect the creative imagination of the Game Judges who set their games there, as well as the players whose heroes adventure there. They include magic-wasted desert planets and worlds of water, worlds where magic combines with advanced technology and others trapped in an endless Stone Age, worlds where gods walk and places they have abandoned.

Beyond the Material: Beyond the Material Plane, the various planes of existence are realms of myth and mystery. They're not simply other worlds, but different qualities of being, formed and governed by spiritual and elemental principles abstracted from the ordinary world.

Planar Travel: When adventurers travel into other planes of existence, they are undertaking a legendary journey across the thresholds of existence to a mythic destination where they strive to complete their quest. Such a journey is the stuff of legend. Braving the realms of the dead, seeking out the celestial servants of a deity, or bargaining with an efreeti in its home city will be the subject of song and story for years to come.

Travel to the planes beyond the Material Plane can be accomplished in two ways: by casting a spell or by using a planar portal.

Spells. A number of spells allow direct or indirect access to other planes of existence. *Plane shift* and *gate*

can transport adventurers directly to any other plane of existence, with different degrees of precision. *Etherealness* allows adventurers to enter the Ethereal Plane and travel from there to any of the planes it touches such as the Elemental Planes. And the *astral projection* spell lets adventurers project themselves into the Astral Plane and travel to the Outer Planes.

Portals. A portal is a general term for a stationary interplanar connection that links a specific location on one plane to a specific location on another. Some portals are like doorways, a clear window, or a fog-shrouded passage, and simply stepping through it effects the interplanar travel. Others are locations—circles of standing stones, soaring towers, sailing ships, or even whole towns—that exist in multiple planes at once or flicker from one plane to another in turn. Some are vortices, typically joining an Elemental Plane with a very similar location on the Material Plane, such as the heart of a volcano (Plane of Fire) or the depths of the ocean (Plane of Water).

Transitive Planes: The Ethereal Plane and the Astral Plane are called the Transitive Planes. They are mostly featureless realms that serve primarily as ways to travel from one plane to another. Spells such as *etherealness* and *astral projection* allow characters to enter these planes and traverse them to reach the planes beyond.

The **Ethereal Plane** is a misty, fog-bound dimension that is sometimes described as a great ocean. Its shores, called the Border Ethereal, overlap the Material Plane and the Inner Planes, so that every location on those planes has a corresponding location on the Ethereal Plane. Certain creatures can see into the Border Ethereal, and the *see invisibility* and *true seeing* spell grant that ability. Some magical effects also extend from the Material Plane into the Border Ethereal, particularly effects that use force energy such as *forcecage* and *wall of force*. The depths of the plane, the Deep Ethereal, are a region of swirling mists and colorful fogs.

The **Astral Plane** is the realm of thought and dream, where visitors travel as disembodied souls to reach the planes of the divine and demonic. It is a great, silvery sea, the same above and below, with swirling wisps of white and gray streaking among motes of light resembling distant stars. Erratic whirlpools of color flicker in midair like spinning coins. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Inner Planes: The Inner Planes surround and enfold the Material Plane and its echoes, providing the raw elemental substance from which all the worlds were made. The four **Elemental Planes**—Air, Earth, Fire, and Water form a ring around the Material Plane, suspended within the churning **Elemental Chaos**.

At their innermost edges, where they are closest to the Material Plane (in a conceptual if not a literal geographical sense), the four Elemental Planes resemble a world in the Material Plane. The four elements mingle together as they do in the Material Plane, forming land, sea, and sky. Farther from the Material Plane, though, the Elemental Planes are both alien and hostile. Here, the elements exist in their purest form—great expanses of solid earth, blazing fire, crystal-clear water, and un sullied air. These regions are little-known, so when discussing the Plane of Fire, for example, a speaker usually means just the border region. At the farthest extents of the Inner Planes, the pure elements dissolve and bleed together into an unending tumult of clashing energies and colliding substance, the Elemental Chaos.

Outer Planes: If the Inner Planes are the raw matter and energy that makes up the multiverse, the Outer Planes are the direction, thought and purpose for such construction. Many sages refer to the Outer Planes as divine planes, spiritual planes, or godly planes, for the Outer Planes are best known as the homes of deities.

When discussing anything to do with deities, the language used must be highly metaphorical. Their actual homes are not literally “places” at all, but exemplify the idea that the Outer Planes are realms of thought and spirit. As with the Elemental Planes, one can imagine the perceptible part of the Outer Planes as a sort of border region, while extensive spiritual regions lie beyond ordinary sensory experience.

Even in those perceptible regions, appearances can be deceptive. Initially, many of the Outer Planes appear hospitable and familiar to natives of the Material Plane. But the landscape can change at the whims of powerful forces that live on the Outer Planes. The desires of the mighty forces that dwell on these planes can remake them completely, effectively erasing and rebuilding existence itself to better fulfill their own needs.

Distance is a virtually meaningless concept on the Outer Planes. The perceptible regions of the planes often seem quite small, but they can also stretch on to what seems like infinity. It might be possible to take a guided tour of the Nine Hells, from the first layer to the ninth, in a single day—if the powers of the Hells desire it. Or it could take weeks for travelers to make a grueling trek across a single layer.

The most well-known Outer Planes are a group of sixteen planes that correspond to the eight alignments (excluding neutrality) and the shades of distinction between them.

Outer Planes. The planes with some element of good in their nature are called the **Upper Planes**. Celestial creatures such as angels and pegasi dwell in the Upper Planes. Planes with some element of evil are the **Lower Planes**. Fiends such as demons and devils dwell in the Lower Planes. A plane’s alignment is its essence, and a character whose alignment does not match the plane’s experiences a profound sense of dissonance there. When a good creature visits Elysium, for example (a neutral good Upper Plane), it feels in tune with the plane, but an evil creature feels out of tune and more than a little uncomfortable.

Demiplanes. Demiplanes are small extradimensional spaces with their own unique rules. They are pieces of reality that don’t seem to fit anywhere else. Demiplanes come into being by a variety of means. Some are created by spells, such as *demi-plane*, or generated at the desire of a powerful deity or other force. They may exist naturally, as a fold of existing reality that has been pinched off from the rest of the multiverse, or as a baby universe growing in power. A given demiplane can be entered through a single point where it touches another plane. Theoretically, a *plane shift* spell can also carry travelers to a demiplane, but the proper frequency required for the tuning fork is extremely hard to acquire. The *gate* spell is more reliable, assuming the caster knows of the demiplane.

TRAPS

Traps can be found almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades, which cleave through armor and bone. The seemingly innocuous vines that hang over a cave entrance might grasp and choke anyone who pushes through them. A net hidden among the trees might drop on travelers who pass underneath. In a fantasy game, unwary adventurers can fall to their deaths, be burned alive, or fall under a fusillade of poisoned darts.

A trap can be either mechanical or magical in nature. **Mechanical traps** include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. **Magic traps** are either magical device traps or spell traps. Magical device traps initiate spell effects when activated. Spell traps are spells such as *glyph of warding* and *symbol* that function as traps.

Traps in Play: When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.

Triggering a Trap. Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the *glyph of warding* spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

Detecting and Disabling a Trap. Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to detect it, disable it, or both. A character actively looking for a trap can attempt a Wisdom (Perception) check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Wisdom (Perception) score to determine whether anyone in the party notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it. You might call for an Intelligence (Investigation) check for a character to deduce what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage.

Any character can attempt an Intelligence (Arcana) check to detect or disarm a magic trap, in addition to any other checks noted in the trap's description. The DCs are the same regardless of the check used. In addition, *dispel magic* has a chance of disabling most magic traps. A magic trap's description provides the DC for the ability check made when you use *dispel magic*.

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making an ability check if an action would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated. Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

Trap Effects. The effects of traps can range from inconvenient to deadly, making use of elements such as arrows, spikes, blades, poison, toxic gas, blasts of fire, and deep pits. The deadliest traps combine multiple elements to kill, injure, contain, or drive off any creature unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.

The attack bonus of a trap, the save DC to resist its effects, and the damage it deals can vary depending on the trap's severity. Use the Trap Save DCs and Attack Bonuses table and the Damage Severity by Level table for suggestions based on three levels of trap severity.

A trap intended to be a **setback** is unlikely to kill or seriously harm characters of the indicated levels, whereas a **dangerous** trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A **deadly** trap is likely to kill characters of the indicated levels.

Trap Save DCs and Attack Bonuses

Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

Damage Severity by Level

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

Complex Traps. Complex traps work like standard traps, except once activated they execute a series of actions each round. A complex trap turns the process of dealing with the trap into something like a combat encounter.

When a complex trap activates, it rolls initiative. The trap's description includes an initiative bonus. On its turn, the trap activates again, often taking an action. It might make successive attacks against intruders, create an effect that changes over time, or otherwise produce a dynamic challenge. Otherwise, the complex trap can be detected and disabled or bypassed in the usual ways.

For example, a trap that causes a room to slowly flood works best as a complex trap. On the trap's turn, the water level rises. After several rounds, the room is completely flooded.

Sample Traps: The magical and mechanical traps presented here vary in deadliness and are presented in alphabetical order.

Collapsing Roof

Mechanical trap

This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place.

The trip wire is 3 inches off the ground and stretches between two support beams. The DC to spot the trip wire is 10. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Anyone who inspects the beams can easily determine that they are merely wedged in place. As an action, a character can knock over a beam, causing the trap to trigger.

The ceiling above the trip wire is in bad repair, and anyone who can see it can tell that it's in danger of collapse.

When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw,

taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

Falling Net

Mechanical trap

This trap uses a trip wire to release a net suspended from the ceiling.

The trip wire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs or foliage. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

Fire-Breathing Statue

Magic trap

This trap is activated when an intruder steps on a hidden pressure plate, releasing a magical gout of flame from a nearby statue. The statue can be of anything, including a dragon or a wizard casting a spell.

The DC is 15 to spot the pressure plate, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the statue.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the statue to release a 30-foot cone of fire. Each creature in the fire must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful *dispel magic* (DC 13) cast on the statue destroys the trap.

Pits

Mechanical trap

Four basic pit traps are presented here.

Simple Pit. A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris.

The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth (usually 10 feet, but some pits are deeper).

Hidden Pit. This pit has a cover constructed from material identical to the floor around it.

A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit.

When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper.

Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

Locking Pit. This pit trap is identical to a hidden pit trap, with one key exception: the trap door that covers the pit is spring-loaded. After a creature falls into the pit, the cover snaps shut to trap its victim inside.

A successful DC 20 Strength check is necessary to pry the cover open. The cover can also be smashed open. A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 15 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see. In some cases, a mechanism (usually hidden behind a secret door nearby) opens the pit.

Spiked Pit. This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage. Even nastier versions have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking an 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Poison Darts

Mechanical trap

When a creature steps on a hidden pressure plate, poison-tipped darts shoot from spring-loaded or pressurized tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts.

The tiny holes in walls are obscured by dust and cobwebs, or cleverly hidden amid bas-reliefs, murals, or frescoes that adorn the walls. The DC to spot them is 15. With a successful DC 15 Intelligence (Investigation) check, a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth or wax prevents the darts contained within from launching.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). (If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Poison Needle

Mechanical trap

A poisoned needle is hidden within a treasure chest's lock, or in something else that a creature might open. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison.

When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

Rolling Sphere

Mechanical trap

When 20 or more pounds of pressure are placed on this trap's pressure plate, a hidden trapdoor in the ceiling opens, releasing a 10-foot-diameter rolling sphere of solid stone.

With a successful DC 15 Wisdom (Perception) check, a character can spot the trapdoor and pressure plate. A search of the floor accompanied by a successful DC 15 Intelligence (Investigation) check reveals variations in the mortar and stone that betray the pressure plate's presence. The same check made while inspecting the ceiling notes variations in the stonework that reveal the trapdoor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

Activation of the sphere requires all creatures present to roll initiative. The sphere rolls initiative with a +8 bonus. On its turn, it moves 60 feet in a straight line. The sphere can move through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the sphere enters a creature's space or a creature enters its space while it's rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) bludgeoning damage and be knocked prone.

The sphere stops when it hits a wall or similar barrier. It can't go around corners, but smart dungeon builders incorporate gentle, curving turns into nearby passages that allow the sphere to keep moving.

As an action, a creature within 5 feet of the sphere can attempt to slow it down with a DC 20 Strength check. On a successful check, the sphere's speed is reduced by 15 feet. If the sphere's speed drops to 0, it stops moving and is no longer a threat.

Sphere of Annihilation

Magic trap

Magical, impenetrable darkness fills the gaping mouth of a stone face carved into a wall. The mouth is 2 feet in diameter and roughly circular. No sound issues from it, no light can illuminate the inside of it, and any matter that enters it is instantly obliterated.

A successful DC 20 Intelligence (Arcana) check reveals that the mouth contains a *sphere of annihilation* that can't be controlled or moved. It is otherwise identical to a normal *sphere of annihilation*.

Some versions of the trap include an enchantment placed on the stone face, such that specified creatures feel an overwhelming urge to approach it and

crawl inside its mouth. This effect is otherwise like the *sympathy* aspect of the *antipathy/sympathy* spell. A successful *dispel magic* (DC 18) removes this enchantment.

DISEASES

A plague ravages the kingdom, setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A warlock offends some dark power and contracts a strange affliction that spreads whenever he casts spells.

A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of *lesser restoration*. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.

A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead, or sweep through a halfling neighborhood but leave other races untouched. What matters is the story you want to tell.

Sample Diseases: The diseases here illustrate the variety of ways disease can work in the game. Alter the saving throw DCs, incubation times, symptoms, and other characteristics of these diseases to suit your campaign.

Cackle Fever. This disease targets humanoids, although gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its common name and its morbid nickname: "the shrieks."

Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of exhaustion that can't be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering combat, taking damage, experiencing fear, or having a nightmare—forces the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 5 (1d10) psychic damage and becomes incapacitated with mad

laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the mad laughter and the incapacitated condition on a success.

Any humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an attack of mad laughter drops by 1d6. When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these saving throws gains a randomly determined form of indefinite madness, as described later.

Sewer Plague. Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Sight Rot. This painful infection causes bleeding from the eyes and eventually blinds the victim.

A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored by mag-

ic such as *lesser restoration* or *heal*.

Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character who has proficiency with an herbalism kit can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

MADNESS

In a typical campaign, characters aren't driven mad by the horrors they face and the carnage they inflict day after day, but sometimes the stress of being an adventurer can be too much to bear. If your campaign has a strong horror theme, you might want to use madness as a way to reinforce that theme, emphasizing the extraordinarily horrific nature of the threats the adventurers face.

Going Mad: Various magical effects can inflict madness on an otherwise stable mind. Certain spells, such as *contact other plane* and *symbol*, can cause insanity, and you can use the madness rules here instead of the spell effects of those spells. Diseases, poisons, and planar effects such as psychic wind or the howling winds of Pandemonium can all inflict madness. Some artifacts can also break the psyche of a character who uses or becomes attuned to them.

Resisting a madness-inducing effect usually requires a Wisdom or Charisma saving throw.

Madness Effects: Madness can be short-term, long-term, or indefinite. Most relatively mundane effects impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

A character afflicted with **long-term madness** is subjected to an effect from the Long-Term Madness table for 1d10 × 10 hours.

A character afflicted with **indefinite madness** gains a new character flaw from the Indefinite Madness table that lasts until cured.

Curing Madness: A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, *remove curse* or *dispel evil* might also prove effective. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

Short-Term Madness

d100 Effect (lasts 1d10 minutes)

- 01-20 The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
- 21-30 The character becomes incapacitated and spends duration screaming, laughing, or weeping.
- 31-40 The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
- 41-50 The character begins babbling and is incapable of normal speech or spellcasting.
- 51-60 The character must use his or her action each round to attack the nearest creature.
- 61-70 The character experiences vivid hallucinations and has disadvantage on ability checks.
- 71-75 The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
- 76-80 The character experiences overpowering urge to eat something such as dirt, slime, or offal.
- 81-90 The character is stunned.
- 91-100 The character falls unconscious.

Long-Term Madness

d100 Effect (lasts 1d10 x 10 hours)

- 01-10 The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
- 11-20 The character experiences vivid hallucinations and has disadvantage on ability checks.
- 21-30 The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
- 31-40 The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the antipathy/sympathy spell.
- 41-45 The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
- 46-55 The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
- 56-65 The character is blinded (25%) or deafened (75%).
- 66-75 The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
- 76-85 The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
- 86-90 Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the confusion spell. The confusion effect lasts for 1 minute.
- 91-95 The character loses the ability to speak.
- 96-100 The character falls unconscious. No amount of jostling or damage can wake the character.

Indefinite Madness

d100 Flaw (lasts until cured)

01-15 "Being drunk keeps me sane."

16-25 "I keep whatever I find."

26-30 "I try to become more like someone else I know—adopting his or her style of dress, mannerisms, and name."

31-35 "I must bend the truth, exaggerate, or outright lie to be interesting to other people."

36-45 "Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."

46-50 "I find it hard to care about anything that goes on around me."

51-55 "I don't like the way people judge me all the time."

56-70 "I am the smartest, wisest, strongest, fastest, and most beautiful person I know."

71-80 "I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."

81-85 "There's only one person I can trust. And only I can see this special friend."

86-95 "I can't take anything seriously. The more serious the situation, the funnier I find it."

96-100 "I've discovered that I really like killing people."

POISONS

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, drow, and other evil creatures.

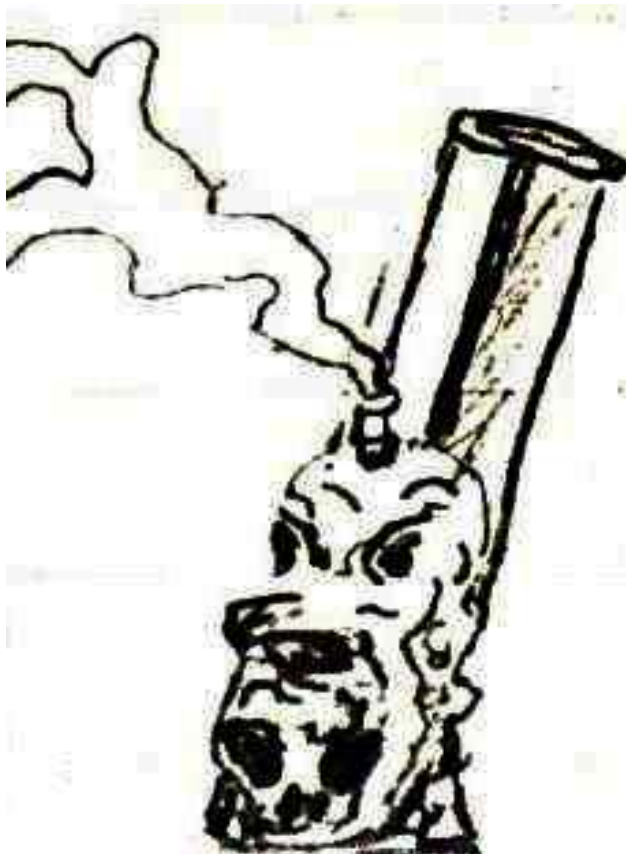
Poisons come in the following four types.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent



until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with this poison is exposed to its effects.

Poisons

Item	Type	Price per Dose
Assassin's blood	Ingested	150 gp
Burnt othur fumes	Inhaled	500 gp
Crawler mucus	Contact	200 gp
Drow poison	Injury	200 gp
Essence of ether	Inhaled	300 gp
Malice	Inhaled	250 gp
Midnight tears	Ingested	1,500 gp
Oil of taggit	contact	400 gp
Pale tincture	Ingested	250 gp
Purple worm poison	Injury	2,000 gp
Serpent venom	Injury	200 gp
Torpor	Ingested	600 gp
Truth serum	Ingested	150 gp
Wyvern poison	Injury	1,200 gp

Sample Poisons: Each type of poison has its own debilitating effects.

Assassin's Blood (Ingested). A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Crawler Mucus (Contact). This poison must be harvested from a dead or incapacitated crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drow Poison (Injury). This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution sav-

ing throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

Midnight Tears (Ingested). A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious, but wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Purple Worm Poison (Injury). This poison must be harvested from a dead or incapacitated purple worm. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Serpent Venom (Injury). This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

Wyvern Poison (Injury). This poison must be harvested from a dead or incapacitated wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement capabilities in wondrous ways.

Attunement: Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item. (If the class is a spellcasting class, a monster qualifies if it has spell slots and uses that class's spell list.) If the prerequisite is to be a spellcaster, a creature qualifies if it can cast at least one spell using its traits or features, not using a magic item or the like.

Without becoming attuned to an item that requires attunement, a creature gains only its nonmagical benefits, unless its description states otherwise. For example, a magic shield that requires attunement provides the benefits of a normal shield to a creature not attuned to it, but none of its magical properties.

Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it (this can't be the same short rest used to learn the item's properties). This focus can take the form of weapon practice (for a weapon), meditation (for a wondrous item), or some other appropriate activity. If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any magical properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to more than one *ring of protection* at a time.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily

end attunement by spending another short rest focused on the item, unless the item is cursed.

Wearing and Wielding Items: Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the finger. Magic armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Many magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer. Rare exceptions exist. If the story suggests a good reason for an item to fit only creatures of a certain size or shape, you can rule that it doesn't adjust. For example, drow-made armor might fit elves only. Dwarves might make items usable only by dwarf-sized and dwarf-shaped folk.

When a nonhumanoid tries to wear an item, use your discretion as to whether the item functions as intended. A ring placed on a tentacle might work, but a yuan-ti with a snakelike tail instead of legs can't wear boots.

Multiple Items of the Same Kind. Use common sense to determine whether more than one of a given kind of magic item can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, and one cloak. You can make exceptions; a character might be able to wear a circlet under a helmet, for example, or to layer two cloaks.

Paired Items. Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a boot of striding and springing on one foot and a boot of elvenkind on the other foot gains no benefit from either.

Activating an Item: Activating some magic items requires a user to do something special, such as holding the item and uttering a command word. The description of each item category or individual item details how an item is activated. Certain items use the following rules for their activation.

If an item requires an action to activate, that action isn't a function of the Use an Item action, so a feature such as the rogue's Fast Hands can't be used to activate the item.

Command Word. A command word is a word or phrase that must be spoken for an item to work. A magic item that requires a command word can't be activated in an area where sound is prevented, as in the area of the silence spell.

Consumables. Some items are used up when they are activated. A potion or an elixir must be swallowed, or an oil applied to the body. The writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

Spells. Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell level, doesn't expend any of the user's spell slots, and requires no components, unless the item's description says otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires concentration. Many items, such as potions, bypass the casting of a spell and confer the spell's effects, with their usual duration. Certain items make exceptions to these rules, changing casting time, duration, or other parts of a spell.

A magic item, such as certain staves, may require you to use your own spellcasting ability when you cast a spell from the item. If you have more than one spellcasting ability, you choose which one to use with the item. If you don't have a spellcasting ability—perhaps you're a rogue with the Use Magic Device feature—your spellcasting ability modifier is +0 for the item, and your proficiency bonus does apply.

Charges. Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when an identify spell is cast on it, and when a creature attunes to it. Also, when an item regains charges the creature attuned to it learns how many charges it regained.

MAGIC ITEMS A-Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Adamantine Armor

Armor (medium or heavy, but not hide), uncommon

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Ammunition, +1, +2, or +3

Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

Amulet of Health

Wondrous item, rare (requires attunement)

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

Amulet of Proof against Detection and Location

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

Amulet of the Planes

Wondrous item, very rare (requires attunement)

While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence check. On a successful check, you cast the *plane shift* spell. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1–60, you travel to a random location on the plane you named. On a 61–100, you travel to a randomly determined plane of existence.

Animated Shield

Armor (shield), very rare (requires attunement)

While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

Apparatus of the Crab

Wondrous item, legendary

This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two

Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster.

The apparatus of the Crab is a Large object with the following statistics:

Armor Class: 20

Hit Points: 200

Speed: 30 ft., swim 30 ft. (or 0 ft. for both if the legs and tail aren't extended)

Damage Immunities: poison, psychic

To be used as a vehicle, the apparatus requires one pilot. While the apparatus's hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside.

The apparatus floats on water. It can also go underwater to a depth of 900 feet. Below that, the vehicle takes 2d6 bludgeoning damage per minute from pressure.

A creature in the compartment can use an action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus of the Crab Levers table.

Apparatus of the Crab Levers

Lever	Up	Down
1	Legs and tail extended, allowing the apparatus to walk and swim.	Legs and tail retract, reducing the apparatus's speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Two claws extend from the front sides of the apparatus.	The claws retract.
5	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage.	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 15).
6	The apparatus walks or swims forward.	The apparatus walks or swims backward.
7	The apparatus turns 90 degrees left.	The apparatus turns 90 degrees right.
8	Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30 feet.	The light turns off.
9	The apparatus sinks up to 20 feet in liquid.	The apparatus rises up to 20 feet in liquid.
10	The rear hatch unseals and opens.	The rear hatch closes and seals.

Armor, +1, +2, or +3

Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity. Magic armor is virtually weightless, equal to that of normal clothing.

Armor of Invulnerability

Armor (plate), legendary (requires attunement)

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

Armor of Resistance

Armor (light, medium, or heavy), rare (requires attunement)

You have resistance to one type of damage while you wear this armor. Choose type or determine randomly.

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

Armor of Vulnerability

Armor (plate), rare (requires attunement)

While wearing this armor, you have resistance to one of the following damage types: bludgeoning, piercing, or slashing. Game Judge chooses or determine randomly.

Curse. This armor is cursed, a fact that is revealed only when an *identify* spell is cast on the armor or you attune to it. Attuning to the armor curses you until you are targeted by *remove curse* spell or similar magic; removing the armor fails to end curse. While cursed, you have vulnerability to two of three damage types associated with armor (not one to which it grants resistance).

Arrow-Catching Shield

Armor (shield), rare (requires attunement)

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

Arrow of Slaying

Weapon (arrow), very rare

An *arrow of slaying* is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both *arrows of dragon slaying* and *arrows of blue dragon slaying*. If a creature belonging to the type, race, or group associated with an *arrow of slaying* takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an *arrow of slaying* deals its extra damage to a creature, it becomes a nonmagical arrow.

Other types of magic ammunition of this kind exist, such as *bolts of slaying* meant for a crossbow, though arrows are most common.

Bag of Beans

Wondrous item, rare

Inside this heavy cloth bag are 3d4 dry beans. The bag weighs 1/2 lb plus 1/4 lb for each bean it contains.

If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a

successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The Game Judge can choose an effect from the following table, determine it randomly, or create an effect.

d100 Effect

- | | |
|-------|---|
| 1 | 5d4 toadstools sprout. If creature eats a toadstool, roll any die. On odd roll, the eater must succeed on a DC 15 Constitution saving throw or take 5d6 poison damage and become poisoned for 1 hour. On an even roll, eater gains 5d6 temporary hit points for 1 hour. |
| 02-10 | A geyser erupts and spouts water, beer, berry juice, tea, vinegar, wine, or oil (Game Judge's choice) 30 feet into the air for 1d12 rounds. |
| 11-20 | A treant sprouts. There's a 50 percent chance that the treant is chaotic evil and attacks. |
| 21-30 | An animate, immobile stone statue in your likeness rises. It makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours. |
| 31-40 | A campfire with blue flames springs forth and burns for 24 hours (or until it is extinguished). |
| 41-50 | 1d6 + 6 shriekers sprout |
| 51-60 | 1d4 + 8 bright pink toads crawl forth. Whenever a toad is touched, it transforms to Large or smaller monster of Game Judge's choice. The monster remains for 1 minute, then disappears in a puff of bright pink smoke. |
| 61-70 | A hungry bulette burrows up and attacks. |
| 71-80 | A fruit tree grows with 1d10+20 fruit, 1d8 randomly determined magic potions, while one acts as an ingested poison of Game Judge's choice. Tree vanishes after 1 hour. Picked fruit remains, retaining magic for 30 days. |
| 81-90 | A nest of 1d4+3 eggs springs up. Any creature eating an egg must make DC 20 Constitution saving throw. On successful save, creature permanently increases lowest ability score by 1, randomly choosing among equally low scores. On failed save, creature takes 10d6 force damage from internal magical explosion. |

91-99 A pyramid with a 60-foot-square base bursts upward. Inside is a sarcophagus containing a mummy lord. The pyramid is treated as the mummy lord's lair, and its sarcophagus contains treasure of the Game Judge's choice.

100 A giant beanstalk sprouts, growing to a height of the Game Judge's choice. The top leads where the Game Judge chooses, such as to a great view, a cloud giant's castle, or a different plane of existence.

Bag of Devouring

Wondrous item, very rare

This bag superficially resembles a *bag of holding* but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice.

The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can use its action to try to escape with a successful DC 15 Strength check. Another creature can use its action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength check (provided it isn't pulled inside the bag first). Any creature that starts its turn inside the bag is devoured, its body destroyed.

Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The Game Judge determines the time and plane.

If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the Astral Plane.

Bag of Holding

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put

right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Bag of Tricks

Wondrous item, uncommon

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Gray Bag of Tricks Rust Bag of Tricks Tan Bag of Tricks

d8	Creature	d8	Creature	d8	Creature
1	Weasel	1	Rat	1	Jackal
2	Giant rat	2	Owl	2	Ape
3	Badger	3	Mastiff	3	Baboon
4	Boar	4	Goat	4	Axe beak
5	Panther	5	Giant goat	5	Black bear
6	Giant Badger	6	Giant boar	6	Giant weasel
7	Dire Wolf	7	Lion	7	Giant hyena
8	Giant elk	8	Brown bear	8	Tiger

Bead of Force

Wondrous item, rare

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 *beads of force* are found together.

You can use an action to throw the bead up to 60 feet. The bead explodes on impact and is destroyed. Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 Dexterity saving throw or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can.

An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Belt of Dwarvenkind

Wondrous item, rare (requires attunement)

While wearing this belt, you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saving throws against poison, and you have resistance against poison damage.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Dwarvish.

Belt of Giant Strength

Wondrous item, rarity varies (requires attunement)

While wearing this belt, your Strength score changes to a score granted by the belt. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants. The *belt of stone giant strength* and the *belt of frost giant strength* look different, but they have the same effect.

Type	Strength	Rarity
Hill giant	21	Rare
Stone/frost giant	23	Very rare
Fire giant	25	Very rare
Cloud giant	27	Legendary
Storm giant	29	Legendary

Berserker Axe

Weapon (any axe), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Curse. This axe is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever a hostile creature damages you while axe is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60' of you that you see or hear.

Boots of Elvenkind

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Boots of Levitation

Wondrous item, rare (requires attunement)

While you wear these boots, you can use an action to cast the *levitate* spell on yourself at will.

Boots of Speed

Wondrous item, rare (requires attunement)

While you wear these boots, you can use a bonus action and click boots' heels together. If you do, boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on attack roll. If you click heels together again, you end effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Boots of Striding and Springing

Wondrous item, uncommon (requires attunement)

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Boots of the Winterlands

Wondrous item, uncommon (requires attunement)

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain from ice or snow.
- You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Bowl of Commanding Water Elementals

Wondrous item, rare

While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the *conjure elemental* spell. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons.

Bracers of Archery

Wondrous item, uncommon (requires attunement)

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

Bracers of Defense

Wondrous item, rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

Brazier of Commanding Fire Elementals

Wondrous item, rare

While a fire burns in this brass brazier, you can use an action to speak brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. Brazier can't be used this way again until the next dawn. The brazier weighs 5 pounds.

Brooch of Shielding

Wondrous item, uncommon (requires attunement)

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

Broom of Flying

Wondrous item, uncommon

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

Candle of Invocation

Wondrous item, very rare (requires attunement)

This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the *detect evil and good* spell. The Game Judge chooses the god and associated alignment or determines the alignment randomly.

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment matches that of the candle makes attack rolls, saving throws, and ability checks with advantage. In addition, a cleric or druid in the light whose alignment matches the candle's can cast 1st-level spells he or she has prepared without expending spell slots, though the spell's effect is as if cast with a 1st-level slot.

Alternatively, when you light the candle for the first time, you can cast the *gate* spell with it. Doing so destroys the candle.

d20	Alignment	10-11	Neutral
1-2	Chaotic evil	12-13	Neutral good
3-4	Chaotic neutral	14-15	Lawful evil
5-7	Chaotic good	16-17	Lawful neutral
8-9	Neutral evil	18-20	Lawful good

Cape of the Mountebank

Wondrous item, rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the *dimension door* spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Carpet of Flying

Wondrous item, very rare

You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided that you are within 30 feet of it.

Four sizes of *carpet of flying* exist. The Game Judge chooses the size of a given carpet or determines it randomly.

d100	Size	Capacity	Flying Speed
01-20	3 ft. x 5 ft.	200 lb.	80 feet
21-55	4 ft. x 6 ft.	400 lb.	60 feet
56-80	5 ft. x 7 ft.	600 lb.	40 feet
81-100	6 ft. x 9 ft.	800 lb.	30 feet

A carpet can carry up to twice the weight shown on the table, but it flies at half speed if it carries more than its normal capacity.

Censer of Controlling Air Elementals

Wondrous item, rare

While incense is burning in this censer, you can use an action to speak the censer's command word and summon an air elemental, as if you had cast the *conjure elemental* spell. The censer can't be used this way again until the next dawn.

This 6-inch-wide, 1-foot-high vessel resembles a chalice with a decorated lid. It weighs 1 pound.

Chime of Opening

Wondrous item, rare

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time, it cracks and becomes useless.

Circlet of Blasting

Wondrous item, uncommon

While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with attack bonus of +5. Circlet can't be used this way again until next dawn.

Cloak of Arachnida

Wondrous item, very rare (requires attunement)

This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

- You have resistance to poison damage.
- You have a climbing speed equal to your walking speed.
- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You can't be caught in webs of any sort and can move through webs as if they were difficult terrain.
- You can use an action to cast the *web* spell (save DC 13). The web created by the spell fills twice its normal area. Once used, this property of the cloak can't be used again until the next dawn.

Cloak of Displacement

Wondrous item, rare (requires attunement)

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Cloak of Elvenkind

Wondrous item, uncommon (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Cloak of Protection

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to AC and saving throws while you wear this cloak.

Cloak of the Bat

Wondrous item, rare (requires attunement)

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip edges of the cloak with both hands and use it to fly at speed of 40 feet. If you ever fail to grip cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Cloak of the Manta Ray

Wondrous item, uncommon

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

Crystal Ball

Wondrous item, very rare or legendary (requires attunement)

The typical *crystal ball*, a very rare item, is about 6 inches in diameter. While touching it, you can cast the *scrying* spell (save DC 17) with it.

The following *crystal ball* variants are legendary items and have additional properties.

Crystal Ball of Mind Reading. You can use an action to cast the *detect thoughts* spell (save DC 17) while you are scrying with the *crystal ball*, targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this *detect thoughts* to maintain it during its duration, but it ends if *scrying* ends.

Crystal Ball of Telepathy. While scrying with the crystal ball, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also use an action to cast the *suggestion* spell (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *suggestion* to maintain it during its duration, but it ends if *scrying* ends. Once used, the *suggestion* power of the *crystal ball* can't be used again until the next dawn.

Crystal Ball of True Seeing. While scrying with the crystal ball, you have truesight with a radius of 120 feet centered on the spell's sensor.

Cube of Force

Wondrous item, rare (requires attunement)

This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn.

You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each face has a different effect. If the cube has insufficient charges remaining, nothing happens. Otherwise, a barrier of invisible force springs into existence, forming a cube 15 feet on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the cube's sixth face, or the cube runs out of charges. You can change the barrier's effect by pressing a different face of the cube and expending the requisite number of charges, resetting the duration.

If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains.

The cube loses charges when a barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown in the table below.

Cube of Force Faces

Face	Charges	Effect	Spell or Item	Charges Lost
1	1	Gases, wind, and fog can't pass through the barrier.	<i>Disintegrate</i>	1d12
2	2	Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.	<i>Horn of Blasting</i>	1d10
3	3	Living matter can't pass through the barrier.	<i>Passwall</i>	1d6
4	4	Spell effects can't pass through the barrier.	<i>Prismatic spray</i>	1d20
5	5	Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.	<i>Wall of fire</i>	1d4
6	0	The barrier deactivates.		

Cubic Gate

Wondrous item, legendary

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. Other sides are determined by the Game Judge.

You can use an action to press one side of the cube to cast the *gate* spell with it, opening a portal to the plane keyed to that side. Alternatively, if you use an action to press one side twice, you can cast the *plane shift* spell (save DC 17) with the cube and transport the targets to the plane keyed to that side.

The cube has 3 charges. Each use of the cube expends 1 charge. The cube regains 1d3 expended charges daily at dawn.

Dagger of Venom

Weapon (dagger), rare

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

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Dancing Sword

Weapon (any sword), very rare (requires attunement)

You can use a bonus action to toss magic sword into the air and speak command word. When you do, sword begins to hover, flies up to 30', and attacks one creature of your choice within 5' of it. Sword uses your attack roll and ability score modifier to damage.

While sword hovers, you can use a bonus action to cause it to fly up to 30' to another spot within 30' of you. As part of same bonus action, you can cause sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30' and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30' away from it.

Decanter of Endless Water

Wondrous item, uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can use an action to remove stopper and speak one of three command words, whereupon an amount of fresh or salt water (your choice) pours out of the flask. Water stops pouring out at start of your next turn. Choose from following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide.

As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Deck of Illusions

Wondrous item, uncommon

Box contains set of parchment cards. Full deck has 34 cards. Deck found as treasure usually missing 1d20 – 1.

The magic of the deck functions only if cards are drawn at random. You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you.

An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. Creature then appears translucent.

The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.

Playing Card	Illusion
Ace of hearts	Red dragon
King of hearts	Knight and four guards
Queen of hearts	Succubus or incubus
Jack of hearts	Druid
Ten of hearts	Cloud giant
Nine of hearts	Ettin
Eight of hearts	Bugbear
Two of hearts	Goblin
Ace of diamonds	Beholder
King of diamonds	Archmage and mage apprentice
Queen of diamonds	Night hag
Jack of diamonds	Assassin
Ten of diamonds	Fire giant
Nine of diamonds	Ogre mage
Eight of diamonds	Gnoll
Two of diamonds	Kobold
Ace of spades	Lich
King of spades	Priest and two acolytes
Queen of spades	Medusa
Jack of spades	Veteran
Ten of spades	Frost giant
Nine of spades	Troll
Eight of spades	Hobgoblin
Two of spades	Goblin
Ace of clubs	Iron golem
King of clubs	Bandit captain and three bandits

Queen of clubs	Erinyes
Jack of clubs	Berserker
Ten of clubs	Hill giant
Nine of clubs	Ogre
Eight of clubs	Orc
Two of clubs	Kobold
Jokers (2)	You (the deck's owner)

Deck of Many Things

Wondrous item, legendary

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only thirteen cards, but the rest have twenty-two.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly. Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it fades from existence. Unless card is the Fool or the Jester, card reappears in the deck, making it possible to draw same card twice.

Playing Card	Card
Ace of diamonds	Vizier*
King of diamonds	Sun
Queen of diamonds	Moon
Jack of diamonds	Star
Two of diamonds	Comet*
Ace of hearts	The Fates*
King of hearts	Throne
Queen of hearts	Key
Jack of hearts	Knight
Two of hearts	Gem*
Ace of clubs	Talons*
King of clubs	The Void
Queen of clubs	Flames
Jack of clubs	Skull
Two of clubs	Idiot*
Ace of spades	Donjon*
King of spades	Ruin
Queen of spades	Euryale
Jack of spades	Rogue
Two of spades	Balance*
Joker (with TM)	Fool*
Joker (without TM)	Jester

*Found only in a deck with twenty-two cards

Balance. Your mind suffers wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.

Comet. If you single-handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect.

Donjon. You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any divination magic, but a *wish* spell can reveal the location of your prison. You draw no more cards.

Euryale. The card's medusa-like visage curses you. You take a -2 penalty on saving throws while cursed in this way. Only a god or the magic of The Fates card can end this curse.

The Fates. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.

Flames. A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.

Fool. You lose 10,000 XP, discard this card, and draw from the deck again, counting both draws as one of your declared draws. If losing that much XP would cause you to lose a level, you instead lose an amount that leaves you with just enough XP to keep your level.

Gem. Twenty-five pieces of jewelry worth 2,000 gp each or fifty gems worth 1,000 gp each appear at your feet.

Idiot. Permanently reduce your Intelligence by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws.

Jester. You gain 10,000 XP, or you can draw two additional cards beyond your declared draws.

Key. A rare or rarer magic weapon with which you are proficient appears in your hands. The Game Judge chooses the weapon.

Knight. You gain the service of a 4th-level fighter who appears in a space you choose within 30 feet of you. The fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.

Moon. You are granted the ability to cast the *wish* spell 1d3 times.

Rogue. A nonplayer character of the Game Judge's choice becomes hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Nothing less than a *wish* spell or divine intervention can end the NPC's hostility toward you.

Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.

Skull. You summon an **avatar of death**—a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the Game Judge's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.

Avatar of Death

Medium undead, neutral evil

Armor Class 20

Hit Points half hit point maximum of its summoner

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

STR 16 (+3), **DEX** 16 (+3), **CON** 16 (+3), **INT** 16 (+3), **WIS** 16 (+3), **CHA** 16 (+3)

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, unconscious

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

Languages all languages known to its summoner

Challenge — (0 XP)

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

Turning Immunity. The avatar is immune to features that turn undead.

Actions:

Reaping Scythe. The avatar sweeps its spectral scythe through a creature within 5 feet of it, dealing 7 (1d8 + 3) slashing damage plus 4 (1d8) necrotic damage.

Star. Increase one of your ability scores by 2. The score can exceed 20 but can't exceed 24.

Sun. You gain 50,000 XP, and a wondrous item (random by Game Judge) appears in your hands.

Talons. Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish.

Throne. You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which you must clear out before you can claim the keep as yours.

Vizier. At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it.

The Void. This black card spells disaster. Your soul is drawn from your body and contained in an object in a place of the Game Judge's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A *wish* spell can't restore your soul, but the spell reveals the location of the object that holds it. You draw no more cards.

Defender

Weapon (any sword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

Demon Armor

Armor (plate), very rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC, and you can understand and speak Abyssal. In addition, the armor's clawed gauntlets turn unarmed strikes with your hands into magic weapons that deal slashing damage, with a +1 bonus to attack rolls and damage rolls and a damage die of 1d8.

Curse. Once you don this cursed armor, you can't doff it unless you are targeted by the *remove curse* spell or similar magic. While wearing the armor, you have disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

Dimensional Shackles

Wondrous item, rare

You can use an action to place these shackles on an incapacitated creature. Shackles adjust to fit creature of Small to Large size. In addition to serving as mundane manacles, shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence, but don't prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the shackles can use an action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

Dragon Scale Mail

Armor (scale mail), very rare (requires attunement)

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued.

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

Dragon	Resistance	Dragon	Resistance
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

Dragon Slayer

Weapon (any sword), rare

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

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

Dust of Disappearance

Wondrous item, uncommon

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

Dust of Dryness

Wondrous item, uncommon

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

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

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

Dust of Sneezing and Choking

Wondrous item, uncommon

Found in a small container, this powder resembles very fine sand. It appears to be *dust of disappearance*, and an *identify* spell reveals it to be such. There is enough of it for one use.

When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this

way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The *lesser restoration* spell can also end the effect on a creature.

Dwarven Plate

Armor (plate), very rare

While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Dwarven Thrower

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

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

Efficient Quiver

Wondrous item, uncommon

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The mid-size compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Efreeti Bottle

Wondrous item, very rare

This painted brass bottle weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke flows out of the bottle. At the end of your turn, the smoke disappears with a flash of harmless fire, and an efreeti appears in an unoccupied space within 30 feet of you.

The first time the bottle is opened, the Game Judge rolls to determine what happens.

d100 Effect

01-10 The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic.

11-90 The efreeti serves you for 1 hour, doing as you command. Then the efreeti returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic.

91-100 The efreeti can cast the wish spell three times for you. It disappears when it grants the final wish or after 1 hour, and the bottle loses its magic.

Elemental Gem

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell.

Gem	Summoned Elemental
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Blue sapphire	Air elemental
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Yellow diamond	Earth elemental
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Red corundum	Fire elemental
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Emerald	Water elemental
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Elven Chain

Armor (chain shirt), rare

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

Eversmoking Bottle

Wondrous item, uncommon

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet.

The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud

disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

Eyes of Charming

Wondrous item, uncommon (requires attunement)

These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the *charm person* spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

Eyes of Minute Seeing

Wondrous item, uncommon

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

Eyes of the Eagle

Wondrous item, uncommon (requires attunement)

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Feather Token

Wondrous item, rare

This tiny object looks like a feather. Different types of feather tokens exist, each with a different single-use effect. The Game Judge chooses the kind of token or determines it randomly.

d100	Feather Token	d100	Feather Token
01-20	Anchor	51-65	Swan boat
21-35	Bird	66-90	Tree
36-50	Fan	91-100	Whip

Anchor. You can use an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

Bird. You can use an action to toss the token 5 feet into the air. The token disappears and an enor-

mous, multicolored bird takes its place. The bird has the statistics of a roc, but it obeys your simple commands and can't attack. It can carry up to 500 pounds while flying at its maximum speed (16 miles an hour for a maximum of 144 miles per day, with a one-hour rest for every 3 hours of flying), or 1,000 pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 hit points. You can dismiss the bird as an action.

Fan. If you are on a boat or ship, you can use an action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place. The fan floats and creates a wind strong enough to fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as an action.

Swan Boat. You can use an action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot-wide boat shaped like a swan takes its place. The boat

is self-propelled and moves across water at a speed of 6 miles per hour. You can use an action while on the boat to command it to move or to turn up to 90 degrees. The boat can carry up to thirty-two Medium or smaller creatures. A Large creature counts as four Medium creatures, while a Huge creature counts as nine. The boat remains for 24 hours and then disappears. You can dismiss the boat as an action.

Tree. You must be outdoors to use this token. You can use an action to touch it to an unoccupied space on the ground. The token disappears, and in its place a non-magical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

Whip. You can use an action to throw the token to a point within 10 feet of you. The token disappears, and a floating whip takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage.

As a bonus action on your turn, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The whip disappears after 1 hour, when you use an action to dismiss it, or when you are incapacitated or die.

Figurine of Wondrous Power

Wondrous item, rarity by figurine

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a

point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

Bronze Griffon (Rare). This bronze statuette is of a griffon rampant. It can become a griffon for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

Ebony Fly (Rare). This ebony statuette is carved in the likeness of a horsefly. It can become a giant fly for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 2 days have passed.

Giant Fly

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 30 ft., fly 60 ft.

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

Senses darkvision 60 ft., passive Perception 10

Golden Lions (Rare). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a lion for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed.

Ivory Goats (Rare). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows:

- The *goat of traveling* can become a Large goat with the same statistics as a riding horse. It has 24 charges, and each hour or portion thereof it spends in beast form costs 1 charge. While it has charges, you can use it as often as you wish. When it

runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all its charges.

- The *goat of travail* becomes a giant goat for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.

- The *goat of terror* becomes a giant goat for up to 3 hours. The goat can't attack, but you can remove its horns and use them as weapons. One horn becomes a *+1 lance*, and the other becomes a *+2 longsword*. Removing a horn requires an action, and the weapons disappear and the horns return when the goat reverts to figurine form. In addition, the goat radiates a 30-foot-radius aura of terror while you are riding it. Any creature hostile to you that starts its turn in the aura must succeed on a DC 15 Wisdom saving throw or be frightened of the goat for 1 minute, or until the goat reverts to figurine form. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to the goat's aura for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed.

Marble Elephant (Rare). This marble statuette is about 4 inches high and long. It can become an elephant for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

Obsidian Steed (Very Rare). This polished obsidian horse can become a nightmare for up to 24 hours. The nightmare fights only to defend itself. Once used, it can't be used again until 5 days have passed.

If you have a good alignment, the figurine has a 10 percent chance each time you use it to ignore your orders, including a command to revert to figurine form. If you mount the nightmare while it is ignoring your orders, you and the nightmare are instantly transported to a random location on the plane of Hades, where the nightmare reverts to figurine form.

Onyx Dog (Rare). This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has darkvision out to a range of 60 feet and can see invisible creatures and objects within that range. Once used, it can't be used again until 7 days have passed.

Serpentine Owl (Rare). This serpentine statuette of an owl can become a giant owl for up to 8 hours. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence.

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

Flame Tongue

Weapon (any sword), rare (requires attunement)

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Folding Boat

Wondrous item, rare

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it.

One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the *folding boat* to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in vessel that can fit inside the box do so.

Frost Brand

Weapon (any sword), very rare (requires attunement)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addi-

tion, while you hold the sword, you have resistance to fire damage.

In freezing temperatures, blade sheds bright light in a 10-foot radius and dim light for additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Gauntlets of Ogre Power

Wondrous item, uncommon (requires attunement)

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

Gem of Brightness

Wondrous item, uncommon

This prism has 50 charges. While you are holding it, you can use an action to speak one of three command words to cause one of the following effects:

- The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.

- The second command word expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- The third command word expends 5 charges and causes the gem to flare with blinding light in a 30-foot cone originating from it. Each creature in the cone must make a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.

Gem of Seeing

Wondrous item, rare (requires attunement)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.

Giant Slayer

Weapon (any axe or sword), rare

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

When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

Glamoured Studded Leather

Armor (studded leather), rare

While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Gloves of Missile Snaring

Wondrous item, uncommon (requires attunement)

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

Gloves of Swimming and Climbing

Wondrous item, uncommon (requires attunement)

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.

Goggles of Night

Wondrous item, uncommon

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

Hammer of Thunderbolts

Weapon (maul), legendary

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

Giant's Bane (Requires Attunement). You must be wearing a *belt of giant strength* (any variety) and *gauntlets of ogre power* to attune to this weapon. The attunement ends if you take off either of those items. While you are attuned to this weapon and holding it, your Strength score increases by 4 and can exceed 20, but not 30. When you roll a 20 on an attack roll made with this weapon against a giant, the giant must succeed on a DC 17 Constitution saving throw or die.

The hammer also has 5 charges. While attuned to it, you can expend 1 charge and make a ranged weapon attack with the hammer, hurling it as if it had the thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the hammer unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it must succeed on a DC 17 Constitution saving throw or be stunned until the end of your next turn. The hammer regains 1d4 + 1 expended charges daily at dawn.

Handy Haversack

Wondrous item, rare

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding volume of 2 cubic feet. Large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the haversack inside an extradimensional space created by a *bag of holding*, *portable hole*, or simi-

lar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of gate is sucked through it and deposited in a random location on the Astral Plane. Gate then closes. The gate is one-way only and can't be reopened.

Hat of Disguise

Wondrous item, uncommon (requires attunement)

While wearing this hat, you can use an action to cast the *disguise self* spell from it at will. The spell ends if the hat is removed.

Headband of Intellect

Wondrous item, uncommon (requires attunement)

Your Intelligence score is 19 while wearing headband. No effect if your Intelligence is already 19 or higher.

Helm of Brilliance

Wondrous item, very rare (requires attunement)

Dazzling helm set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals, and 4d10 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic.

You gain the following benefits while wearing:

- You can use an action to cast one of the following spells (save DC 18), using one of the helm's gems of the specified type as a component: *daylight* (opal), *fireball* (fire opal), *prismatic spray* (diamond), or *wall of fire* (ruby). The gem is destroyed when the spell is cast and disappears from the helm.

- As long as it has at least one diamond, the helm emits dim light in a 30-foot radius when at least one undead is within that area. Any undead that starts its turn in that area takes 1d6 radiant damage.

- As long as the helm has at least one ruby, you have resistance to fire damage.

- As long as the helm has at least one fire opal, you can use an action and speak a command word to cause one weapon you are holding to burst into flames. The flames emit bright light in a 10-foot radius and dim light for an additional 10 feet. The flames are harmless to you and the weapon. When you hit with an attack using the blazing weapon, the target takes an extra 1d6 fire damage. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon.

Roll a d20 if you are wearing the helm and take fire damage as a result of failing a saving throw against a spell. On a roll of 1, the helm emits beams of light from its remaining gems. Each creature within 60 feet of the helm other than you must succeed on a DC 17 Dexterity saving throw or be struck by a beam, taking radiant damage equal to the number of gems in the helm. The helm and its gems are then destroyed.

Helm of Comprehending Languages

Wondrous item, uncommon

While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will.

Helm of Telepathy

Wondrous item, uncommon (requires attunement)

While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

Helm of Teleportation

Wondrous item, rare (requires attunement)

This helm has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *teleport* spell from it. The helm regains 1d3 expended charges daily at dawn.

Holy Avenger

Weapon (any sword), legendary (requires attunement by a paladin)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d10 radiant damage.

While you hold the drawn sword, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

Horn of Blasting

Wondrous item, rare

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

Horn of Valhalla

Wondrous item, rare (silver or brass), very rare (bronze), or legendary (iron)

You can use an action to blow this horn. In response, warrior spirits from the Valhalla appear within 60 feet of you. They use the statistics of a berserker. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

Four types of *horn of Valhalla* are known to exist, each made of a different metal. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The Game Judge chooses the horn's type or determines it randomly.

d100	Horn Type	Berserkers Summoned	Requirement
01-40	Silver	2d4 + 2	None
41-75	Brass	3d4 + 3	Proficiency with simple weapons
76-90	Bronze	4d4 + 4	Proficiency with all medium armor
91-100	Iron	5d4 + 5	Proficiency with all martial weapons

If you blow the horn without meeting its requirement, the summoned berserkers attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.

Horseshoes of a Zephyr

Wondrous item, very rare

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Horseshoes of Speed

Wondrous item, rare

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, increase creature's walking speed by 30 feet.

Immovable Rod

Rod, uncommon

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

Instant Fortress

Wondrous item, rare

You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty.

The fortress is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as of a *chime of opening*.

Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking

10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the fortress (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of *wish* causes the roof, the door, or one wall to regain 50 hit points.

Ioun Stone

Wondrous item, rarity varies (requires attunement)

Many types of *ioun stone* exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Absorption (Very Rare). While this pale lavender ellipsoid orbits your head, you can use your reaction to cancel a spell of 4th level or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 20 levels of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it.

Agility (Very Rare). Your Dexterity score increases by 2, to a maximum of 20, while this deep red sphere orbits your head.

Awareness (Rare). You can't be surprised while this dark blue rhomboid orbits your head.

Fortitude (Very Rare). Your Constitution score increases by 2, to a maximum of 20, while this pink rhomboid orbits your head.

Greater Absorption (Legendary). While this marbled lavender and green ellipsoid orbits your head, you can use your reaction to cancel a spell of 8th level or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 50 levels of spells, it burns out and turns dull gray, losing its magic. If you are targeted by spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it.

Insight (Very Rare). Your Wisdom score increases by 2, to a maximum of 20, while this incandescent blue sphere orbits your head.

Intellect (Very Rare). Your Intelligence score increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head.

Leadership (Very Rare). Your Charisma score increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head.

Mastery (Legendary). Your proficiency bonus increases by 1 while this pale green prism orbits your head.

Protection (Rare). You gain a +1 bonus to AC while this dusty rose prism orbits your head.

Regeneration (Legendary). You regain 15 hit points at the end of each hour this pearly white spindle orbits your head, provided that you have at least 1 hit point.

Reserve (Rare). This vibrant purple prism stores spells cast into it, holding them until you use them. The stone can store up to 3 levels worth of spells at a time. When found, it contains 1d4 – 1 levels of stored spells chosen by the Game Judge.

Any creature can cast a spell of 1st through 3rd level into the stone by touching it as the spell is cast. The spell has no effect, other than to be stored in the stone. If the stone can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While this stone orbits your head, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the stone is no longer stored in it, freeing up space.

Strength (Very Rare). Your Strength score increases by 2, to a maximum of 20, while this pale blue rhomboid orbits your head.

Sustenance (Rare). You don't need to eat or drink while this clear spindle orbits your head.

Iron Bands of Binding

Wondrous item, rare

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the command word and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to speak the command word again to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more.

A creature, including the one restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn.

Iron Flask

Wondrous item, legendary

This iron bottle has a brass stopper. You can use an action to speak the flask's command word, targeting a creature that you can see within 60 feet of you. If the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the flask. If the target has been trapped by the flask before, it has advantage on the saving throw. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't need to breathe, eat, or drink and doesn't age.

You can use an action to remove the flask's stopper and release the creature the flask contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

An *identify* spell reveals that a creature is inside the flask, but the only way to determine the type

of creature is to open the flask. A newly discovered bottle might already contain a creature chosen by the Game Judge or determined randomly.

d100	Contents
01-50	Empty
51-54	Demon (Type 1)
55-58	Demon (Type 2)
59-62	Demon (Type 3)
63-64	Demon (Type 4)
65	Demon (Type 5)
66	Demon (Type 6)
67	Deva
68-69	Devil (greater)
70-73	Devil (lesser)
74-75	Djinni
76-77	Efreeti
78-83	Elemental (any)
84-86	Invisible stalker
87-90	Night hag
91	Planetar
92-95	Salamander
96	Solar
97-99	Succubus/incubus
100	Xorn

Javelin of Lightning

Weapon (javelin), uncommon

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Lantern of Revealing

Wondrous item, uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

Luck Blade

Weapon (any sword), legendary (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you also gain a +1 bonus to saving throws.

Luck. If the sword is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. This property can't be used again until the next dawn.

Wish. The sword has 1d4 – 1 charges. While holding it, you can use an action to expend 1 charge and cast the *wish* spell from it. This property can't be used again until the next dawn. The sword loses this property if it has no charges.

Mace of Disruption

Weapon (mace), rare (requires attunement)

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While holding weapon, it sheds bright light in 20-foot radius and dim light for an additional 20 feet.

Mace of Smiting

Weapon (mace), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Mace of Terror

Weapon (mace), rare (requires attunement)

This magic mace has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While frightened in this way, a creature

must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The mace regains 1d3 expended charges daily at dawn.

Mantle of Spell Resistance

Wondrous item, rare (requires attunement)

You have advantage on saving throws against spells while you wear this cloak.

Manual of Bodily Health

Wondrous item, very rare

This book contains health and diet tips, and its words are charged with magic. If you spend 48 hours over a period of 6 days studying the book's contents and practicing its guidelines, your Constitution score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Manual of Gainful Exercise

Wondrous item, very rare

This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days studying the book's contents and practicing its guidelines, your Strength score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Manual of Golems

Wondrous item, very rare

This tome contains information and incantations necessary to make a particular golem type. Game Judge chooses type or determines randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. Creature that can't use manual and attempts to read it takes 6d6 psychic damage.

d20	Golem	Time	Cost
1-5	Clay	30 days	65,000 gp
6-17	Flesh	60 days	50,000 gp
18	Iron	120 days	100,000 gp
19-20	Stone	90 days	80,000 gp

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

Manual of Quickness of Action

Wondrous item, very rare

This book contains coordination and balance exercises charged with magic. If you spend 48 hours over a period of 6 days studying the book's contents and practicing its guidelines, your Dexterity score increases by 2, as does your maximum for that score. Manual then loses its magic, but regains it in a century.

Marvelous Pigments

Wondrous item, very rare

Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total), these pigments allow you to create three-dimensional objects by painting them in two dimensions. The paint flows from the brush to form the desired object as you concentrate on its image.

Each pot of paint is sufficient to cover 1,000 square feet of a surface, which lets you create inanimate objects or terrain features—such as a door, a pit, flowers, trees, cells, rooms, or weapons—that are up to 10,000 cubic feet. It takes 10 minutes to cover 100 square feet.

When you complete painting, object or terrain feature depicted becomes a real, nonmagical object. Thus, painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit, and its depth counts against the total area of objects you create.

Nothing created by the pigments can have a value greater than 25 gp. If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material.

If you paint a form of energy such as fire or lightning, energy appears but dissipates as soon as you complete painting, doing no harm to anything.

Medallion of Thoughts

Wondrous item, uncommon (requires attunement)

The medallion has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *detect thoughts* spell (save DC 13) from it. The medallion regains 1d3 expended charges daily at dawn.

Mirror of Life Trapping

Wondrous item, very rare

When this 4-foot-tall mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, 10 hit points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points.

If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again.

Any creature other than you that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically.

An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed.

If the mirror traps a creature but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it.

While within 5 feet of the mirror, you can use an action to speak the name of one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature can then communicate normally.

In a similar way, you can use an action to speak a second command word and free one creature trapped in

the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

Mithral Armor

Armor (medium or heavy, but not hide), uncommon

Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

Necklace of Adaptation

Wondrous item, uncommon (requires attunement)

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

Necklace of Fireballs

Wondrous item, rare

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *fireball* by 1 for each bead beyond the first.

Necklace of Prayer Beads

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

Necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has many non-magical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from necklace, that bead loses its magic.

Six types of magic beads exist. Game Judge decides type of each bead on the necklace or determines randomly. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell you can cast from it as bonus action (using your spell save DC if a save is necessary). Once a magic bead's spell is

cast, that bead can't be used again until the next dawn.

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

Nine Lives Stealer

Weapon (any sword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The sword has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property.

Oathbow

Weapon (longbow), very rare (requires attunement)

When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.

While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

Oil of Etherealness

Potion, rare

Beads of this cloudy gray oil form on the outside of its

container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *etherealness* spell for 1 hour.

Oil of Sharpness

Potion, very rare

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

Oil of Slipperiness

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

Pearl of Power

Wondrous item, uncommon (requires attunement by a spellcaster)

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

Periapt of Health

Wondrous item, uncommon

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed you while you wear the pendant.

Periapt of Proof against Poison

Wondrous item, rare

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

Periapt of Wound Closure

Wondrous item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Philter of Love

Potion, uncommon

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Pipes of Haunting

Wondrous item, uncommon

You must be proficient with wind instruments to use these pipes. They have 3 charges. You can use an action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn.

Pipes of the Sewers

Wondrous item, uncommon (requires attunement)

You must be proficient with wind instruments to use these pipes. While you are attuned to the pipes, ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them.

The pipes have 3 charges. If you play the pipes as an action, you can use a bonus action to expend 1 to 3

charges, calling forth one swarm of rats with each expended charge, provided that enough rats are within half a mile of you to be called in this fashion (as determined by the Game Judge). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise. The pipes regain 1d3 expended charges daily at dawn.

Whenever a swarm of rats that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, you can make a Charisma check contested by the swarm's Wisdom check. If you lose the contest, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. If you win the contest, the swarm is swayed by the pipes' music and becomes friendly to you and your companions for as long as you continue to play the pipes each round as an action. A friendly swarm obeys your commands. If you issue no commands to a friendly swarm, it defends itself but otherwise takes no actions. If a friendly swarm starts its turn and can't hear the pipes' music, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

Plate Armor of Ethereality

Armor (plate), legendary (requires attunement)

While you're wearing this armor, you can speak its command word as an action to gain the effect of the *ethereality* spell, which last for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

Portable Hole

Wondrous item, rare

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use an action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open *portable hole* can exit the hole by climbing out of it.

You can use an action to close a *portable hole* by taking hold of the edges of the cloth and folding it

up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Potion of Animal Friendship

Potion, uncommon

When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Potion of Clairvoyance

Potion, rare

When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Potion of Climbing

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Diminution

Potion, rare

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

Potion of Flying

Potion, very rare

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Potion of Gaseous Form

Potion, rare

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

Potion of Giant Strength

Potion, rarity varies

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

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

Type of Giant	Strength	Rarity
Hill giant	21	Uncommon
Frost/stone giant	23	Rare
Fire giant	25	Rare
Cloud giant	27	Very rare
Storm giant	29	Legendary

Potion of Growth

Potion, uncommon

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

Potion of Healing

Potion, rarity varies

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

Potions of Healing

Potion of ...	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater healing	Uncommon	4D4 + 4
Superior healing	Rare	8d4 + 8
Supreme healing	Very rare	10d4 + 20

Potion of Heroism

Potion, rare

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

Potion of Invisibility

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Potion of Mind Reading

Potion, rare

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Poison

Potion, uncommon

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

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

Potion of Resistance

Potion, uncommon

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

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

Potion of Speed

Potion, very rare

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

Potion of Water Breathing

Potion, uncommon

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

Restorative Ointment

Wondrous item, uncommon

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh ½ pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

Ring of Animal Influence

Ring, rare

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

- *Animal friendship* (save DC 13)
- *Fear* (save DC 13), targeting only beasts that have an Intelligence of 3 or lower
- *Speak with animals*

Ring of Djinni Summoning

Ring, legendary (requires attunement)

While wearing this ring, you can speak its command word as an action to summon a particular djinni from the Elemental Plane of Air. The djinni appears in an unoccupied space you choose within 120 feet of you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until it drops to 0 hit points. It then returns to its home plane.

While summoned, the djinni is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the djinni defends itself against attackers but takes no other actions.

After djinni departs, it can't be summoned again for 24 hours. Ring becomes nonmagical if djinni dies.

Ring of Elemental Command

Ring, legendary (requires attunement)

This ring is linked to one of the four Elemental Planes. The Game Judge chooses or randomly determines the linked plane.

While wearing ring, you have advantage on attack rolls against elementals from linked plane, and they have disadvantage on attack rolls against you. Also, you have access to properties based on linked plane.

The ring has 5 charges. It regains 1d4 + 1 expended charges daily at dawn. Spells cast from the ring have a save DC of 17.

Ring of Air Elemental Command. You can expend 2 of the ring's charges to cast *dominate monster* on an air elemental. In addition, when you fall, you descend 60 feet per round and take no damage from falling. You can also speak and understand Auran.

If you help slay an air elemental while attuned to the ring, you gain access to the following properties:

- You have resistance to lightning damage.
- You have a flying speed equal to your walking speed and can hover.
- You can cast the following spells from ring, expending necessary number of charges: *chain lightning* (3 charges), *gust of wind* (2 charges), *wind wall* (1 charge).

Ring of Earth Elemental Command. You can expend 2 of the ring's charges to cast *dominate monster* on an earth elemental. In addition, you can move in difficult terrain that is composed of rubble, rocks, or dirt as if it were normal terrain. You can also speak and understand Terran.

If you help slay an earth elemental while attuned to the ring, you gain access to the following properties:

- You have resistance to acid damage.
- You can move through solid earth or rock as if those areas were difficult terrain. If you end your turn there, you are shunted out to the nearest unoccupied space you last occupied.
- You can cast the following spells from the ring, expending the necessary number of charges: *stone shape* (2 charges), *stoneskin* (3 charges), or *wall of stone* (3 charges).

Ring of Fire Elemental Command. You can expend 2 of the ring's charges to cast *dominate monster* on a fire elemental. In addition, you have resistance to fire damage. You can also speak and understand Ignan.

If you help slay a fire elemental while attuned to the ring, you gain access to the following properties:

- You are immune to fire damage.
- You can cast the following spells from the ring, expending the necessary number of charges: *burning hands* (1 charge), *fireball* (2 charges), and *wall of fire* (3 charges).

Ring of Water Elemental Command. You can expend 2 of the ring's charges to cast *dominate monster* on a water elemental. In addition, you can stand on and walk across liquid surfaces as if they were solid ground. You can also speak and understand Aquan.

If you help slay a water elemental while attuned to the ring, you gain access to the following properties:

- You can breathe underwater and have a swimming speed equal to your walking speed.
- You can cast the following spells from the ring, expending the necessary number of charges: *create or destroy water* (1 charge), *control water* (3 charges), *ice storm* (2 charges), or *wall of ice* (3 charges).

Ring of Evasion

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

Ring of Feather Falling

Ring, rare (requires attunement)

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Ring of Free Action

Ring, rare (requires attunement)

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Ring of Invisibility

Ring, legendary (requires attunement)

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

Ring of Jumping

Ring, uncommon (requires attunement)

While wearing this ring, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Ring of Mind Shielding

Ring, uncommon (requires attunement)

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Ring of Protection

Ring, rare (requires attunement)

You gain a +1 bonus to AC and saving throws while wearing this ring.

Ring of Regeneration

Ring, very rare (requires attunement)

While wearing this ring, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Ring of Resistance

Ring, rare (requires attunement)

You have resistance to one damage type while wearing this ring. The gem in the ring indicates the type, which Game Judge chooses or determines randomly.

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Ring of Shooting Stars

Ring, very rare (requires attunement outdoors at night)

While wearing this ring in dim light or darkness, you can cast *dancing lights* and *light* from the ring at will. Casting either spell from the ring requires an action.

The ring has 6 charges for the following other properties. The ring regains 1d6 expended charges daily at dawn.

Faerie Fire. You can expend 1 charge as an action to cast *faerie fire* from the ring.

Ball Lightning. You can expend 2 charges as an action to create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually.

Each sphere appears in an unoccupied space you can see within 120 feet of you. The spheres last as long as you concentrate (as if concentrating on a spell), up to 1 minute. Each sphere sheds dim light in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created.

Spheres	Lightning Damage
4	2d4
3	2d6
2	5d4
1	4d12

Shooting Stars. You can expend 1 to 3 charges as an action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of you. Each creature within a 15-foot cube originating from that point is showered in sparks and must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one.

Ring of Spell Storing

Ring, rare (requires attunement)

Ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 – 1 levels of stored spells chosen by the Game Judge.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but otherwise treated as if you cast spell. Spell cast from ring is no longer stored in it, freeing up space.

Ring of Spell Turning

Ring, legendary (requires attunement)

While wearing this ring, you have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of

the caster.

Ring of Swimming

Ring, uncommon

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

Ring of Telekinesis

Ring, very rare (requires attunement)

While wearing this ring, you can cast the *telekinesis* spell at will, but you can target only objects that aren't being worn or carried.

Ring of the Ram

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

Ring of Three Wishes

Ring, legendary

While wearing this ring, you can use an action to expend 1 of its 3 charges to cast the *wish* spell from it. The ring becomes nonmagical when you use the last charge.

Ring of Warmth

Ring, uncommon (requires attunement)

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as –50 degrees Fahrenheit.

Ring of Water Walking

Ring, uncommon

While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

Ring of X-ray Vision

Ring, rare (requires attunement)

While wearing this ring, you can use an action to speak its command word. When you do so, you can see into and through solid matter for 1 minute. This vision has a radius of 30 feet. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Whenever you use the ring again before taking a long rest, you must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

Robe of Eyes

Wondrous item, rare (requires attunement)

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits:

- The robe lets you see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.
- You have darkvision out to a range of 120 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet.

The eyes on the robe can't be closed or averted. Although you can close or avert your own eyes, you are never considered to be doing so while wearing this robe.

A *light* spell cast on the robe or a *daylight* spell cast within 5 feet of the robe causes you to be blinded for 1 minute. At the end of each of your turns, you can make a Constitution saving throw (DC 11 for *light* or DC 15 for *daylight*), ending the blindness on a success.

Robe of Scintillating Colors

Wondrous item, very rare (requires attunement)

This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

Robe of Stars

Wondrous item, very rare (requires attunement)

This black or dark blue robe is embroidered with small white or silver stars. You gain a +1 bonus to saving throws while you wear it.

Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast *magic missile* as a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on robe.

While you wear the robe, you can use an action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

Robe of the Archmagi

Wondrous item, legendary (requires attunement by a sorcerer, warlock, or wizard)

This elegant garment is made from exquisite cloth of white, gray, or black and adorned with silvery runes. The robe's color corresponds to the alignment for which the item was created. A white robe was made for good, gray for neutral, and black for evil. You can't attune to a *robe of the archmagi* that doesn't correspond to your alignment.

You gain these benefits while wearing robe:

- If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier.
- You have advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 2.

Robe of Useful Items

Wondrous item, uncommon

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become object or creature it represents. Once last patch is removed, robe becomes ordinary garment.

Robe has two of each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Steel mirror
- 10-foot pole

- Hempen rope (50 feet, coiled)
- Sack

In addition, the robe has 4d4 other patches. The Game Judge chooses the patches or determines them randomly.

d100	Patch
01-08	Bag of 100 gp
09-15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp
16-22	Iron door (up to 10 feet wide and 10 feet high, barred one side of your choice), which you can place in opening you can reach; it conforms to fit opening, attaching and hinging itself
23-30	10 gems worth 100 gp each
31-44	Wooden ladder (24 feet long)
45-51	A riding horse with saddle bags
52-59	Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you
60-68	4 potions of healing
69-75	Rowboat (12 feet long)
76-83	Scroll containing one spell of 1st to 3rd level
84-90	2 mastiffs
91-96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97-100	Portable ram

Rod of Absorption

Rod, very rare (requires attunement)

While holding this rod, you can use your reaction to absorb a spell that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the rod. The energy has the same level as the spell when it was cast. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell.

When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence, and how many levels of spell energy it currently has stored.

If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell

slots, up to a maximum of 5th level. You use the stored levels in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a 3rd-level spell slot.

A newly found rod has 1d10 levels of spell energy stored in it already. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

Rod of Alertness

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: *detect evil and good*, *detect magic*, *detect poison and disease*, or *see invisibility*.

Protective Aura. As an action, you can plant the haft end of the rod in the ground, whereupon the rod's head sheds bright light in a 60-foot radius and dim light for an additional 60 feet. While in that bright light, you and any creature that is friendly to you gain a +1 bonus to AC and saving throws and can sense the location of any invisible hostile creature that is also in the bright light.

The rod's head stops glowing and the effect ends after 10 minutes, or when a creature uses an action to pull the rod from the ground. This property can't be used again until the next dawn.

Rod of Lordly Might

Rod, legendary (requires attunement)

This rod has a flanged head, and it functions as a magic mace that grants a +3 bonus to attack and damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well, detailed below.

Six Buttons. You can press one of the rod's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

If you press **button 1**, the rod becomes a *flame tongue*, as a fiery blade sprouts from the end opposite the rod's flanged head.

If you press **button 2**, the rod's flanged head folds down and two crescent-shaped blades spring out, transforming the rod into a magic battleaxe that grants a +3 bonus to attack and damage rolls made with it.

If you press **button 3**, the rod's flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft, transforming the rod into a magic spear that grants a +3 bonus to attack and damage rolls made with it.

If you press **button 4**, the rod transforms into a climbing pole up to 50 feet long, as you specify. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, forming a ladder. The pole can bear up to 4,000 pounds. More weight or lack of solid anchoring causes the rod to revert to its normal form.

If you press **button 5**, the rod transforms into a handheld battering ram and grants its user a +10 bonus to Strength checks made to break through doors, barricades, and other barriers.

If you press **button 6**, the rod assumes or remains in its normal form and indicates magnetic north. (Nothing happens if this function of the rod is used in a location that has no magnetic north.) The rod also gives you knowledge of your approximate depth beneath the ground or your height above it.

Drain Life. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw. On a failure, the target takes an extra 4d6 necrotic damage, and you regain a number of hit points equal to half that necrotic damage. This property can't be used again until the next dawn.

Paralyze. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Strength saving throw. On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw at end of each of its turns, ending effect on a success. This property can't be used again until next dawn.

Terrify. While holding the rod, you can use an action to force each creature you can see within 30 feet of you to make a DC 17 Wisdom saving throw. On a failure, a target is frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property can't be used again until the next dawn.

Rod of Rulership

Rod, rare (requires attunement)

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

Rod of Security

Rod, very rare

While holding this rod, you can use an action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a paradise that exists in an extraplanar space. You choose the form that the paradise takes. It could be a tranquil garden, lovely glade, cheery tavern, immense palace, tropical island, fantastic carnival, or whatever else you can imagine. Regardless of its nature, the paradise contains enough water and food to sustain its visitors. Everything else that can be interacted with inside the extraplanar space can exist only there. For example, a flower picked from a garden in the paradise disappears if it is taken outside the extraplanar space.

For each hour spent in the paradise, a visitor regains hit points as if it had spent 1 Hit Die. Also, creatures don't age while in the paradise, although time passes normally. Visitors can remain in the paradise for up to 200 days divided by the number of creatures present (round down).

When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you activated the rod, or an unoccupied space nearest that location. The rod can't be used again until ten days have passed.

Rope of Climbing

Wondrous item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an

object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Rope of Entanglement

Wondrous item, rare

This rope is 30 feet long and weighs 3 pounds. If you hold one end of the rope and use an action to speak its command word, the other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained.

You can release the creature by using a bonus action to speak a second command word. A target restrained by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the rope.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Scarab of Protection

Wondrous item, legendary (requires attunement)

If you hold this beetle-shaped medallion in your hand for 1 round, an inscription appears on its surface revealing its magical nature. It provides two benefits while it is on your person:

- You have advantage on saving throws against spells.
- The scarab has 12 charges. If you fail a saving throw against a necromancy spell or a harmful effect originating from an undead creature, you can use your reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

Scimitar of Speed

Weapon (scimitar), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

Shield, +1, +2, or +3

Armor (shield), uncommon (+1), rare (+2), or very rare (+3)

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

Shield of Missile Attraction

Armor (shield), rare (requires attunement)

While holding this shield, you have resistance to damage from ranged weapon attacks.

Curse. This shield is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Removing the shield fails to end the curse on you. Whenever a ranged weapon attack is made against a target within 10 feet of you, the curse causes you to become the target instead.

Slippers of Spider Climbing

Wondrous item, uncommon (requires attunement)

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Sovereign Glue

Wondrous item, legendary

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with *oil of slipperiness*. When found, a container contains 1d6 + 1 ounces.

One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of *universal solvent* or *oil of ethereality*, or with a *wish* spell.

Spell Scroll

Scroll, varies

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once

the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table.

Spell Level	Rarity	Save DC	Attack Bonus
Cantrip	Common	13	+5
1st	Common	13	+5
2nd	Uncommon	13	+5
3rd	Uncommon	15	+7
4th	Rare	15	+7
5th	Rare	17	+9
6th	Very rare	17	+9
7th	Very rare	18	+10
8th	Very rare	18	+10
9th	Legendary	19	+11

A wizard spell on a *spell scroll* can be copied just as spells in spellbooks can be copied. When a spell is copied from a *spell scroll*, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the *spell scroll* is destroyed.

Spellguard Shield

Armor (shield), very rare (requires attunement)

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Sphere of Annihilation

Wondrous item, legendary

This 2-foot-diameter black sphere is a hole in the multiverse, hovering in space and stabilized by a magical field surrounding it.

The sphere obliterates all matter it passes through and all matter that passes through it. Artifacts are the exception. Unless an artifact is susceptible to damage from a *sphere of annihilation*, it passes through the sphere unscathed. Anything else that touches the sphere but isn't wholly engulfed and obliterated by it takes 4d10 force damage.

The sphere is stationary until someone controls it. If you are within 60 feet of an uncontrolled sphere, you can use an action to make a DC 25 Intelligence (Arcana) check. On a success, the sphere levitates in one direction of your choice, up to a number of feet equal to 5 × your Intelligence modifier (minimum 5 feet). On a failure, the sphere moves 10 feet toward you. A creature whose space the sphere enters must succeed on a DC 13 Dexterity saving throw or be touched by it, taking 4d10 force damage.

If you attempt to control a sphere that is under another creature's control, you make an Intelligence (Arcana) check contested by the other creature's Intelligence (Arcana) check. The winner of the contest gains control of the sphere and can levitate it as normal.

If the sphere comes into contact with a planar portal, such as that created by the *gate* spell, or an extradimensional space, such as that within a *portable hole*, the Game Judge determines randomly what happens, using the following table.

d100	Result
01-50	The sphere is destroyed.
51-85	The sphere moves through the portal or into the extradimensional space.
86-100	A spatial rift sends each creature and object within 180 feet of the sphere, including sphere, to random plane of existence.

Staff of Charming

Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

While holding staff, you can use an action to expend 1 of its 10 charges to cast *charm person*, *command*, or *comprehend languages* from it using your spell save DC. Staff can also be used as a magic quarterstaff.

If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Staff of Fire

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

You have resistance to fire damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *burning hands* (1 charge), *fireball* (3 charges), or *wall of fire* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Staff of Frost

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

You have resistance to cold damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

Staff of Healing

Staff, rare (requires attunement by a bard, cleric, or druid)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 4th), *lesser restoration* (2 charges), or *mass cure wounds* (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Staff of Power

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with

it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Power Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 force damage to the target.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *cone of cold* (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *levitate* (2 charges), *lightning bolt* (5th-level version, 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 × the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin Damage

10 fr. away or closer	8 x the number of charges in the staff
11 to 20 ft. away	6 x the number of charges in the staff
21 to 30 ft. away	4 x the number of charges in the staff

Staff of Striking

Staff, very rare (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, staff becomes nonmagical.

Staff of Swarming Insects

Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *giant insect* (4 charges) or *insect plague* (5 charges).

Insect Cloud. While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

Staff of the Magi

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

Staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain +2 bonus to spell attack rolls.

The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Spell Absorption. While holding the staff, you have advantage on saving throws against spells. In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its retributive strike (see below).

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spell-

casting ability: *conjure elemental* (7 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.

Retributive Strike. You can use an action to break staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 × the number of charges in the staff. Every other creature in area must make a DC 17 Dexterity saving throw. On failed save, creature takes amount of damage based on how far away it is from point of origin, as shown in following table. On successful save, a creature takes half as much damage.

Distance from Origin Damage

10 fr. away or closer	8 x the number of charges in the staff
11 to 20 ft. away	6 x the number of charges in the staff
21 to 30 ft. away	4 x the number of charges in the staff

Staff of the Python

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

Staff of the Woodlands

Staff, rare (requires attunement by a druid)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), or *wall of thorns* (6 charges).

You can also use an action to cast the *pass without trace* spell from the staff without using any charges.

Tree Form. You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by *detect magic*. While touching the tree and using another action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.

Staff of Thunder and Lightning

Staff, very rare (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage.

Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thun-

der, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

Lightning Strike. You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

Thunderclap. You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

Thunder and Lightning. You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

Staff of Withering

Staff, rare (requires attunement by a cleric, druid, or warlock)

This staff has 3 charges and regains 1d3 expended charges daily at dawn. The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Stone of Controlling Earth Elementals

Wondrous item, rare

If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the *conjure elemental* spell. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds.

Stone of Good Luck (Luckstone)

Wondrous item, uncommon (requires attunement)

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

Sun Blade

Weapon (longsword), rare (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use bonus action to cause blade of pure radiance to spring into existence, or make blade disappear. While the blade exists, this magic longsword has finesse property. If you are proficient with short swords or long swords, you are proficient with the *sun blade*.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Sword of Life Stealing

Weapon (any sword), rare (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an undead. You gain temporary hit points equal to the extra damage dealt.

Sword of Sharpness

Weapon (any sword that deals slashing damage), very rare (requires attunement)

When you attack an object with this magic sword and hit, maximize your weapon damage dice against target.

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of target's limbs, with the effect of such loss determined by Game Judge. If creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

Sword of Wounding

Weapon (any sword), rare (requires attunement)

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regener-

ation, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Talisman of Pure Good

Wondrous item, legendary (requires attunement by a creature of good alignment)

This talisman is a mighty symbol of goodness. A creature that is neither good nor evil in alignment takes 6d6 radiant damage upon touching the talisman. An evil creature takes 8d6 radiant damage upon touching the talisman. Either sort of creature takes the damage again each time it ends its turn holding or carrying the talisman.

If you are a good cleric or paladin, you can use the talisman as a holy symbol, and you gain a +2 bonus to spell attack rolls while you wear or hold it.

The talisman has 7 charges. If you are wearing or holding it, you can use an action to expend 1 charge from it and choose one creature you can see on the ground within 120 feet of you. If the target is of evil alignment, a flaming fissure opens under it. The target must succeed on a DC 20 Dexterity saving throw or fall into the fissure and be destroyed, leaving no remains. The fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman disperses into motes of golden light and is destroyed.

Talisman of the Sphere

Wondrous item, legendary (requires attunement)

When you make an Intelligence (Arcana) check to control a *sphere of annihilation* while you are holding this talisman, you double your proficiency bonus on the check. In addition, when you start your turn with control over a *sphere of annihilation*, you can use an action to levitate it 10 feet plus a number of additional feet equal to 10 × your Intelligence modifier.

Talisman of Ultimate Evil

Wondrous item, legendary (requires attunement by a creature of evil alignment)

This item symbolizes unrepentant evil. A creature that is neither good nor evil in alignment takes 6d6 necrotic damage upon touching the talisman. A good creature takes 8d6 necrotic damage upon touching the talisman. Either sort of creature takes the damage again each time it ends its turn holding or carrying the talisman.

If you are an evil cleric or paladin, you can use the talisman as a holy symbol, and you gain a +2 bonus to spell attack rolls while you wear or hold it.

The talisman has 6 charges. If you are wearing or holding it, you can use an action to expend 1 charge from the talisman and choose one creature you can see on the ground within 120 feet of you. If the target is of good alignment, a flaming fissure opens under it. The target must succeed on a DC 20 Dexterity saving throw or fall into the fissure and be destroyed, leaving no remains. The fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman dissolves into foul-smelling slime and is destroyed.

Tome of Clear Thought

Wondrous item, very rare

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days studying the book's contents and practicing its guidelines, your Intelligence score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Tome of Leadership and Influence

Wondrous item, very rare

This book contains guidelines for influencing and charming others, and its words are charged with magic. If you spend 48 hours over a period of 6 days studying the book's contents and practicing its guidelines, your Charisma score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Tome of Understanding

Wondrous item, very rare

This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days studying the book's contents and practicing its guidelines, your Wisdom score increases by

2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Trident of Fish Command

Weapon (trident), uncommon (requires attunement)

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

Universal Solvent

Wondrous item, legendary

This tube holds milky liquid with a strong alcohol smell. You can use an action to pour the contents of the tube onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including *sovereign glue*.

Vicious Weapon

Weapon (any), rare

When you roll a 20 on your attack roll with this magic weapon, critical hit deals extra 2d6 damage of weapon's type.

Vorpal Sword

Weapon (any sword that deals slashing damage), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if immune to slashing damage, doesn't have/need head, has legendary actions, or Game Judge decides creature is too big for head to be cut off with this weapon. Such a creature instead takes extra 6d8 slashing damage from the hit.

Wand of Binding

Wand, rare (requires attunement by a spellcaster)

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

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

Wand of Enemy Detection

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Fear

Wand, rare (requires attunement)

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

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

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

Wand of Fireballs

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *fireball* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Lightning Bolts

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Magic Detection

Wand, uncommon

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *detect magic* spell from it. The wand regains 1d3 expended charges daily at dawn.

Wand of Magic Missiles

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

Wand regains 1d6 + 1 expended charges daily at dawn. If you expend wand's last charge, roll d20. On a 1, wand crumbles into ashes and is destroyed.

Wand of Paralysis

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. At the end of each of target's turns, it can repeat the saving throw, ending the effect on itself on a success.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Polymorph

Wand, very rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *polymorph* spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Secrets

Wand, uncommon

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you.

Wand regains 1d3 spent charges daily at dawn.

Wand of the War Mage, +1, +2, or +3

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

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

Wand of Web

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *web* spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Wonder

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use

an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the following table to discover what happens.

If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already.

If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the Game Judge randomly determines which ones are affected.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

d100 Effect

01-05 You cast *slow*.

06-10 You cast *faerie fire*.

11-15 You are stunned until the start of your next turn, believing something awesome just happened.

16-20 You cast *gust of wind*.

21-25 You cast *detect thoughts* on the target you chose. If you didn't target a creature, you instead take 1d6 psychic damage.

26-30 You cast *stinking cloud*.

31-33 Heavy rain falls in a 60-foot radius centered on the target. The area becomes lightly obscured. The rain falls until the start of your next turn.

34-36 An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll a d100 to determine which animal appears. On a 01–25, a rhinoceros appears; on a 26–50, an elephant appears; and on a 51–100, a rat appears.

37-46 You cast *lightning bolt*.

47-49 A cloud of 600 oversized butterflies fills a 30-foot radius centered on the target. The area becomes heavily obscured. The butterflies remain for 10 minutes.

50-53 You enlarge the target as if you had cast *enlarge/reduce*. If the target can't be affected by that spell, or if you didn't target a creature, you become the target.

54-58 You cast *darkness*.

59-62 Grass grows on the ground in a 60-foot radius centered on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute.

63-65 An object of the Game Judge's choice disappears into the Ethereal Plane. The object must be neither worn nor carried, within 120 feet of the target, and no larger than 10 feet in any dimension.

66-69 You shrink yourself as if you had cast *enlarge/reduce* on yourself.

70-79 You cast *fireball*.

80-84 You cast *invisibility* on yourself.

85-87 Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours.

88-90 A stream of 1d4 × 10 gems, each worth 1 gp, shoots from the wand's tip in a line 30 feet long and 5 feet wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.

91-95 A burst of colorful shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

96-97 The target's skin turns bright blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected.

98-100 If you targeted a creature, it must make a DC 15 Constitution saving throw. If you didn't target a creature, you become the target and must make the saving throw. If the saving throw fails by 5 or more, the target is instantly petrified. On any other failed save, the target is restrained and begins to turn to stone. While restrained in this way, the target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the target is freed by the greater restoration spell or similar magic.

Weapon, +1, +2, or +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

Well of Many Worlds

Wondrous item, legendary

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use action to unfold and place *well of many worlds* on solid surface, whereupon it creates a two-way portal to another world or plane of existence. Each time item opens a portal, the Game Judge decides where it leads. You can use an action to close an open portal by taking hold of the edges of the cloth and folding it up. Once *well of many worlds* has opened a portal, it can't do so again for 1d8 hours.

Wind Fan

Wondrous item, uncommon

While holding fan, you can use action to cast *gust of wind* spell (save DC 13). Once used, fan shouldn't be used again until next dawn. Each time used again before then, has cumulative 20% chance not working and tearing into useless, nonmagical tatters.

Winged Boots

Wondrous item, uncommon (requires attunement)

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when duration expires, you descend at rate of 30' per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

Wings of Flying

Wondrous item, rare (requires attunement)

While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of bat wings or bird wings on your back for 1 hour or until you repeat the command word as an action. Wings give you a flying speed of 60 feet. When they disappear, can't use them again for 1d12 hours.

SENTIENT MAGIC ITEMS

Some magic items possess sentience and personality. Such an item might be possessed, haunted by spirit of previous owner, or self-aware thanks to magic used to create it. In any case, the item behaves like a character, complete with personality quirks, ideals, bonds, and sometimes flaws. A sentient item might be a cherished ally to its wielder or a continual thorn in the side.

Most sentient items are weapons. Other kinds of items can manifest sentience, but consumable items such as potions and scrolls are never sentient.

Sentient magic items function as NPCs under the Game Judge's control. Any activated property of the item is under the item's control, not its wielder's. As long as the wielder maintains a good relationship with the item, the wielder can access those properties normally. If the relationship is strained, the item can suppress its activated properties or even turn them against the wielder.

Creating Sentient Magic Items: When you decide to make a magic item sentient, you create the item's persona in the same way you would create an NPC, with a few exceptions described here.

Abilities. A sentient magic item has Intelligence, Wisdom, and Charisma scores. You can choose the item's abilities or determine them randomly. To determine them randomly, roll 4d6 for each one, dropping the lowest roll and totaling the rest.

Communication. A sentient item has some ability to communicate, either by sharing its emotions, broadcasting its thoughts telepathically, or speaking aloud. You can choose how it communicates or roll on the following table.

d100 Communication

01-60 The item communicates by transmitting emotion to the creature carrying or wielding it.

61-90 The item can speak, read, and understand one or more languages.

91-100 The item can speak, read, and understand one or more languages. In addition, the item can communicate telepathically with any character that carries or wields it.

Senses. With sentience comes awareness. A sentient item can perceive its surroundings out to a limited range. You can choose its senses or roll on the following table.

d4 Senses

- 1 Hearing and normal vision out to 30 feet.
- 2 Hearing and normal vision out to 60 feet.
- 3 Hearing and normal vision out to 120 feet.
- 4 Hearing and darkvision out to 120 feet.

Alignment. A sentient magic item has alignment. Its creator or nature might suggest an alignment. If not, pick alignment or roll random.

d100	Alignment	d100	Alignment
01-15	Lawful good	74-85	Chaotic neutral
16-35	Neutral good	86-89	Lawful evil
36-50	Chaotic good	90-96	Neutral evil
51-63	Lawful neutral	97-100	Chaotic evil
64-73	Neutral		

Special Purpose. You can give a sentient item an objective it pursues, perhaps to the exclusion of all else. As long as the wielder's use of the item aligns with that special purpose, the item remains cooperative. Deviating from this course might cause conflict between the wielder and the item, and could even cause the item to prevent the use of its activated properties. You can pick a special purpose or roll on the following table.

d10 Purpose

- 1 *Aligned:* The item seeks to defeat or destroy those of a diametrically opposed alignment. (Such an item is never neutral.)
- 2 *Bane:* The item seeks to defeat or destroy creatures of a particular kind, such as fiends, shapechangers, trolls, or wizards.
- 3 *Protector:* The item seeks to defend a particular race or kind of creature, such as elves or druids.
- 4 *Crusader:* The item seeks to defeat, weaken, or destroy the servants of a particular deity.
- 5 *Templar:* The item seeks to defend the servants and interests of a particular deity.
- 6 *Destroyer:* The item craves destruction and goads its user to fight arbitrarily.
- 7 *Glory Seeker:* The item seeks renown as the greatest magic item in the world, by establishing its user as a famous or notorious figure.
- 8 *Lore Seeker:* The item craves knowledge or is determined to solve a mystery, learn a secret, or unravel a cryptic prophecy.
- 9 *Destiny Seeker:* The item is convinced that it and its wielder have key roles to play in future events.
- 10 *Creator Seeker:* The item seeks its creator and wants to understand why it was created.

Conflict: A sentient item has a will of its own, shaped by its personality and alignment. If its wielder acts in a manner opposed to the item's alignment or purpose, conflict can arise. When such a conflict occurs, the item makes a Charisma check contested by the wielder's Charisma check. If the item wins the contest, it makes one or more of the following demands:

- The item insists on being carried or worn at all times.
- The item demands that its wielder dispose of anything the item finds repugnant.
- The item demands that its wielder pursue the item's goals to the exclusion of all other goals.
- The item demands to be given to someone else.

If its wielder refuses to comply with the item's wishes, the item can do any or all of the following:

- Make it impossible for its wielder to attune to it.
- Suppress one or more of its activated properties.
- Attempt to take control of its wielder.

If a sentient item attempts to take control of its wielder, the wielder must make a Charisma saving throw, with a DC equal to 12 + the item's Charisma modifier. On a failed save, the wielder is charmed by the item for 1d12 hours. While charmed, the wielder must try to follow the item's commands. If the wielder takes damage, it can repeat the saving throw, ending the effect on a success. Whether the attempt to control its user succeeds or fails, the item can't use this power again until the next dawn.

ARTIFACTS

Artifacts are extremely powerful. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on. No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice on your part.

Major Artifacts: Major artifacts are unique items—only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction.

ARCANE SPELL FUMBLE RESULTS

Arcane magic under certain circumstances may be unreliable. Arcane spellcasters **only**, such as bards, sorcerers, warlocks, and wizards, can force a higher level spell into a lower level slot.

Attempting this action takes a physical toll on the arcane spellcaster, and the caster must make a constitution saving throw to avoid an arcane spell fumble. The DC is 12 + 2x (the level of the spell - the level of the slot). A rolled natural 20 is always a success and natural 1 always a spell fumble. For example, a 6th level wizard under dire circumstances attempts call lightning, a 3rd-level spell, but only has a 2nd level slot available. In order to avoid a fumble, the wizard must make a constitution saving throw vs a DC of 14 (12 + 2x (3 - 2)). If she succeeds, the spell acts as normally cast in the spell's base spell slot. If she fails the Game Judge will roll for the result on the following table.

d20 Result

1	Total failure.
2	10% of spell works, 50% chance cast on spellcaster instead of target.
3	20% of the spell works, 50% chance cast on spellcaster instead of target.
4	30% of the spell works, 50% chance cast on spellcaster instead of target.
5-9	50% chance complete spell failure, or 50% cast on spellcaster's face.
10-14	50% chance complete spell failure, or 50% cast in a random direction.
15-18	Exact reverse of the spell happens, 50% chance cast on spellcaster instead of target.
19	Spell works with a 1d20 round delay (known by Game Judge only).
20	Spell increases in power proportionally on a percentile roll to indicate how much of the spellcaster's remaining total spell slot levels were added to power.

GODLY GRANT

Godly Grants are tied to specific gods and do not work outside the parent universe. The Godly Grant is confined to what is consistent with that god. Within those limits, the Godly Grant should be able to do almost anything to restore a specific aspect of a bygone reality (like complete perfect regeneration of a disintegration victim), to gain, create or destroy a specific material object, or to gain access to knowledge which is hidden but otherwise knowable. The power of a

Godly Grant is variable (e.g. to get someone to fall in love with another may be subject to save, or perhaps not possible, depending on the god). Use of a Godly Grant to ask for kingdom to fall is too much, but asking for the despot to fall into a coma is not.

DIVINE INTERVENTION

A character in a moment of severe crisis may call for the direct aid of their deity. There is only a 2% chance on a d100 roll to attract the deity's attention. However, a deity may react poorly to being summoned in this manner. If 2% roll is successful, Game Judge rolls d100 to determine the deity's reaction factoring in the modifiers.

d100 Result

- 01-04 Angered by being summoned; destroys player character by disintegration
- 05-07 Extreme anger, destroys all living creatures within 15d10 feet
- 08 Opens ground swallowing everything within 1d100+50 feet
- 09 Multiplies the number of opponents x1d3+1
- 10-11 Destroys all PC's magic items
- 12 Inflicts 6d6 hit points damage on PC
- 13 Blinds PC
- 14 Inflicts 6d6 hit points damage on all living creatures within 5d10 feet
- 15-16 Arrives in an ice storm (fire if appropriate) that inflicts 6d6 hit points damage on everything within 3d6x100 feet, roll 2nd % for reaction (ignore this result)
- 17-19 Chastises PC for having the gall to call deity, leaves without helping
- 20-22 Laughs crazily, then disappears without taking any action
- 23-24 Ignores PC, watching disinterestedly adjacent to battleground
- 25-26 If PC dies, grants one curse for party to be placed upon opponents
- 27-28 Unleashes a swarm of locusts
- 29-30 Summons a rain of toads pouring from the sky
- 31-33 Casts inky blackness over the land for 1d4 hours – no darkvision works either
- 34-37 Creates severe earthquake in region
- 38-39 Conjures severe lightning storm
- 40 Open large crevasse in the area between PC and opponents
- 41-44 PC must answer a riddle in order for deity to provide help
- 45 Will appear if PC dies and fully resurrect PC
- 46-48 Scoops up PC and carries away to safety
- 49-50 Inflicts opponents' with oozing sores causing 1 hit point damage per round

- 51-52 Heats opponents' metallic items to searing red-hot
- 53-55 Conjures 2d6 skeletons of commensurate power to aid PC
- 56-58 Inflicts 6d6 hit points damage on any one opponent
- 59-60 Causes temporary insanity (3d6 minutes) in opponents; DC 20 Wis save allowed
- 61-62 Creates gale-force winds causing opponents to tumble across a wide area
- 63-64 Delivers magical weapon (+5) to PC for use in this battle
- 65-66 Bestows triple normal hit points to PC for the duration of battle
- 67-68 Forms magical shell around PC acting as +16 to armor class
- 69-71 Blinds all opponents for 2d6x10 minutes
- 72-73 Creates ultrasonic sound that shatters opponents weapons
- 74-75 Destroys all magic items belonging to opponents
- 76 Teleports opponents 1d6 miles away
- 77-78 Enlarges PC's body and possessions by a factor of 1d4+1 for 2d10 minutes
- 79-80 Sends 1d4 arch-angels/arch-demons to fight alongside PC
- 81-82 Grants PC "immortality" for 3d6 minutes; nothing can injure PC
- 83-84 Giant hand crushes opponent into pulp
- 85-88 Causes any one opponent to explode
- 89-90 Withers the bodies of 1d4 opponents
- 91-92 Transforms opponents into small harmless animals
- 93-94 Turns opponents to rock
- 95-98 Deity fights alongside PC
- 99-00 Bestows upon PC a Godly Grant

Modifications: Deity's reaction to hearing a character's call is modified as follows (cumulative):

+1% per level; -5% for each previous intervention; -5% if alignment behavior is average; -10% where alignment behavior has been borderline; +1% when character is battling forces of deity's diametrically opposite alignment or "sphere;" +25% for character serving deity through direct instructions from the deity or deity's intermediary.

Note: Intervention typically occurs *only on the Prime Material Plane*, and only very occasionally on the Astral and Ethereal Planes. A deity will *never* intervene on the plane domains of other deities.

RANDOM MUTATIONS

Wish or greater restoration spell to repair. Roll d% (Judge discretion - results appear over 1d24 hrs):

d100 Mutation Note: Add or subtract modifiers per nature of mutating force.

- 1 Become puddle of sentient ooze, requires bucket transport
- 2 Body withers to nothing, head expands several times original size; limbs become head's legs
- 3 Become indescribably terrifying, vile beyond all comprehension; view DC 20 Wis save or insane
- 4 Savage genitalia (evident during sexual contact); M. excessive length/thorns, F. teeth/meat grinder
- 5 Face vanishes except mouth, miniature body sprouts from forehead, miniature head does all the talking
- 6 Lower legs fuse into a slug-like lower body; move 1/2 leaving trail of slime, but can stick to surfaces.
- 7 Body part become shriveled and atrophied; roll d10, 1-2 head (1/2 Int), 3-5 arm, 6-10 leg
- 8 Deforms into a lumpy, misshapen semi-humanoid - 1/2 movement
- 9 Grow gaunt, lose 10 hit points permanently
- 10 Cannibal, has a craving for and can only digest own race's flesh
- 11 Gestate parasitic worms in stomach, must vomit up every 3 hours suffer 2d6 damage
- 12 Emit vile odor, anyone within 30' takes a -2 penalty to all actions, cannot sneak up on anyone
- 13 Divide into 10 smaller identical units; 1/10th size, Str, & hit points; must act in unison
- 14 1-8 independent mouths (will of their own) open up in random locations
- 15 1-10 independent eyes (will of their own) open up in random locations
- 16 Open the Monster Manual up to a random page, that is what character becomes
- 17 Body parts switch location; d6 for # parts, 1-3 = 2, 4-5 = 4, 6 = 6; d6, 1 = head, 2-3 = arm, 3-6 = leg
- 18 1-4 of limbs turn into tentacles
- 19 Head has disappeared; face appears on chest
- 20 Face is gone, doppelgangers now take a perverse liking to character (food absorbs through skin)
- 21 Skin becomes transparent reducing Cha to 3
- 22 Facial features rearranged, eyes and mouth swapped, face turned upside down, or any combination
- 23 Skin now appears to be perpetually necrotic and rotting
- 24 Eyes merge into single cyclops eye; -2 to missile attacks
- 25 Skin excretes snot-like mucus, cannot be grappled
- 26 Head becomes like a frog-head
- 27 Head becomes like a fish-head
- 28 Head becomes like an insect-head
- 29 Spider-headed, the dark elves will prostrate themselves before the character
- 30 Brain eating; +2 to Int; -1 point Int per day unless eat brain of creature 6+ Int (restores Int)
- 31 Covered in grotesque cysts, if damaged cysts burst causing 2d6 acid damage to others within 5'
- 32 Skin now appears to be perpetually crawling with insects
- 33 Sweat acid; cannot wear armor, normal weapons destroyed on hit; unarmed attack d6 dam.
- 34 Hands turn into ornate weapons; roll d10, 1-5 sword, 6-10 mace; no remaining normal hands
- 35 Random hand becomes a lobster claw, 1d6 Bludgeoning damage, can't use to manipulate objects
- 36 Violent combat rage (2d6 rounds, +2 attack/damage); if no enemies, DC 15 will save or attack ally
- 37 Animals are now drawn to character's pheromones
- 38 Animals are now repulsed by character's pheromones and will flee from character
- 39 Mutate into an albino with red eyes, direct sunlight causes 1d4 points of damage per round
- 40 Bleed tiny worms

- 41 Grossly hunch and twisted back
- 42 Glow in the dark
- 43 Lose all hair
- 44 Now have a forked tongue; oddly, character is now unable to tell lies
- 45 Strange colorations on surface of skin, sometimes moving
- 46 Grows small set of horns in forehead
- 47 Eyes bulge out and never blink
- 48 Neck becomes elongated, like a giraffe
- 49 Eyes are on foot-long tendrils, cannot be surprised or sneaked up on
- 50 Extra set of eyes in neck (gain uncanny dodge as 10th level thief)
- 51 50% shorter
- 52 50% taller
- 53 Eyes become glossy white, lose sight and become blind, but gain Blindsight 20'
- 54 Suckers form on hands and feet which allow to flawlessly scale walls
- 55 Body is now covered in thorns or small horns; anyone grappling takes 1d4 points of damage
- 56 Vomit food covered in acid, 15' range, d4 dam, DC 15 Con save target stunned 1 rnd; x2 each meal
- 57 Blood turns to acid, anyone wounding in melee suffers 1d4 points of damage
- 58 Body has become unstable, may change form into a Green Slime once per day
- 59 Fingernails grow into filthy talons, d6 damage and DC 17 Con save or cause random disease
- 60 Float 1' above ground at all times
- 61 Extra limb with clawed hand, attack each round 1d4 claw or by weapon
- 62 Grow set of bull horns, charge deals 1d8 piercing damage
- 63 Grow a 2nd heart, any save versus death-effect can roll twice and take the better result
- 64 Grow a 2nd head, 1 additional action, including cast two spells per round; prone to argue with self
- 65 Flesh is sticky like fly-paper, any weapon that strikes you has a 50% chance of adhering your body
- 66 Front of torso is now covered in eyes, can read all languages
- 67 Cloven-foot goat legs, add 30' to movement
- 68 Grow acid gland, gain ability to spit acid as standard action, 2d4 damage on ranged touch attack
- 69 Grow gas gland, gain ability to spit fire as standard action, 1d8 dam 10 ft cone, DC 15 Dex save for 1/2 damage
- 70 Hard, leathery skin, +1 natural armor bonus to AC
- 71 Membrane forms between fingers and toes, gain 30' swim speed
- 72 Frog tongue, snatch at 10-100 ft and pull to mouth for bite
- 73 Enormous ears, +2 to hearing checks
- 74 Develops gills, can breathe under water
- 75 Develops gills and membrane between fingers and toes, breathe under water, gain 30' swim speed
- 76 Body covered in rune tattoos, anyone who hits body must make DC 20 Wis save or random curse.
- 77 Hard reptilian scales, +5 natural armor bonus to AC
- 78 Body constantly emits steam and is feverish to the touch, immune to all fire-based attacks
- 79 Body constantly covered in frost and is cold to the touch, immune to all cold-based attacks
- 80 Wreathed in hellish flames and unnatural light; causes 1d8 damage in melee or even simply touch
- 81 Arcs of electricity dance across skin, immune to all electricity attacks; any hit with a metal weapon wielder takes 1d8 damage
- 82 Heal with unnatural speed, regenerate 1 hit point per round

- 83 Grow a 2nd brain; misshapen head and +2 to Int
- 84 Monkey-like agility, +2 to Dex
- 85 Body grows to more hulking proportions, +2 to Str
- 86 Third eye in middle of forehead, can uncannily discern whether someone is lying to character
- 87 Skin mirror-like reflecting surface, spells cast on character has 50% chance rebounding on caster
- 88 Third eye on forehead, detects magic and invisibility at will
- 89 Chaos magic-infused, can cast 1d3 arcane spells 3rd level or lower once per day - caster level equals hit dice (select spells random or Game Judge discretion)
- 90 Develop two small antenna on top of head, gain tremorsense 60'
- 91 Eyes glow with eerie light, perfect 120' darkvision with color
- 92 Regeneration; rapid healing, destroyed body parts grow back
- 93 Split into 2 identical beings operating in unison
- 94 Psychic powers have no direct effect, totally immune
- 95 Teleportation, can move 100-2000 ft instantaneously at will as a bonus action
- 96 Arcane and mysterious weapon from dark age of technology bonded to flesh in place of a hand
- 97 Unbreakable, cannot be harmed by physical damage
- 98 Normal appearance, roll again for mutation which only manifests during combat
- 99 Roll 2x, re-roll if this result comes up again
- 00 Roll 3x, re-roll if this result comes up again

RANDOM DEMON

Where is the demon from?

1. Gurza Kai, a blasted land of ash and acrid smoke;
2. Shael-Geth, an infinite maze of narrow corridors;
3. Xabelziakam, land of dripping sorrows and grief;
4. Sugrithe, a chasm of infinite darkness;
5. Felorath, adorned with stalactites composed of human remains;
6. Wyhrra, a place of impregnata roaming in search of hosts;
7. Li'Crast, where vast scarlet windmills turn slowly;
8. Mictlan, where aborted children scour the plains for fresh meat;
9. Niflheim, frost-rimed birthplace of the Bloodless;
10. Youdu, home of offices, records, judges, and justice.

What kind of demon is it?

1. Still-dripping protodemon, genitalia exposed;
2. Purple-robed suprademon, crown of thorns upon its brow;
3. Astrodemon with galaxies in its endless black eyes;
4. Rotting necrodemon, tattered flesh hanging from its bones;
5. Disguised cryptodemon in the form of a wood nymph;
6. Imperceptible nanodemon hidden in a character's bowels;
7. Colossal megademon upon which the adventurers walk;
8. Terrestrial pseudodemon that tries to pass for infernal;
9. Angelic contrademon that has turned on its malefic brethren;
10. Neodemon with a blunderbuss and automated carriage.

And it offers:

1. to kill a single human (of the party's choosing);
2. a slightly gnawed corpse on a rope with neat things stuffed inside;
3. an enchanted weapon that hates its

wielder and complains often; **4.** mediocre coitus; **5.** infernal secrets of its kind, forbidden and delicious; **6.** a chest full of gold (a mutilated torso with a golden dagger in it); **7.** a cart full of human slaves, branded with its hellish sigil; **8.** a way out of this maze (death); **9.** Revivicum, a magic wand in the form of a wooden stake that straps to the caster's forearm; seven times, it may be used to reverse the effects of undead, turning wights and ghouls and such back into their original selves. After that, it rots away; **10.** a spellbook of considerable value to those who seek power (though it has a tendency to leech strength from its owner).



MONSTERS

A monster's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run the monster.

Size: A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat. See the *Players Book* for more information on creature size and space.

Size Categories

Size	Space	Examples
Tiny	2 1/2 by 2 1/2 ft.	Imp, sprite
Small	5 by 5 ft.	Giant rat, goblin
Medium	5 by 5 ft.	Orc, werewolf
Large	10 by 10 ft.	Hippogriff, ogre
Huge	15 by 15 ft.	Fire giant, treant
Gargantuan	20 by 20 ft.	Kraken, purple worm

Modifying Creatures. Despite the versatile collection of monsters in this book, you might be at a loss when it comes to finding the perfect creature for part of an adventure. Feel free to tweak an existing creature to make it into something more useful for you, perhaps by borrowing a trait or two from a different monster or by using a **variant** or **template**, such as the ones in this book. Keep in mind that modifying a monster, including when you apply a template to it, might change its challenge rating.

Type: A monster's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, an *arrow of dragon slaying* deals extra damage not only to dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

The game includes the following monster types, which have no rules of their own.

Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world.

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

Celestials are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and

throughout the planes. Celestials are good by nature, so the exceptional celestial who strays from a good alignment is a horrifying rarity. Celestials include angels, couatls, and pegasi.

Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs.

Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudo-dragons.

Elementals are creatures native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. The races of genies, including djinn and efreet, form the most important civilizations on the elemental planes. Other elemental creatures include azers and invisible stalkers.

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild, also called the Plane of Faerie. Some are also found in the Outer Planes. Fey include dryads, pixies, and satyrs.

Fiends are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding. If an evil celestial is a rarity, a good fiend is almost inconceivable. Fiends include demons, devils, hell hounds, rakshasas, and yugoloths.

Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads (ettins) or deformities (fomorians). The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Creatures such as ogres and trolls are also giants.

Humanoids are the main peoples of a fantasy gaming world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, few if any innate

magical abilities (though most humanoids can learn spellcasting), and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, dwarves, elves, and halflings. Almost as numerous but far more savage and brutal, and almost uniformly evil, are the races of goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds.

Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses (including minotaurs). They defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as the gas spore and myconid also fall into this category.

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

Tags. A monster might have one or more tags appended to its type, in parentheses. For example, an orc has the *humanoid (orc)* type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting demons would work against any monster that has the demon tag.

Alignment: A monster's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil monster might be difficult to reason with and might attack characters on sight, whereas a neutral monster might be willing to negotiate. See the *Players Book* for descriptions of the different alignments.

The alignment specified in a monster's stat block is the default. Feel free to depart from it and change a monster's alignment to suit the needs of your campaign.

If you want a good-aligned green dragon or an evil storm giant, there's nothing stopping you.

Some creatures can have **any alignment**. In other words, you choose the monster's alignment. Some monster's alignment entry indicates a tendency or aversion toward law, chaos, good, or evil. For example, a berserker can be any chaotic alignment (chaotic good, chaotic neutral, or chaotic evil), as befits its wild nature.

Many creatures of low intelligence have no comprehension of law or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are **unaligned**, which means they don't have an alignment.

Armor Class: A monster that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a monster's AC is based on its Dexterity modifier and natural armor, if any. If a monster has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

Hit Points: A monster usually dies or is destroyed when it drops to 0 hit points. For more on hit points, see the *Players Book*.

A monster's hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average ($2 \times 4\frac{1}{2}$). A monster's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

Hit Dice by Size

Monster Size	Hit Die	Average HP per Die
Tiny	d4	2 1/2
Small	d6	3 1/2
Medium	d8	4 1/2
Large	d10	5 1/2
Huge	d12	6 1/2
Gargantuan	d20	10 1/2

A monster's Constitution modifier also affects the number of hit points it has. Constitution modifier is multiplied by the number of Hit Dice and the result is added to its hit points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has $2d8 + 2$ hit points (average 11).

Speed: Monster's speed is how far it can move on its turn. For more information, see the *Players Book*.

All creatures have a walking speed, simply called the monster's speed. Creatures that have no form of ground-based locomotion have walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

Burrow. A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to do so.

Climb. A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

Fly. A monster that has a flying speed can use all or part of its movement to fly. Some monsters have the ability to **hover**, which makes them hard to

Swim. A monster that has a swimming speed doesn't need to spend extra movement to swim.

Ability Scores: Every monster has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores, see the *Players Book*.

Saving Throws: Saving Throws entry is reserved for creatures that resist certain kinds of effects. A creature that isn't easily charmed or frightened might gain a bonus on Wisdom saving throws. Most creatures don't have special saving throw bonuses.

A saving throw bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the table below).

Challenge	Proficiency		Challenge	Proficiency	
	Challenge	Bonus		Challenge	Bonus
0	+2		14	+5	
1/8	+2		15	+5	
1/4	+2		16	+5	
1/2	+2		17	+6	
1	+2		18	+6	
2	+2		19	+6	
3	+2		20	+6	
4	+2		21	+7	
5	+3		22	+7	
6	+3		23	+7	
7	+3		24	+7	
8	+3		25	+8	
9	+4		26	+8	
10	+4		27	+8	
11	+4		28	+8	
12	+4		29	+9	
13	+5		30	+9	

Skills: Skills entry is reserved for monsters that are proficient in skills. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom

(Perception) and Dexterity (Stealth) checks.

A skill bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table above). Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

Vulnerabilities, Resistances, and Immunities: Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from nonmagical attacks (a magical attack is an attack delivered by a spell, a magic item, or another magical source). In addition, some creatures are immune to certain conditions.

Senses: The Senses entry notes a monster's passive Wisdom (Perception) score, as well as any special senses the monster might have. Special senses are described below.

Blindsight. A monster with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes, such as grimlocks and gray oozes, typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and true dragons.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

Darkvision. A monster with darkvision can see in the dark within a specific radius. The monster can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The monster can't discern color in darkness, only shades of gray. Many creatures that live underground have this special sense.

For example, a hill giant typically wears hide armor and wields a greatclub. You could equip a hill giant with chain mail and a greataxe instead, and assume the giant is proficient with both, one or the other, or neither.

See the *Players Book* for rules on using armor or weapons without proficiency.

Tremorsense. A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same

ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and umber hulks, have this special sense.

Truesight A monster with truesight can, to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive original form of a shapechanger or creature that is transformed by magic. Furthermore, the monster can see into the Ethereal Plane within the same range.

Armor, Weapon, and Tool Proficiencies. Assume that a creature is proficient with its armor, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment.

Languages: The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

Telepathy. Telepathy is a magical ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate in this way, but must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an *antimagic field* or in any other location where magic doesn't function can't send or receive telepathic messages.

Challenge: A monster's **challenge rating** tells you how great a threat the monster is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a monster with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Monsters that are significantly weaker than 1st-level characters have a challenge rating lower than 1.

Monsters with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

Some monsters present a greater challenge than even a typical 20th-level party can handle. These monsters have a challenge rating of 21 or higher and are specifically designed to test player skill.

Experience Points. The number of experience points (XP) a monster is worth is based on its challenge rating. Typically, XP is awarded for defeating the monster, although the Game Judge may also award XP for neutralizing the threat posed by the monster in some other manner.

Unless something tells you otherwise, a monster summoned by a spell or other magical ability is worth the XP noted in its stat block.

Experience Points by Challenge Rating

Challenge	XP	Challenge	XP
0	0 or 10	14	11,000
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

Special Traits: Special traits (which appear after a monster's challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

Innate Spellcasting. A monster with the innate ability to cast spells has the Innate Spellcasting special trait. Unless noted otherwise, an innate spell of 1st level or higher is always cast at its lowest possible level and can't be cast at a higher level. If a monster has a cantrip where its level matters and no level is given, use the monster's challenge rating.

An innate spell can have special rules or restrictions. For example, a drow mage can innately cast

the *levitate* spell, but spell has a “self only” restriction, which means that the spell affects only the drow mage.

A monster’s innate spells can’t be swapped out with other spells. If a monster’s innate spells don’t require attack rolls, no attack bonus is given for them.

Spellcasting. A monster with the Spellcasting special trait has a spellcaster level and spell slots, which it uses to cast its spells of 1st level and higher (as explained in the *Players Book*). The spellcaster level is also used for any cantrips included in the feature.

The monster has a list of spells known or prepared from a specific class. The list might also include spells from a feature in that class, such as the Divine Domain feature of the cleric or the Druid Circle feature of the druid. The monster is considered a member of that class when attuning to or using a magic item that requires membership in the class or access to its spell list.

A monster can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a drow mage with the 3rd-level *lightning bolt* spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.

You can change the spells that a monster knows or has prepared, replacing any spell on its spell list with a spell of the same level and from the same class list. If you do so, you might cause the monster to be a greater or lesser threat than suggested by its challenge rating.

Psionics. A monster that casts spells using only the power of its mind has the psionics tag added to its Spellcasting or Innate Spellcasting special trait. A monster that has this tag typically doesn’t require any components to cast its spells. For more information on psionics see information in Appendix A of the *Players Book*.

Actions: When a monster takes its action, it can choose from options in the Actions section of its stat block or use an action available to all creatures, such as the Dash or Hide action, as described in the *Players Book*.

Melee and Ranged Attacks. The most common action a monster takes in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the “weapon” might be a manufactured item or a natural weapon, such as claw or tail spike. For more information on different attacks, see the *Players Book*.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a “target” can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of attack hitting a target are described after the “Hit” notation. You have the option of taking average damage or rolling damage; for this reason, both the av-

erage damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the “Miss:” notation.

Multiattack. A creature that can make multiple attacks on its turn has the Multiattack action. A creature can’t use Multiattack when making an opportunity attack, which must be a single melee attack.

Ammunition. A monster carries enough ammunition to make its ranged attacks. You can assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

Reactions: If a monster can do something special with its reaction, information is contained here. If a creature has no special reaction, this section is absent.

Limited Usage: Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation “X/Day” means a special ability can be used X number of times and that a monster must finish a long rest to regain expended uses. For example, “1/Day” means a special ability can be used once and that the monster must finish a long rest to use it again.

Recharge X–Y. The notation “Recharge X–Y” means a monster can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the monster’s turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, “Recharge 5–6” means a monster can use the special ability once. Then, at the start of the monster’s turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that a monster can use a special ability once then must finish short or long rest to use again.

Grapple Rules for Monsters. Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn’t need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the monster can use its action to try to escape. To do so, it must succeed on a

Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster's stat block. If no escape DC is given, assume the DC is 10 + the monster's Strength (Athletics) modifier.

Equipment: A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip monsters with additional gear and trinkets however you like, and you decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else, for instance.

If a spellcasting monster needs material components to cast its spells, assume that it has the material components it needs to cast the spells in its stat block.

Legendary Creatures

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through a spell, it doesn't gain that form's legendary actions, lair actions, or regional effects.

Legendary Actions: A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

A Legendary Creature's Lair: A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

Lair Actions. If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

Regional Effects. The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

MONSTERS A-Z

Aboleth *Large aberration, lawful evil*

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

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

Saving Throws Con +6, Int +8, Wis +6 **Skills** History +12, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

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

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

Actions

Multiattack. Aboleth makes 3 tentacle attacks.

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

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

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

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

Legendary Actions

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

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

Tail Swipe. The aboleth makes one tail attack.

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

Description: A malevolent, eel-like aberration with potent psionic abilities. Aboleths are some of the most ancient beings in existence. Aboleths are utterly self-centered as a race; they know they were among the first beings in existence, and see all else as theirs. An aboleth has a pink belly. Four pulsating blueblack orifices line the bottom of its body and secrete gray slime that smells like rancid grease. Mucus is the only way aboleths breathe at all – if robbed of the ability to extrude aboleth slime, they suffocate in water or on land. Out of the water, an aboleth's membranelike skin dries out quickly, but this does not prove fatal. Instead, the aboleth will eventually enter a state of suspended animation, called *long dreaming*, a fate considered far worse than simply dying. It forms a tough, waterproof membrane, but, once the membrane is pierced, liquid floods out and death is usually not far off for the aboleth. An aboleth is born with a racial memory, each individual inheriting the memories of its ancestors. Furthermore, it assimilates the memories of those it consumes. An aboleth's memories are stored in an ever-growing part of its brain which extends down its back as it ages. Aboleths do not die of old age, living indefinitely barring death from violence or disease. It uses its tail for propulsion in water and drags itself along with its tentacles on land. An aboleth is about 20' long and weighs 6,500 lbs.

Angel / Deva *Medium celestial, lawful good*

Armor Class 17 (natural armor) **Hit Points** 136 (16d8 + 64) **Speed** 30 ft., fly 90 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 18 (+4) **INT** 17 (+3) **WIS** 20 (+5) **CHA** 20 (+5)

Saving Throws Wis +9, Cha +9 **Skills** Insight +9, Perception +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *commune*, *raise dead*

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

Actions

Multiattack. The deva makes two melee attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Description: This tall, human-like creature is blessed with comely looks. It has long, feathery wings and a radiance that makes it difficult to look at directly. An astral deva is about 7½ feet tall and weighs about 250 pounds.

Angel / Planetar *Large celestial, lawful good*

Armor Class 19 (natural armor) **Hit Points** 200 (16d10 + 112) **Speed** 40 ft., fly 120 ft.

STR 24 (+7) **DEX** 20 (+5) **CON** 24 (+7) **INT** 19 (+4) **WIS** 22 (+6) **CHA** 25 (+7)

Saving Throws Con +12, Wis +11, Cha +12 **Skills** Perception +11

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Angelic Weapons. The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Divine Awareness. The planetar knows if it hears a lie.

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)

3/day each: *blade barrier*, *dispel evil and good*, *flame strike*, *raise dead*

1/day each: *commune*, *control weather*, *insect plague*

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

Actions

Multiattack. The planetar makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Healing Touch (4/Day). The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Description: Mighty generals of celestial armies that also help powerful mortals on missions of good, particularly those that involve battles with fiends. A planetar is nearly 9 feet tall and weighs about 500 pounds, with two sets of feathery wings.

Angel / Solar *Large celestial, lawful good*

Armor Class 21 (natural armor) **Hit Points** 243 (18d10 + 144) **Speed** 50 ft., fly 150 ft.

STR 26 (+8) **DEX** 22 (+6) **CON** 26 (+8) **INT** 25 (+7) **WIS** 25 (+7) **CHA** 30 (+10)

Saving Throws Int +14, Wis +14, Cha +17 **Skills** Perception +14

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)

3/day each: *blade barrier*, *dispel evil and good*, *resurrection*

1/day each: *commune*, *control weather*

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

Actions

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary Actions

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

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

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Description: Solars are puissant champions of good. Only the most powerful fiends approach their power. A solar has a deep and commanding voice, and stands about 9 feet tall with shimmering metal-like skin and three sets of white, feathery wings. It weighs about 500 pounds.

Animated Objects / Animated Armor *Medium construct, unaligned*

Armor Class 18 (natural armor) **Hit Points** 33 (6d8 + 6) **Speed** 25 ft.

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

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

conscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

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

Animated Objects / Flying Sword *Small construct, unaligned*

Armor Class 17 (natural armor) **Hit Points** 17 (5d6) **Speed** 0 ft., fly 50 ft. (hover)

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

Saving Throws Dex +4

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge ¼ (50 XP)

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

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

Actions

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

Animated Objects / Rug of Smothering *Large construct, unaligned*

Armor Class 12 **Hit Points** 33 (6d10) **Speed** 10 ft.

STR 17 (+3) **DEX** 14 (+2) **CON** 10 (+0) **INT** 1 (-5) **WIS** 3 (-4) **CHA** 1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

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

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

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

Actions

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Ankheg *Large monstrosity, unaligned*

Armor Class 14 (natural armor), 11 while prone **Hit Points** 39 (6d10 + 6) **Speed** 30 ft., burrow 10 ft.

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

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

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

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

Description: The ankheg is a large monster that resides mostly in warm plains regions, an ant-like burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10' long and weighs about 800 lbs. An ankheg

burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40' below the surface in the rich soil of forests or farmlands. The tunnel is 5' tall and wide, and from 60' to 150' long.

Azer *Medium elemental, lawful neutral*

Armor Class 17 (natural armor, shield) **Hit Points** 39 (6d8 + 12) **Speed** 30 ft.

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

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

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

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

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

Actions

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

Description: An azer resembles a dwarf with brass-colored skin, and hair and beard of flames. They are often seen wearing kilts of bronze, copper, or brass. Their bodies are so hot that their weapons conduct this heat. Azers love gems, and constantly wage war against efreeti. Despite all this, however, azers never start a fight unless the foe is carrying gems, and may take a foe prisoner. Azer society is best described as collectivist, as every individual has a place in society, and matters of the state are more important than that of the individual. Azers live within fortresses made of bronze on the Elemental Plane of Fire, and nobles wield absolute power.

Basilisk *Medium monstrosity, unaligned***Armor Class** 15 (natural armor) **Hit Points** 52 (8d8 + 16)**Speed** 20 ft.**STR** 16 (+3) **DEX** 8 (-1) **CON** 15 (+2) **INT** 2 (-4) **WIS** 8 (-1)**CHA** 7 (-2)**Senses** darkvision 60 ft., passive Perception 9**Languages** —**Challenge** 3 (700 XP)

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

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

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

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

Description: A basilisk is an eight-legged reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6' long, not including its tail, which can reach an additional length of 5' to 7'. The creature weighs about 300 lbs. The basilisk's dull coloration and its ability to remain motionless for long periods of time make it difficult to see in natural settings.

Behir *Huge monstrosity, neutral evil***Armor Class** 17 (natural armor) **Hit Points** 168 (16d12 + 64) **Speed** 50 ft., climb 40 ft.**STR** 23 (+6) **DEX** 16 (+3) **CON** 18 (+4) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 12 (+1)**Skills** Perception +6, Stealth +7**Damage Immunities** lightning**Senses** darkvision 90 ft., passive Perception 16**Languages** Draconic**Challenge** 11 (7,200 XP)**Actions**

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Description: The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40' long and weighs about 4,000 lbs. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting.

Bugbear *Medium humanoid (goblinoid), chaotic evil*

Armor Class 16 (hide armor, shield) **Hit Points** 27 (5d8 + 5) **Speed** 30 ft.

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

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

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

Actions

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

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

Description: A massive humanoid distantly related to goblins and hobgoblins Bugbears resemble hairy, feral goblins standing seven feet tall. They take their name from their noses and claws, which are similar to those of bears. Bugbears often armor and arm themselves with a variety of gear purloined from fallen enemies. Most often, this gear is second-rate and in poor repair. Bugbear eyes are greenish white with red pupils, and their wedge-shaped ears rise from the tops of their heads. Most bugbears have hides ranging from light yellow to yellow brown and their thick, coarse hair ranges from brown to brick red. The bugbears of the Land of Black Ice are known to have blue fur.

Bulette *Large monstrosity, unaligned*

Armor Class 17 (natural armor) **Hit Points** 94 (9d10 + 45) **Speed** 40 ft., burrow 40 ft.

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

Skills Perception +6

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

Languages —

Challenge 5 (1,800 XP)

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

Actions

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

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

Description: Also known as the landshark, the bulette is a terrifying predator that lives only to eat. A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (it dislikes the taste of dwarves).

Centaur *Large monstrosity, neutral good*

Armor Class 12 **Hit Points** 45 (6d10 + 12) **Speed** 50 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 14 (+2) **INT** 9 (-1) **WIS** 13 (+1) **CHA** 11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

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

Description: A creature with the upper body of a human and the lower body of a horse.

Chimera *Large monstrosity, chaotic evil*

Armor Class 14 (natural armor) **Hit Points** 114 (12d10 + 48) **Speed** 30 ft., fly 60 ft.

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

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

Actions

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

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

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Description: Chimera is a 3-headed creature with heads of a lion, goat, and dragon atop hindquarters of a goat, forequarters of a lion, and a set of dragon wings. 5' tall at the shoulder, nearly 10' long, weighs about 4,000 lbs. A light load for a chimera is up to 348 lbs; a medium load, 349–699 lbs, and a heavy load, 700–1,050 lbs. Chimera's dragon head might be black, blue, green, red, or white. Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

Chuul *Large aberration, chaotic evil*

Armor Class 16 (natural armor) **Hit Points** 93 (11d10 + 33) **Speed** 30 ft., swim 30 ft.

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

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

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

Actions

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

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

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

Description: The chuul is a large, pale yellow, lobster-like aberration with a set of pincers and paralytic tentacles.

Cloaker *Large aberration, chaotic neutral*

Armor Class 14 (natural armor) **Hit Points** 78 (12d10 + 12) **Speed** 10 ft., fly 40 ft.

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

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

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

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

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

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the

target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

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

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

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

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

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

Description: A monster able to disguise its body to resemble a cloak when at rest. The cloaker pacifies victims with an eerie moan, and engulfs its prey within its body to help it eat the prey.

Cockatrice *Small monstrosity, unaligned*

Armor Class 11 **Hit Points** 27 (6d6 + 6) **Speed** 20 ft., fly 40 ft.

STR 6 (–2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 2 (–4) **WIS** 13 (+1) **CHA** 5 (–3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge ½ (100 XP)

Actions

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

target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Description: A cockatrice has the head and body of a rooster, bat wings, and the long tail of a lizard. Male cockatrice have wattles and a comb, just like a rooster. Females, much rarer than males, differ in that they have no wattles or comb. A cockatrice weighs about 25 lbs.

Couatl *Medium celestial, lawful good*

Armor Class 19 (natural armor) **Hit Points** 97 (13d8 + 39) **Speed** 30 ft., fly 90 ft.

STR 16 (+3) **DEX** 20 (+5) **CON** 17 (+3) **INT** 18 (+4) **WIS** 20 (+5) **CHA** 18 (+4)

Saving Throws Con +5, Wis +7, Cha +6

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

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

3/day each: *bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield*

1/day each: *dream, greater restoration, scrying*

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

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. Melee Weapon Attack: +6 to hit,

reach 10 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

Description: A couatl resembles a long, feathered serpent with a pair of rainbow-feathered wings that allow it to fly. They are around 12 feet in length, with a wingspan of 15 feet. They weigh around 1,800 pounds. Their powerful minds are capable of great psionic might.

Darkmantle *Small monstrosity, unaligned*

Armor Class 11 **Hit Points** 22 (5d6 + 5) **Speed** 10 ft., fly 30 ft.

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

Skills Stealth +3

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge ½ (100 XP)

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

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

Actions

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has ad-

vantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

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

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

Description: A darkmantle resembles something akin to a dark brown colored squid, roughly 4 feet long, with webs of membrane between the tentacles. Its part is shelled, and it has a muscular "foot" on the top of it. Though darkmantles have eyes, they "see" by using echolocation, much the way a bat does. Using a mixture of telekinetic ability and the flapping of its webbed tentacles, it can perform low level flying. The darkmantle attacks by attaching itself to the ceiling of a cave and disguising itself as a stalactite. It waits until someone is underneath, and then drops down, wrapping its tentacles around the head of the victim. It smothers them, and then proceeds to eat them from a mouth located under its head. Darkmantles also have an ability to suck light out of an area.

Demon / Balor *Huge fiend (demon), chaotic evil*

Armor Class 19 (natural armor) **Hit Points** 262 (21d12 + 126) **Speed** 40 ft., fly 80 ft.

STR 26 (+8) **DEX** 15 (+2) **CON** 22 (+6) **INT** 20 (+5) **WIS** 16 (+3) **CHA** 22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 19 (22,000 XP)

Death Throes. 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.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

Magic Weapons. A Balor's weapon attacks are magical.

Actions

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If balor scores a critical hit, roll damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

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

Description: (Type VI) A balor stands about 12 feet tall with horns, wings, and a fiery aura, holding a sword and flaming whip. Its skin is usually dark red. It weighs about 4,500 pounds.

Demon / Dretch *Small fiend (demon), chaotic evil*

Armor Class 11 (natural armor) **Hit Points** 18 (4d6 + 4) **Speed** 20 ft.

STR 11 (+0) **DEX** 11 (+0) **CON** 12 (+1) **INT** 5 (–3) **WIS** 8 (–1) **CHA** 3 (–4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge ¼ (50 XP)

Actions

Multiattack. The dretch makes two attacks: one

with its bite and one with its claws.

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until start of its next turn. While poisoned in this way, target can take either an action or a bonus action, not both, and can't take reactions.

Description: A dretch has a round, rubbery body and thin, spindly arms and legs.

Demon / Glabrezu *Large fiend (demon), chaotic evil*

Armor Class 17 (natural armor) **Hit Points** 157 (15d10 + 75) **Speed** 40 ft.

STR 20 (+5) **DEX** 15 (+2) **CON** 21 (+5) **INT** 19 (+4) **WIS** 17 (+3) **CHA** 16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness, detect magic, dispel magic*

1/day each: *confusion, fly, power word stun*

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

Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pin-

cers, each of which can grapple only one target.

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

Description: (Type III) Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. A glabrezu stands about 15 feet tall and weighs about 5,500 pounds. Two of its four arms end in clawed hands and two end in powerful pincers. Its dog-like head is horned and its muzzle is full of sharp teeth.

Demon / Hezrou *Large fiend (demon), chaotic evil*

Armor Class 16 (natural armor) **Hit Points** 136 (13d10 + 65) **Speed** 30 ft.

STR 19 (+4) **DEX** 17 (+3) **CON** 20 (+5) **INT** 5 (–3) **WIS** 12 (+1) **CHA** 13 (+1)

Saving Throws Str +7, Con +8, Wis +4

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Description: (Type II) A hezrou has a toad-like face, black skin, and metallic wire-like appendages protruding from its skin which make it look almost mechanical.

Demon / Marilith *Large fiend (demon), chaotic evil*

Armor Class 18 (natural armor) **Hit Points** 189 (18d10 + 90) **Speed** 40 ft.

STR 18 (+4) **DEX** 20 (+5) **CON** 20 (+5) **INT** 18 (+4) **WIS** 16 (+3) **CHA** 20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

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

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

Reactive. The marilith can take one reaction on every turn in a combat.

Actions

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

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

Reactions

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

Description: (Type V) A powerful, six-armed female demon with the lower body of a snake. Their head and torso may look almost human or be covered in reptilian scales. Their lower bodies are those of giant snakes, typically green or brown. Mariliths are typically barely clothed, with little if any torso covering, though they may wear jewelry. They are almost always shown with a variety of swords and other melee weapons held in their six arms. A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels. A marilith stands about 9 feet tall and measures about 20 feet from head to tip of tail. It weighs about 4,000 pounds.

Demon / Nalfeshnee *Large fiend (demon), chaotic evil***Armor Class** 18 (natural armor) **Hit Points** 184 (16d10 + 96) **Speed** 20 ft., fly 30 ft.**STR** 21 (+5) **DEX** 10 (+0) **CON** 22 (+6) **INT** 19 (+4) **WIS** 12 (+1) **CHA** 15 (+2)**Saving Throws** Con +11, Int +9, Wis +6, Cha +7**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** poison**Condition Immunities** poisoned**Senses** truesight 120 ft., passive Perception 11**Languages** Abyssal, telepathy 120 ft.**Challenge** 13 (10,000 XP)**Magic Resistance.** The nalfeshnee has advantage on saving throws against spells and other magical effects.**Actions****Multiattack.** The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.**Horror Nimbus (Recharge 5–6).** The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to nalfeshnee's Horror Nimbus for next 24 hours.**Teleport.** The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.**Description:** (Type IV) Nalfeshnees are enormous demons that judge new souls arriving on the Abyss. This creature blends the appearance of an ape and a boar, with a pair of small wings on its back. A nalfeshnee can fly despite its small wings. Nalfeshnees stand 20' tall and weigh 8,000 lbs.**Demon / Quasit** *Tiny fiend (demon, shapechanger), chaotic evil***Armor Class** 13 **Hit Points** 7 (3d4) **Speed** 40 ft.**STR** 5 (–3) **DEX** 17 (+3) **CON** 10 (+0) **INT** 7 (–2) **WIS** 10 (+0) **CHA** 10 (+0)**Skills** Stealth +5**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 120 ft., passive Perception 10**Languages** Abyssal, Common**Challenge** 1 (200 XP)**Shapechanger.** The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.**Magic Resistance.** The quasit has advantage on saving throws against spells and other magical effects.**Actions****Claws (Bite in Beast Form).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.**Scare (1/Day).** One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. Target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.**Invisibility.** The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.**Description:** A tiny horned humanoid with a long tail, although capable of shape-shifting at will. Normally found serving as counselors, spies, or spellcasters for more powerful demons or chaotic evil spellcasters.**Demon / Vrock** *Large fiend (demon), chaotic evil***Armor Class** 15 (natural armor) **Hit Points** 104 (11d10 + 44) **Speed** 40 ft., fly 60 ft.**STR** 17 (+3) **DEX** 15 (+2) **CON** 18 (+4) **INT** 8 (–1) **WIS** 13 (+1) **CHA** 8 (–1)**Saving Throws** Dex +5, Wis +4, Cha +2**Damage Resistances** cold, fire, lightning; bludgeon-

ing, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

Actions

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

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. Spores spread around corners. Each creature in area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

Description: (Type I) A vrock resembles a humanoid with the head, claws, and wings of a giant vulture and is about 8 feet tall and weighs about 500 pounds.

Devil / Barbed Devil *Medium fiend (devil), lawful evil*

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

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

Saving Throws Str +6, Con +7, Wis +5, Cha +5 **Skills** Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

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

Actions

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

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

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

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

Description: A barbed devil is 7' tall, weighs 300 lbs, and is covered with impaling spikes.

Devil / Bearded Devil *Medium fiend (devil), lawful evil*

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

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

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

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

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

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

Actions

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

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage,

and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Description: Every bearded devil carries a sawtoothed glaive. A bearded devil stands 6' tall and weighs 225 lbs. Its face is adorned with an unnatural, twitching beard.

Devil / Bone Devil *Large fiend (devil), lawful evil*

Armor Class 19 (natural armor) **Hit Points** 142 (15d10 + 60) **Speed** 40 ft., fly 40 ft.

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

Saving Throws Int +5, Wis +6, Cha +7 **Skills** Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

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

Actions

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

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

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

end of each of its turns, ending the effect on itself on a success.

Description: Bone devils stand about 9 feet tall and weigh about 500 pounds with dried skin stretched tight across a skeletal frame. It has skull-like head and the tail of a scorpion. An odor of decay hangs in the air around it.

Devil / Chain Devil *Medium fiend (devil), lawful evil*

Armor Class 16 (natural armor) **Hit Points** 85 (10d8 + 40) **Speed** 30 ft.

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

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

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

Actions

Multiattack. The devil makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

Description: Chain Devils (Kyttons) are humanlike devils, wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

Devil / Erinyes *Medium fiend (devil), lawful evil*

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

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

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

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

Actions

Multiattack. The erinyes makes three attacks.

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

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

Reactions

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

Description: Unlike other devils, erinyes appear attrac-

tive to humans, resembling very comely women or men. An erinyes stands about 6 feet tall and weighs about 150 pounds.

Devil / Horned Devil *Large fiend (devil), lawful evil*

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

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

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

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

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

Actions

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

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

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

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

Description: A horned devil is 9' tall, weighs 600 lbs, and has two elongated horns.

Devil / Ice Devil *Large fiend (devil), lawful evil*

Armor Class 18 (natural armor) **Hit Points** 180 (19d10 + 76) **Speed** 40 ft.

STR 21 (+5) **DEX** 14 (+2) **CON** 18 (+4) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 18 (+4)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

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

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

Actions

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space

the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Description: An ice devil is about 12' tall and weighs 700 lbs. It has frozen, multifaceted eyes.

Devil / Imp *Tiny fiend (devil, shapechanger), lawful evil*

Armor Class 13 **Hit Points** 10 (3d4 + 3) **Speed** 20 ft., fly 40 ft.

STR 6 (-2) **DEX** 17 (+3) **CON** 13 (+1) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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

Description: Imps are small, bony, unattractive creatures. Their faces are like masks of thin stone, which are frequently twisted into a smirk or a grimace. Oversized ears and horns sprout from their heads, just as leathery, bat-like wings sprout from their shoulders. Their skin, ranging from purple to red-brown to gray, may be scaly or stone-like, and they walk with an unpleasant hunch.

Devil / Lemure *Medium fiend (devil), lawful evil*

Armor Class 7 **Hit Points** 13 (3d8) **Speed** 15 ft.

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

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 0 (10 XP)

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

Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a *bless* spell cast on that creature or its remains are sprinkled with holy water.

Actions

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Description: A lemure is lump of stinking flesh about 5 feet tall and weighs about 100 pounds.

Devil / Pit Fiend *Large fiend (devil), lawful evil*

Armor Class 19 (natural armor) **Hit Points** 300 (24d10 + 168) **Speed** 30 ft., fly 60 ft.

STR 26 (+8) **DEX** 14 (+2) **CON** 24 (+7) **INT** 22 (+6) **WIS** 18 (+4) **CHA** 24 (+7)

Saving Throws Dex +8, Con +13, Wis +10

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a

DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to pit fiend's Fear Aura for the next 24 hours.

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

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

At will: *detect magic, fireball*

3/day each: *hold monster, wall of fire*

Actions

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Description: A pit fiend often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames. A pit fiend is 12 feet tall and weighs 800 pounds.

Dinosaur / Plesiosaurus *Large beast, unaligned*

Armor Class 13 (natural armor) **Hit Points** 68 (8d10 + 24) **Speed** 20 ft., swim 40 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Description: The plesiosaurus has a small head, long and slender neck, broad turtle-like body, a short tail, and two pairs of large, elongated paddles. It is about 15 feet long and weighs 1,000 pounds, diet being fish and mollusks.

Dinosaur / Triceratops *Huge beast, unaligned*

Armor Class 13 (natural armor) **Hit Points** 95 (10d12 + 30) **Speed** 50 ft.

STR 22 (+6) **DEX** 9 (–1) **CON** 17 (+3) **INT** 2 (–4) **WIS** 11 (+0) **CHA** 5 (–3)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Description: A Triceratops is a 3-horned dinosaur with a body about 25' long and weighing about 20,000 pounds.

Dinosaur / Tyrannosaurus Rex *Huge beast, unaligned*

Armor Class 13 (natural armor) **Hit Points** 136 (13d12 + 52) **Speed** 50 ft.

STR 25 (+7) **DEX** 10 (+0) **CON** 19 (+4) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 9 (–1)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two at-

tacks: one with its bite and one with its tail. It can't make both attacks against the same target.

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

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

Description: A Tyrannosaurus is a swift runner despite its enormous size and 6-ton weight. Its head is 6' long, and its teeth are from 3" to 6" in length. About 30' long from nose to tail.

Doppelganger *Medium monstrosity (shapechanger), neutral*

Armor Class 14 **Hit Points** 52 (8d8 + 16) **Speed** 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

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

Ambusher. In the first round of a combat, the doppelganger has advantage on attack rolls against any creature it has surprised.

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

Actions

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a

thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Description: Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance.

Dragons, Chromatic / Black Dragon

Ancient Black Dragon *Gargantuan dragon, chaotic evil*

Armor Class 22 (natural armor) **Hit Points** 367 (21d20 + 147) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 27 (+8) **DEX** 14 (+2) **CON** 25 (+7) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11 **Skills** Perception +16, Stealth +9

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the

saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Black Dragon *Huge dragon, chaotic evil*

Armor Class 19 (natural armor) **Hit Points** 195 (17d12 + 85) **Speed** 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +7, Con +10, Wis +6, Cha +8 **Skills** Perception +11, Stealth +7

Damage Immunities acid

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

Languages Common, Draconic

Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

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

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

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

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

Young Black Dragon *Large dragon, chaotic evil*

Armor Class 18 (natural armor) **Hit Points** 127 (15d10 + 45) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 17 (+3) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5 **Skills** Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Black Dragon Wyrmling *Medium dragon, chaotic evil*

Armor Class 17 (natural armor) **Hit Points** 33 (6d8 + 6) **Speed** 30 ft., fly 60 ft., swim 30 ft.

STR 15 (+2) **DEX** 14 (+2) **CON** 13 (+1) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3 **Skills** Perception +4, Stealth +4

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Dragons, Chromatic / Blue Dragon

Ancient Blue Dragon *Gargantuan dragon, lawful evil*

Armor Class 22 (natural armor) **Hit Points** 481 (26d20 + 208) **Speed** 40 ft., burrow 40 ft., fly 80 ft.

STR 29 (+9) **DEX** 10 (+0) **CON** 27 (+8) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12 **Skills** Perception +17, Stealth +7

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to dragon's Frightful Presence for next 24 hours.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Blue Dragon *Huge dragon, lawful evil*

Armor Class 19 (natural armor) **Hit Points** 225 (18d12 + 108) **Speed** 40 ft., burrow 30 ft., fly 80 ft.

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

Saving Throws Dex +5, Con +11, Wis +7, Cha +9 **Skills** Perception +12, Stealth +5

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 16 (15,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

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

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

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

Lightning Breath (Recharge 5–6). Dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in line must make DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on failure, or half as much damage on successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

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

Young Blue Dragon *Large dragon, lawful evil*

Armor Class 18 (natural armor) **Hit Points** 152 (16d10 + 64) **Speed** 40 ft., burrow 20 ft., fly 80 ft.

STR 21 (+5) **DEX** 10 (+0) **CON** 19 (+4) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7 **Skills** Perception +9, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 9 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Blue Dragon Wyrmling *Medium dragon, lawful evil*

Armor Class 17 (natural armor) **Hit Points** 52 (8d8 + 16) **Speed** 30 ft., burrow 15 ft., fly 60 ft.

STR 17 (+3) **DEX** 10 (+0) **CON** 15 (+2) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4 **Skills** Perception +4, Stealth +2

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Dragons, Chromatic / Green Dragon

Ancient Green Dragon *Gargantuan dragon, lawful evil*

Armor Class 21 (natural armor) **Hit Points** 385 (22d20 + 154) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 27 (+8) **DEX** 12 (+1) **CON** 25 (+7) **INT** 20 (+5) **WIS** 17 (+3) **CHA** 19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Green Dragon *Huge dragon, lawful evil*

Armor Class 19 (natural armor) **Hit Points** 207 (18d12 + 90) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 23 (+6) **DEX** 12 (+1) **CON** 21 (+5) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 17 (+3)

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

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

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

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

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

is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

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

Young Green Dragon *Large dragon, lawful evil*

Armor Class 18 (natural armor) **Hit Points** 136 (16d10 + 48) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 19 (+4) **DEX** 12 (+1) **CON** 17 (+3) **INT** 16 (+3) **WIS** 13 (+1) **CHA** 15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5 **Skills** Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

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

Poison Breath (Recharge 5–6). The dragon ex-

hales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Green Dragon Wyrmling *Medium dragon, lawful evil*

Armor Class 17 (natural armor) **Hit Points** 38 (7d8 + 7)
Speed 30 ft., fly 60 ft., swim 30 ft.

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

Saving Throws Dex +3, Con +3, Wis +2, Cha +3 **Skills** Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Dragons, Chromatic / Red Dragon

Ancient Red Dragon *Gargantuan dragon, chaotic evil*

Armor Class 22 (natural armor) **Hit Points** 546 (28d20 + 252) **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR 30 (+10) **DEX** 10 (+0) **CON** 29 (+9) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13 **Skills** Perception +16, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful

Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Red Dragon *Huge dragon, chaotic evil*

Armor Class 19 (natural armor) **Hit Points** 256 (19d12 + 133) **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR 27 (+8) **DEX** 10 (+0) **CON** 25 (+7) **INT** 16 (+3) **WIS** 13 (+1) **CHA** 21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11 **Skills** Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

Actions

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

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Red Dragon *Large dragon, chaotic evil*

Armor Class 18 (natural armor) **Hit Points** 178 (17d10 + 85) **Speed** 40 ft., climb 40 ft., fly 80 ft.

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

Saving Throws Dex +4, Con +9, Wis +4, Cha +8 **Skills** Perception +8, Stealth +4

Damage Immunities fire

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

Languages Common, Draconic

Challenge 10 (5,900 XP)

Actions

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

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

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

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

Red Dragon Wyrmling *Medium dragon, chaotic evil*

Armor Class 17 (natural armor) **Hit Points** 75 (10d8 + 30) **Speed** 30 ft., climb 30 ft., fly 60 ft.

STR 19 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4 **Skills** Perception +4, Stealth +2

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 4 (1,100 XP)

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Dragons, Chromatic / White Dragon

Ancient White Dragon *Gargantuan dragon, chaotic evil*

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

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

Saving Throws Dex +6, Con +14, Wis +7, Cha +8 **Skills** Perception +13, Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

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

Actions

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

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

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

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

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult White Dragon *Huge dragon, chaotic evil*

Armor Class 18 (natural armor) **Hit Points** 200 (16d12 + 96) **Speed** 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR 22 (+6) **DEX** 10 (+0) **CON** 22 (+6) **INT** 8 (–1) **WIS** 12 (+1) **CHA** 12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6 **Skills** Perception +11, Stealth +5

Damage Immunities cold

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

Languages Common, Draconic

Challenge 13 (10,000 XP)

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

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect

ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

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

Young White Dragon *Large dragon, chaotic evil*

Armor Class 17 (natural armor) **Hit Points** 133 (14d10 + 56) **Speed** 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR 18 (+4) **DEX** 10 (+0) **CON** 18 (+4) **INT** 6 (–2) **WIS** 11 (+0) **CHA** 12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4 **Skills** Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales

an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

White Dragon Wyrmling *Medium dragon, chaotic evil*

Armor Class 16 (natural armor) **Hit Points** 32 (5d8 + 10) **Speed** 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

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

Saving Throws Dex +2, Con +4, Wis +2, Cha +2 **Skills** Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Actions

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

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

Dragons, Metallic / Brass Dragon

Ancient Brass Dragon *Gargantuan dragon, chaotic good*

Armor Class 20 (natural armor) **Hit Points** 297 (17d20 + 119) **Speed** 40 ft., burrow 40 ft., fly 80 ft.

STR 27 (+8) **DEX** 10 (+0) **CON** 25 (+7) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10 **Skills** History +9, Perception +14, Persuasion +10, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful

Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Fire Breath. The dragon exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

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

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

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Brass Dragon *Huge dragon, chaotic good*

Armor Class 18 (natural armor) **Hit Points** 172 (15d12 + 75) **Speed** 40 ft., burrow 30 ft., fly 80 ft.

STR 23 (+6) **DEX** 10 (+0) **CON** 21 (+5) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8 **Skills** History +7, Perception +11, Persuasion +8, Stealth +5

Damage Immunities fire

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

Languages Common, Draconic

Challenge 13 (10,000 XP)

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

Actions

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

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

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

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

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

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

Fire Breath. The dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

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

Young Brass Dragon *Large dragon, chaotic good*

Armor Class 17 (natural armor) **Hit Points** 110 (13d10 + 39) **Speed** 40 ft., burrow 20 ft., fly 80 ft.

STR 19 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws Dex +3, Con +6, Wis +3, Cha +5 **Skills** Perception +6, Persuasion +5, Stealth +3

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

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

Fire Breath. The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a

30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. Effect ends for creature if creature takes damage or someone uses action to wake it.

Brass Dragon Wyrmling *Medium dragon, chaotic good*

Armor Class 16 (natural armor) **Hit Points** 16 (3d8 + 3) **Speed** 30 ft., burrow 15 ft., fly 60 ft.

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

Saving Throws Dex +2, Con +3, Wis +2, Cha +3 **Skills** Perception +4, Stealth +2

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 1 (200 XP)

Actions

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

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

Fire Breath. The dragon exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Dragons, Metallic / Bronze Dragon

Ancient Bronze Dragon *Gargantuan dragon, lawful good*

Armor Class 22 (natural armor) **Hit Points** 444 (24d20 + 192) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 29 (+9) **DEX** 10 (+0) **CON** 27 (+8) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12 **Skills** Insight +10, Perception +17, Stealth +7

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from dragon.

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

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

Legendary Actions

The dragon can take 3 legendary actions, choosing from

the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Bronze Dragon *Huge dragon, lawful good*

Armor Class 19 (natural armor) **Hit Points** 212 (17d12 + 102) **Speed** 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +5, Con +11, Wis +7, Cha +9 **Skills** Insight +7, Perception +12, Stealth +5

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

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

Frightful Presence for the next 24 hours.

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

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

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

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

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

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

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

Young Bronze Dragon *Large dragon, lawful good*

Armor Class 18 (natural armor) **Hit Points** 142 (15d10 + 60) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 21 (+5) **DEX** 10 (+0) **CON** 19 (+4) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6 **Skills** Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

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

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Bronze Dragon Wyrmling *Medium dragon, lawful good*

Armor Class 17 (natural armor) **Hit Points** 32 (5d8 + 10) **Speed** 30 ft., fly 60 ft., swim 30 ft.

STR 17 (+3) **DEX** 10 (+0) **CON** 15 (+2) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4 **Skills** Perception +4, Stealth +2

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

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

Lightning Breath. The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw,

taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from dragon.

Dragons, Metallic / Copper Dragon

Ancient Copper Dragon *Gargantuan dragon, chaotic good*

Armor Class 21 (natural armor) **Hit Points** 350 (20d20 + 140) **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR 27 (+8) **DEX** 12 (+1) **CON** 25 (+7) **INT** 20 (+5) **WIS** 17 (+3) **CHA** 19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11 **Skills** Deception +11, Perception +17, Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 21 (33,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Acid Breath. The dragon exhales acid in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. Creature can repeat saving throw at the end of each of its turns, ending the effect on itself with a successful save.

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

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

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Copper Dragon *Huge dragon, chaotic good*

Armor Class 18 (natural armor) **Hit Points** 184 (16d12 + 80) **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR 23 (+6) **DEX** 12 (+1) **CON** 21 (+5) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8 **Skills** Deception +8, Perception +12, Stealth +6

Damage Immunities acid

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

Languages Common, Draconic

Challenge 14 (11,500 XP)

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

Actions

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

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

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

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

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

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

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

Slowing Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

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

Young Copper Dragon *Large dragon, chaotic good*

Armor Class 17 (natural armor) **Hit Points** 119 (14d10 + 42) **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR 19 (+4) **DEX** 12 (+1) **CON** 17 (+3) **INT** 16 (+3) **WIS** 13 (+1) **CHA** 15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5 **Skills** Deception +5, Perception +7, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 7 (2,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

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

Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Copper Dragon Wyrmling *Medium dragon, chaotic good*

Armor Class 16 (natural armor) **Hit Points** 22 (4d8 + 4) **Speed** 30 ft., climb 30 ft., fly 60 ft.

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

Saving Throws Dex +3, Con +3, Wis +2, Cha +3 **Skills** Perception +4, Stealth +3

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 1 (200 XP)

Actions

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

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

Acid Breath. The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. Creature can repeat saving throw at the end of each of its turns, ending effect on itself with a successful save.

Dragons, Metallic / Gold Dragon

Ancient Gold Dragon *Gargantuan dragon, lawful good*

Armor Class 22 (natural armor) **Hit Points** 546 (28d20 + 252) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 30 (+10) **DEX** 14 (+2) **CON** 29 (+9) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16 **Skills** Insight +10, Perception +17, Persuasion +16, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack. The dragon can use its Frightful

Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

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

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

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending effect on itself on a success.

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

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

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action

option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Gold Dragon *Huge dragon, lawful good*

Armor Class 19 (natural armor) **Hit Points** 256 (19d12 + 133) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 27 (+8) **DEX** 14 (+2) **CON** 25 (+7) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 24 (+7)

Saving Throws Dex +8, Con +13, Wis +8, Cha +13 **Skills** Insight +8, Perception +14, Persuasion +13, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Fire Breath. The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending effect on itself on a success.

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

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

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Gold Dragon *Large dragon, lawful good*

Armor Class 18 (natural armor) **Hit Points** 178 (17d10 + 85) **Speed** 40 ft., fly 80 ft., swim 40 ft.

STR 23 (+6) **DEX** 14 (+2) **CON** 21 (+5) **INT** 16 (+3) **WIS** 13 (+1) **CHA** 20 (+5)

Saving Throws Dex +6, Con +9, Wis +5, Cha +9 **Skills** Insight +5, Perception +9, Persuasion +9, Stealth +6

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

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

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

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

Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gold Dragon Wyrmling *Medium dragon, lawful good*

Armor Class 17 (natural armor) **Hit Points** 60 (8d8 + 24)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 17 (+3) **INT** 14 (+2) **WIS** 11 (+0) **CHA** 16 (+3)

Saving Throws Dex +4, Con +5, Wis +2, Cha +5 **Skills** Perception +4, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a

failure, or half as much damage on successful one.

Weakening Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending effect on itself on a success.

Dragons, Metallic / Silver Dragon

Ancient Silver Dragon *Gargantuan dragon, lawful good*

Armor Class 22 (natural armor) **Hit Points** 487 (25d20 + 225) **Speed** 40 ft., fly 80 ft.

STR 30 (+10) **DEX** 10 (+0) **CON** 29 (+9) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13
Skills Arcana +11, History +11, Perception +16, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Silver Dragon *Huge dragon, lawful good*

Armor Class 19 (natural armor) **Hit Points** 243 (18d12 + 126) **Speed** 40 ft., fly 80 ft.

STR 27 (+8) **DEX** 10 (+0) **CON** 25 (+7) **INT** 16 (+3) **WIS** 13 (+1) **CHA** 21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10 **Skills** Arcana +8, History +8, Perception +11, Stealth +5

Damage Immunities cold

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

Languages Common, Draconic

Challenge 16 (15,000 XP)

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

Actions

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

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this

action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Silver Dragon *Large dragon, lawful good*

Armor Class 18 (natural armor) **Hit Points** 168 (16d10 + 80) **Speed** 40 ft., fly 80 ft.

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

Saving Throws Dex +4, Con +9, Wis +4, Cha +8 **Skills** Arcana +6, History +6, Perception +8, Stealth +4

Damage Immunities cold

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

Languages Common, Draconic

Challenge 9 (5,000 XP)

Actions

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

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

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

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

Cold Breath. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving

throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Silver Dragon Wyrmling *Medium dragon, lawful good*

Armor Class 17 (natural armor) **Hit Points** 45 (6d8 + 18) **Speed** 30 ft., fly 60 ft.

STR 19 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4 **Skills** Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Cold Breath. The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dragon Turtle *Gargantuan dragon, neutral*

Armor Class 20 (natural armor) **Hit Points** 341 (22d20 + 110) **Speed** 20 ft., swim 40 ft.

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

Saving Throws Dex +6, Con +11, Wis +7

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

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

Description: Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 20 to 30 feet from snout to tail, with a shell from 15 to 25 feet in diameter, and can weigh 8,000 to 32,000 pounds.

Dridr *Large monstrosity, chaotic evil*

Armor Class 19 (natural armor) **Hit Points** 123 (13d10 + 52) **Speed** 30 ft., climb 30 ft.

STR 16 (+3) **DEX** 16 (+3) **CON** 18 (+4) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 12 (+1)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

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

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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

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

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

Description: Driders are centaur-like creatures, appearing as drow from the waist up, with their lower portions replaced by the abdomen and legs of immense spiders. Commonly found in the Underworld.

Dryad *Medium fey, neutral*

Armor Class 11 (16 with *barkskin*) **Hit Points** 22 (5d8) **Speed** 30 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

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

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10

feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Club. Melee Weapon Attack: +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If target's saving throw is successful, target is immune to dryad's Fey Charm for next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Description: Dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and hair is like a canopy of leaves that changes color with seasons. Although generally solitary, up to seven dryads have been encountered in one place on rare occasions.

Duergar *Medium humanoid (dwarf), lawful evil*

Armor Class 16 (scale mail, shield) **Hit Points** 26 (4d8 + 8) **Speed** 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

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

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

Actions

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

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

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

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

Description: A cruel subrace of dwarves. Short and strongly built, duergar stand about 4½' tall and weigh roughly 200 lbs. Their skin is usually gray to sooty black. Duergar have fiery amber eyes, sometimes red hair as well. Duergar dress in drab clothing that matches the color of stone.

Elemental, Air *Large elemental, neutral*

Armor Class 15 **Hit Points** 90 (12d10 + 24) **Speed** 0 ft., fly 90 ft. (hover)

STR 14 (+2) **DEX** 20 (+5) **CON** 14 (+2) **INT** 6 (–2) **WIS** 10 (+0) **CHA** 6 (–2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (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 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Elemental, Earth *Large elemental, neutral*

Armor Class 17 (natural armor) **Hit Points** 126 (12d10 + 60) **Speed** 30 ft., burrow 30 ft.

STR 20 (+5) **DEX** 8 (–1) **CON** 20 (+5) **INT** 5 (–3) **WIS** 10 (+0) **CHA** 5 (–3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 5 (1,800 XP)

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

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Elemental, Fire *Large elemental, neutral*

Armor Class 13 **Hit Points** 102 (12d10 + 36) **Speed** 50 ft.

STR 10 (+0) **DEX** 17 (+3) **CON** 16 (+3) **INT** 6 (–2) **WIS** 10 (+0) **CHA** 7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Elemental, Water *Large elemental, neutral*

Armor Class 14 (natural armor) **Hit Points** 114 (12d10 + 48) **Speed** 30 ft., swim 90 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 5 (–3) **WIS** 10 (+0) **CHA** 8 (–1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Elf, Drow *Medium humanoid (elf), neutral evil*

Armor Class 15 (chain shirt) **Hit Points** 13 (3d8) **Speed** 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge ¼ (50 XP)

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

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Description: Drow or dark elves are a generally evil, dark-skinned, and white-haired subrace of elves.

Ettercap *Medium monstrosity, neutral evil*

Armor Class 13 (natural armor) **Hit Points** 44 (8d8 + 8) **Speed** 30 ft., climb 30 ft.

STR 14 (+2) **DEX** 15 (+2) **CON** 13 (+1) **INT** 7 (–2) **WIS** 12 (+1) **CHA** 8 (–1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Web (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11

Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

Description: Ettercaps resemble hunched, grey-purplish humanoids with distended white bellies, spider-like faces (fangs and eyes and such), long skinny arms, short stubby legs, and two sharp, black chitinous claws instead of hands and feet. They are not particularly intelligent, yet they possess the capability to shoot sticky webs, can inject a paralyzing venom from their fangs, and have an affinity for spiders. Ettercaps are cowardly and vicious, and prefer to set traps to ensnare their enemies. An ettercap is about 6' tall and weighs about 200 lbs.

Ettin *Large giant, chaotic evil*

Armor Class 12 (natural armor) **Hit Points** 85 (10d10 + 30) **Speed** 40 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

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

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

Actions

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

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

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

Description: Ettins are two-headed giants, vicious and unpredictable hunters that stalk the night. Ettin never bathes if it can help it, which leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13' tall and weigh 5,200 lbs. They live about 75 years.

Fungi, Shrieker *Medium plant, unaligned*

Armor Class 5 **Hit Points** 13 (3d8) **Speed** 0 ft.

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

Condition Immunities blinded, deafened, frightened

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

Languages —

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless is indistinguishable from an ordinary fungus.

Reactions Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Description: Stationary fungus emits loud noise to attract prey or when disturbed. Often in the company of violet fungi, whose poison they are immune to. Shriekers are shades of purple, 4' tall, weighs 50 lbs.

Fungi, Violet Fungus *Medium plant, unaligned*

Armor Class 5 **Hit Points** 18 (4d8) **Speed** 5 ft.

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

Condition Immunities blinded, deafened, frightened

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

Languages —

Challenge ¼ (50 XP)

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

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

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

Description: Resemble shriekers, often growing among them. Violet fungus is 4' tall and weighs 50 lbs. Violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots.

Gargoyle *Medium elemental, chaotic evil*

Armor Class 15 (natural armor) **Hit Points** 52 (7d8 + 21) **Speed** 30 ft., fly 60 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

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

Actions

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

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

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

Description: Gargoyles appear to be winged stone statues, for they can perch indefinitely without moving and require no food, water, or air. Often eat their fallen foes out of fondness for inflicting pain.

Genie, Djinni *Large elemental, chaotic good*

Armor Class 17 (natural armor) **Hit Points** 161 (14d10 + 84) **Speed** 30 ft., fly 90 ft.

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

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

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran

Challenge 11 (7,200 XP)

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

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

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

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

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

Actions

Multiattack. Djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5

ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

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

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

Description: The djinn are genies from the Elemental Plane of Air, 10½ feet tall and weigh about 1,000 pounds. Djinn may be captured and enslaved. Noble djinn (hp 186 16d10 + 98, Str 22 +6) have the ability to grant three wishes to a master, but will then do no other service. Upon the third wish is free of servitude.

Genie, Efreeti *Large elemental, lawful evil*

Armor Class 17 (natural armor) **Hit Points** 200 (16d10 + 112) **Speed** 40 ft., fly 60 ft.

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

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

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 XP)

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

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

At will: *detect magic*

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

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

Actions

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

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

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

Description: The efreet are genies from the Elemental Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Ghost Medium undead, any alignment

Armor Class 11 **Hit Points** 45 (10d8) **Speed** 0 ft., fly 40 ft. (hover)

STR 7 (–2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into Ethereal Plane when it is on the Material Plane, and vice versa.

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

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's

saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Description: A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

Ghoul, Ghast Medium undead, chaotic evil

Armor Class 13 **Hit Points** 36 (8d8) **Speed** 30 ft.

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

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

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

Actions

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

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

Description: The stink of death and corruption surrounding these creatures is overwhelming.

Ghoul *Medium undead, chaotic evil*

Armor Class 12 **Hit Points** 22 (5d8) **Speed** 30 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 10 (+0) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Description: A monster associated with graveyards and consuming human flesh.

Giant, Cloud Giant *Huge giant, neutral good (50%) or neutral evil (50%)*

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

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

Saving Throws Con +10, Wis +7, Cha +7 **Skills** Insight +7, Perception +7

Senses passive Perception 17

Languages Common, Giant

Challenge 9 (5,000 XP)

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

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

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

Actions

Multiattack. The giant makes two morningstar attacks.

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

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

Description: Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old. Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station. The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

Giant, Fire Giant *Huge giant, lawful evil*

Armor Class 18 (plate) **Hit Points** 162 (13d12 + 78) **Speed** 30 ft.

STR 25 (+7) **DEX** 9 (-1) **CON** 23 (+6) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)

Saving Throws Dex +3, Con +10, Cha +5 **Skills** Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Description: Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

Giant, Frost Giant *Huge giant, neutral evil*

Armor Class 15 (patchwork armor) **Hit Points** 138 (12d12 + 60) **Speed** 40 ft.

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

Saving Throws Con +8, Wis +3, Cha +4 **Skills** Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

Actions

Multiattack. The giant makes two greataxe attacks.

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

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

Description: Frost giant's hair can be light blue or dirty yellow, and eyes usually match hair color. They dress in skins, pelts, and jewelry. Warriors add chain shirts and metal helmets decorated with horns or feathers. Adult male is 15 feet tall and weighs 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

Giant, Hill Giant *Huge giant, chaotic evil*

Armor Class 13 (natural armor) **Hit Points** 105 (10d12 + 40) **Speed** 40 ft.

STR 21 (+5) **DEX** 8 (–1) **CON** 19 (+4) **INT** 5 (–3) **WIS** 9 (–1) **CHA** 6 (–2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Description: Skin color ranges from light tan to deep ruddy brown. Hair is brown or black, eyes the same color. They wear layers of crudely prepared hides with fur left on and seldom wash or repair their garments, preferring to simply add more hides as old ones wear out. Adults are about 10½ feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

Giant, Stone Giant *Huge giant, neutral*

Armor Class 17 (natural armor) **Hit Points** 126 (11d12 + 55) **Speed** 40 ft.

STR 23 (+6) **DEX** 15 (+2) **CON** 20 (+5) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 9 (–1)

Saving Throws Dex +5, Con +8, Wis +4 **Skills** Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Description: Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone. Adults are about 12 feet tall and weigh about 1,500 pounds, and can live to be 800 years old.

Giant, Storm Giant *Huge giant, chaotic good*

Armor Class 16 (scale mail) **Hit Points** 230 (20d12 + 100)
Speed 50 ft., swim 50 ft.

STR 29 (+9) **DEX** 14 (+2) **CON** 20 (+5) **INT** 16 (+3) **WIS** 18 (+4) **CHA** 18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9 **Skills** Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances cold

Damage Immunities lightning, thunder

Senses passive Perception 19

Languages Common, Giant

Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic, feather fall, levitate, light*
 3/day each: *control weather, water breathing*

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Description: Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Gibbering Moulder *Medium aberration, neutral*

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

Speed 10 ft., swim 10 ft.

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

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

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

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

Actions

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

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

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

Description: A gibbering moulder is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures. A gibbering moulder is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds.

Gnoll *Medium humanoid (gnoll), chaotic evil***Armor Class** 15 (hide armor, shield) **Hit Points** 22 (5d8)
Speed 30 ft.**STR** 14 (+2) **DEX** 12 (+1) **CON** 11 (+0) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 7 (-2)**Senses** darkvision 60 ft., passive Perception 10**Languages** Gnoll**Challenge** ½ (100 XP)**Rampage.** When gnoll reduces a creature to 0 hit points with melee attack on its turn, gnoll can take a bonus action to move up to half its speed and make a bite attack.**Actions****Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.**Description:** Hyena-men cross between gnomes and trolls, clever and evil.**Gnome, Deep (Svirfneblin)** *Small humanoid (gnome), neutral good***Armor Class** 15 (chain shirt) **Hit Points** 16 (3d6 + 6)
Speed 20 ft.**STR** 15 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 9 (-1)**Skills** Investigation +3, Perception +2, Stealth +4**Senses** darkvision 120 ft., passive Perception 12**Languages** Gnomish, Terran, Undercommon**Challenge** ½ (100 XP)**Stone Camouflage.** The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.**Gnome Cunning.** Gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.**Innate Spellcasting.** Gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:At will: *nondetection* (self only)1/day each: *blindness/deafness*, *blur*, *disguise self***Actions****War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.**Poisoned Dart.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.**Description:** Svirfneblin closely resemble surface-dwelling gnomes, save for paler complexions and that they have little or no hair.**Goblin** *Small humanoid (goblinoid), neutral evil***Armor Class** 15 (leather armor, shield) **Hit Points** 7 (2d6) **Speed** 30 ft.**STR** 8 (-1) **DEX** 14 (+2) **CON** 10 (+0) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 8 (-1)**Skills** Stealth +6**Senses** darkvision 60 ft., passive Perception 9**Languages** Common, Goblin**Challenge** ¼ (50 XP)**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.**Actions****Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.**Description:** Goblin stands 3 to 3½ feet tall and weigh 40 to 45 pounds. Eyes are usually dull and glazed, varying in color from red to yellow. Goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.**Golem, Clay Golem** *Large construct, unaligned***Armor Class** 14 (natural armor) **Hit Points** 133 (14d10 + 56) **Speed** 20 ft.**STR** 20 (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 3 (-4) **WIS** 8 (-1) **CHA** 1 (-5)**Damage Immunities** acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 9 (5,000 XP)

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

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

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

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

Description: The clay golem has a humanoid body made from clay. It wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

Golem, Flesh Golem *Medium construct, neutral*

Armor Class 9 **Hit Points** 93 (11d8 + 44) **Speed** 30 ft.

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

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

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

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

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

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

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

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

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

Actions

Multiattack. Golem makes two slam attacks.

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

Description: A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds. A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Golem, Iron Golem *Large construct, unaligned*

Armor Class 20 (natural armor) **Hit Points** 210 (20d10 + 100) **Speed** 30 ft.

STR 24 (+7) **DEX** 9 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 16 (15,000 XP)

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

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

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

Magic Weapons. Golem's weapon attacks are magical.

Actions

Multiattack. Golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Description: This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, although it almost always displays armor of some sort. Its features are smooth. Iron golems sometimes carry a sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Golem, Stone Golem *Large construct, unaligned*

Armor Class 17 (natural armor) **Hit Points** 178 (17d10 + 85) **Speed** 30 ft.

STR 22 (+6) **DEX** 9 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

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

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

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

Actions

Multiattack. Golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Description: Stone golem has a humanoid body made from stone. It is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. It might look like it is wearing armor, with particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Gorgon *Large monstrosity, unaligned*

Armor Class 19 (natural armor) **Hit Points** 114 (12d10 + 48) **Speed** 40 ft.

STR 20 (+5) **DEX** 11 (+0) **CON** 18 (+4) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Skills Perception +4

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5–6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on 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.

Description: A bull-like monster made of interlocking plates, with plumes of greenish smoke puffing from its nostrils. A gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to **trample**, **gore**, or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate

Grick *Medium monstrosity, neutral*

Armor Class 14 (natural armor) **Hit Points** 27 (6d8) **Speed** 30 ft., climb 30 ft.

STR 14 (+2) **DEX** 14 (+2) **CON** 11 (+0) **INT** 3 (–4) **WIS** 14 (+2) **CHA** 5 (–3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

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

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach

5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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

Description: The grick is a snake-like creature with its mouth a tangle of tentacles. An adult grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, with a pale underbelly.

Griffon *Large monstrosity, unaligned*

Armor Class 12 **Hit Points** 59 (7d10 + 21) **Speed** 30 ft., fly 80 ft.

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

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

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

Actions

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

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Description: Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds. A griffon cannot speak, but understands Common.

Grimlock *Medium humanoid (grimlock), neutral evil*

Armor Class 11 **Hit Points** 11 (2d8 + 2) **Speed** 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 12 (+1) **INT** 9 (–1) **WIS** 8 (–1) **CHA** 6 (–2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages Undercommon

Challenge 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

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

Actions

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Description: a savage, pale-skinned and eyeless humanoid that dwells in dark places and prefers the taste of human flesh.

Hag, Green Hag *Medium fey, neutral evil*

Armor Class 17 (natural armor) **Hit Points** 82 (11d8 + 33) **Speed** 30 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 16 (+3) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

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

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed

on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Description: Green hags are found in desolate swamps and dark forests. A green hag is about the same height and weight as a female human.

Hag, Night Hag *Medium fiend, neutral evil*

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

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

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

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

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

Actions

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

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

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

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

Description: A night hag is about the same height and weight as a female human.

Hag, Sea Hag *Medium fey, chaotic evil*

Armor Class 14 (natural armor) **Hit Points** 52 (7d8 + 21)
Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

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

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

Actions

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illu-

sion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

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

Description: The sea hag is found in the water of seas or overgrown lakes. A sea hag is about the same height and weight as a female human.

Half-Dragon Template

A beast, humanoid, giant, or monstrosity can become a half-dragon. It keeps its statistics, except as follows.

Challenge. To avoid recalculating the creature's challenge rating, apply the template only to a creature that meets the optional prerequisite in the Breath Weapon table below. Otherwise, recalculate the rating after you apply the template.

Senses. The half-dragon gains blindsight with a radius of 10 feet and darkvision with a radius of 60 feet.

Resistances. The half-dragon gains resistance to a type of damage based on its color.

Color	Damage Resistance
Black or copper	Acid
Blue or bronze	Lightning
Brass, gold, or red	Fire
Green	Poison
Silver or white	Cold

Languages. The half-dragon speaks Draconic in addition to any other languages it knows.

New Action: Breath Weapon. The half-dragon has the breath weapon of its dragon half. The half-dragon's size determines how this action functions.

Size	Breath Weapon	Optional Prerequisite
Large or smaller	As a wyrmling	Challenge 2 or higher
Huge	As a young dragon	Challenge 7 or higher
Gargantuan	As an adult dragon	Challenge 8 or higher

Half-Red Dragon Veteran *Medium humanoid (human), any alignment*

Armor Class 18 (plate) **Hit Points** 65 (10d8 + 20) **Speed** 30 ft.

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

Skills Athletics +5, Perception +2

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 5 (1,800 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Fire Breath (Recharge 5–6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Harpy *Medium monstrosity, chaotic evil*

Armor Class 11 **Hit Points** 38 (7d8 + 7) **Speed** 20 ft., fly 40 ft.

STR 12 (+1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 7 (–2) **WIS** 10 (+0) **CHA** 13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy

that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

Description: A female monster in the form of a bird with a human face. They steal food from their victims while they are eating.

Hell Hound *Medium fiend, lawful evil*

Armor Class 15 (natural armor) **Hit Points** 45 (7d8 + 14) **Speed** 50 ft.

STR 17 (+3) **DEX** 12 (+1) **CON** 14 (+2) **INT** 6 (–2) **WIS** 13 (+1) **CHA** 6 (–2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

Pack Tactics. Hound has advantage on attack roll against creature if at least one of hound's allies is within 5 feet of creature and ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Description: A hellish supernatural dog with mangled black fur, glowing red eyes, and a foul odor.

Hippogriff *Large monstrosity, unaligned*

Armor Class 11 **Hit Points** 19 (3d10 + 3) **Speed** 40 ft., fly 60 ft.

STR 17 (+3) **DEX** 13 (+1) **CON** 13 (+1) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 8 (–1)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 1 (200 XP)

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

Actions

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

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

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

Description: Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

Hobgoblin *Medium humanoid (goblinoid), lawful evil*

Armor Class 18 (chain mail, shield) **Hit Points** 11 (2d8 + 2) **Speed** 30 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 9 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge ½ (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

Description: Hobgoblins are humanoids that stand nearly 6'6" tall on average. Smarter than other goblinoid races, their matriarchal clan systems are renowned for brutality and military skill.

Homunculus *Tiny construct, neutral*

Armor Class 13 (natural armor) **Hit Points** 5 (2d4) **Speed** 20 ft., fly 40 ft.

STR 4 (–3) **DEX** 15 (+2) **CON** 11 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 7 (–2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 0 (10 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

Description: A very small humanoid creature created as a servant. The homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood.

Hydra *Huge monstrosity, unaligned*

Armor Class 15 (natural armor) **Hit Points** 172 (15d12 + 75) **Speed** 30 ft., swim 30 ft.

STR 20 (+5) **DEX** 12 (+1) **CON** 20 (+5) **INT** 2 (–4) **WIS** 10 (+0) **CHA** 7 (–2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

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

Description: Reptile-like monsters with multiple heads, gray-brown to dark brown, with light yellow underbelly. Amber eyes and yellow-white teeth. It is 20' long and weighs 4,000 lbs. Hydras do not speak.

Invisible Stalker *Medium elemental, neutral*

Armor Class 14 Hit Points 104 (16d8 + 32) Speed 50 ft., fly 50 ft. (hover)

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

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

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

Actions

Multiattack. The stalker makes two slam attacks.

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

Description: Invisible stalkers have an amorphous form. A see invisibility spell shows only a dim outline of a cloud, while a true seeing spell reveals a roiling cloud of vapor.

Kobold *Small humanoid (kobold), lawful evil*

Armor Class 12 Hit Points 5 (2d6 – 2) Speed 30 ft.

STR 7 (–2) DEX 15 (+2) CON 9 (–1) INT 8 (–1) WIS 7 (–2) CHA 8 (–1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Description: A race of humanoid, dog-like, reptilians, related to dragons, who live in caves and underground dungeons, are expert miners, and are masters of setting traps to kill adventurers.

Kraken *Gargantuan monstrosity (titan), chaotic evil*

Armor Class 18 (natural armor) Hit Points 472 (27d20 + 189) Speed 20 ft., swim 60 ft.

STR 30 (+10) DEX 11 (+0) CON 25 (+7) INT 22 (+6) WIS 18 (+4) CHA 20 (+5)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11

Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 14

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge 23 (50,000 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (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 18 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

Description: The kraken resembles a squid of humongous size. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

Lamia *Large monstrosity, chaotic evil*

Armor Class 13 (natural armor) **Hit Points** 97 (13d10 + 26) **Speed** 30 ft.

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

Skills Deception +7, Insight +4, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 4 (1,100 XP)

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

At will: *disguise self* (any humanoid form), *major image*

3/day each: *charm person*, *mirror image*, *scrying*, *suggestion*

1/day: *geas*

Actions

Multiattack. The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

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

Intoxicating Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Description: Lamias have the upper torso, arms, and head of a human female, and the lower body of a beast. A typical lamia is about 8 feet long and weighs about 700 pounds.

Lich *Medium undead, any evil alignment*

Armor Class 17 (natural armor) **Hit Points** 135 (18d8 + 54) **Speed** 30 ft.

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

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

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

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Actions

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Cantrip. The lich casts a cantrip.

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

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

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

Description: A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones.

Lizardfolk *Medium humanoid (lizardfolk), neutral*

Armor Class 15 (natural armor, shield) **Hit Points** 22 (4d8 + 4) **Speed** 30 ft., swim 30 ft.

STR 15 (+2) **DEX** 10 (+0) **CON** 13 (+1) **INT** 7 (-2) **WIS** 12 (+1) **CHA** 7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge ½ (100 XP)

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

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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

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

Description: An aquatic-type humanoid with only a rude intelligence that prefers to eat human flesh.

Lycanthrope, Werebear *Medium humanoid (human, shapechanger), neutral good*

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form **Hit Points** 135 (18d8 + 54)

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

STR 19 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). *Melee Weapon*

Attack: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

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

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Lycanthrope, Wereboar *Medium humanoid (human, shapechanger), neutral evil*

Armor Class 10 in humanoid form, 11 (natural armor) in boar or hybrid form **Hit Points** 78 (12d8 + 24)

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

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

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

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

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

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

Actions

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

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

Tusks (Boar or Hybrid Form Only). *Melee*

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

Lycanthrope, Wererat *Medium humanoid (human, shapechanger), lawful evil*

Armor Class 12 **Hit Points** 33 (6d8 + 6) **Speed** 30 ft.

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

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

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

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

Actions

Multiattack (Humanoid or Hybrid Form Only).

The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

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

Lycanthrope, Weretiger *Medium humanoid (human, shapechanger), neutral*

Armor Class 12 **Hit Points** 120 (16d8 + 48) **Speed** 30 ft. (40 ft. in tiger form)

STR 17 (+3) **DEX** 15 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 13

(+1) **CHA** 11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in tiger form)

Challenge 4 (1,100 XP)

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

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

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If target is prone, the weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack (Humanoid or Hybrid Form Only).

In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

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

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

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

Lycanthrope, Werewolf *Medium humanoid (human, shapechanger), chaotic evil*

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form **Hit Points** 58 (9d8 + 18)

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

STR 15 (+2) **DEX** 13 (+1) **CON** 14 (+2) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

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

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

Actions

Multiattack (Humanoid or Hybrid Form Only).

The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

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

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

Magmin *Small elemental, chaotic neutral*

Armor Class 14 (natural armor) **Hit Points** 9 (2d6 + 2) **Speed** 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge ½ (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

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

Actions

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

Description: Magmins are small, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames. A typical magmin is 4 feet tall and weighs 400 pounds.

Manticore *Large monstrosity, lawful evil*

Armor Class 14 (natural armor) **Hit Points** 68 (8d10 + 24) **Speed** 30 ft., fly 50 ft.

STR 17 (+3) **DEX** 16 (+3) **CON** 17 (+3) **INT** 7 (–2) **WIS** 12 (+1) **CHA** 8 (–1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. Manticore has twenty-four tail spikes that regrow when manticore finishes long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Description: A manticore has a lion body, bat wings, and a human head. It attacks by loosing a volley of iron spikes from its tail. A typical manticore is about 10 feet long and weighs about 1,000 pounds.

Medusa *Medium monstrosity, lawful evil***Armor Class** 15 (natural armor) **Hit Points** 127 (17d8 + 51) **Speed** 30 ft.**STR** 10 (+0) **DEX** 15 (+2) **CON** 16 (+3) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 15 (+2)**Skills** Deception +5, Insight +4, Perception +4, Stealth +5**Senses** darkvision 60 ft., passive Perception 14**Languages** Common**Challenge** 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

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

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Description: A medusa is a human-type monster with the lower body of a snake. A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil. A typical medusa is 5 to 6 feet tall and about the same weight as a human.

Mephit, Dust Mephit *Small elemental, neutral evil***Armor Class** 12 **Hit Points** 17 (5d6) **Speed** 30 ft., fly 30 ft.**STR** 5 (–3) **DEX** 14 (+2) **CON** 10 (+0) **INT** 9 (–1) **WIS** 11 (+0) **CHA** 10 (+0)**Skills** Perception +2, Stealth +4**Damage Vulnerabilities** fire**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 12**Languages** Auran, Terran**Challenge** ½ (100 XP)

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

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

spellcasting ability is Charisma.

Actions

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

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

Description: A small, winged creatures with more or less humanoid features. Dust mephits come from the Elemental Plane of Air. A dust mephit is about 4 feet tall and weighs about 2 pounds.

Mephit, Ice Mephit *Small elemental, neutral evil***Armor Class** 11 **Hit Points** 21 (6d6) **Speed** 30 ft., fly 30 ft.**STR** 7 (–2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 9 (–1) **WIS** 11 (+0) **CHA** 12 (+1)**Skills** Perception +2, Stealth +3**Damage Vulnerabilities** bludgeoning, fire**Damage Immunities** cold, poison**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge ½ (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

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

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

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Description: A small, winged creatures with more or less humanoid features. Ice mephits come from the Elemental Plane of Air. Ice mephits have a cold, aloof demeanor. Each is about 4 feet tall and weighs about 30 pounds.

Mephit, Magma Mephit *Small elemental, neutral evil*

Armor Class 11 **Hit Points** 22 (5d6 + 5) **Speed** 30 ft., fly 30 ft.

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

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge ½ (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from a mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material

components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Description: A small, winged creatures with more or less humanoid features. Magma mephits come from the Elemental Plane of Fire, are slow-witted and brutish. Each one is about 4 feet tall and weighs about 60 pounds.

Mephit, Steam Mephit *Small elemental, neutral evil*

Armor Class 10 **Hit Points** 21 (6d6) **Speed** 30 ft., fly 30 ft.

STR 5 (–3) **DEX** 11 (+0) **CON** 10 (+0) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge ¼ (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

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

Actions

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

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Description: Small, winged creatures with humanoid features. Steam mephits come from the Elemental Plane of Fire. Steam mephits are bossy creatures who consider themselves lords of all their kind. Each is about 4 feet tall and weighs about 2 pounds.

Merfolk *Medium humanoid (merfolk), neutral***Armor Class** 11 **Hit Points** 11 (2d8 + 2) **Speed** 10 ft., swim 40 ft.**STR** 10 (+0) **DEX** 13 (+1) **CON** 12 (+1) **INT** 11 (+0) **WIS** 11 (+0) **CHA** 12 (+1)**Skills** Perception +2**Senses** passive Perception 12**Languages** Aquan, Common**Challenge** 1/8 (25 XP)**Amphibious.** The merfolk can breathe air and water.**Actions****Spear.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.**Description:** A merfolk has the upper body, arms, and head of a fair-featured human, and instead of legs it has the scaled tail of a great fish. A merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.**Merrow** *Large monstrosity, chaotic evil***Armor Class** 13 (natural armor)**Hit Points** 45 (6d10 + 12) **Speed** 10 ft., swim 40 ft.**STR** 18 (+4) **DEX** 10 (+0) **CON** 15 (+2) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 9 (-1)**Senses** darkvision 60 ft., passive Perception 10**Languages** Abyssal, Aquan**Challenge** 2 (450 XP)**Amphibious.** The merrow can breathe air and water.**Actions****Multiattack.** The merrow makes two attacks: one with its bite and one with its claws or harpoon.**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.**Harpoon.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward merrow.**Description:** Aquatic ogres. Adult merrow stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.**Mimic** *Medium monstrosity (shapechanger), neutral***Armor Class** 12 (natural armor) **Hit Points** 58 (9d8 + 18) **Speed** 15 ft.**STR** 17 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 5 (-3) **WIS** 13 (+1) **CHA** 8 (-1)**Skills** Stealth +5**Damage Immunities** acid**Condition Immunities** prone**Senses** darkvision 60 ft., passive Perception 11**Languages** —**Challenge** 2 (450 XP)**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.**Actions****Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.**Description:** A mimic can have almost any dimensions.**Minotaur** *Large monstrosity, chaotic evil***Armor Class** 14 (natural armor) **Hit Points** 76 (9d10 + 27) **Speed** 40 ft.**STR** 18 (+4) **DEX** 11 (+0) **CON** 16 (+3) **INT** 6 (-2) **WIS** 16 (+3) **CHA** 9 (-1)**Skills** Perception +7**Senses** darkvision 60 ft., passive Perception 17**Languages** Abyssal**Challenge** 3 (700 XP)**Charge.** If the minotaur moves at least 10 feet

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

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

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

Actions

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

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

Description: Creature with the head of a bull and the body of a man.

Mummy *Medium undead, lawful evil*

Armor Class 11 (natural armor) **Hit Points** 58 (9d8 + 18) **Speed** 20 ft.

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

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

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

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

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

Mummy Lord *Medium undead, lawful evil*

Armor Class 17 (natural armor) **Hit Points** 97 (13d8 + 39) **Speed** 20 ft.

STR 18 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 11 (+0) **WIS** 18 (+4) **CHA** 16 (+3)

Saving Throws Con +8, Int +5, Wis +9, Cha +8 **Skills** History +5, Religion +5

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 15 (13,000 XP)

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

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

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

1st level (4 slots): *command, guiding bolt, shield of faith*

2nd level (3 slots): *hold person, silence, spiritual weapon*

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

4th level (3 slots): *divination, guardian of faith*

5th level (2 slots): *contagion, insect plague*

6th level (1 slot): *harm*

Actions

Multiattack. The mummy can use its Dreadful

Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

Legendary Actions

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

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around mummy lord. Each creature within 5 feet of mummy lord must succeed on DC 16 Constitution saving throw or be blinded until the end of creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

Naga, Guardian Naga *Large monstrosity, lawful good*

Armor Class 18 (natural armor) **Hit Points** 127 (15d10 + 45) **Speed** 40 ft.

STR 19 (+4) **DEX** 18 (+4) **CON** 16 (+3) **INT** 16 (+3) **WIS** 19 (+4) **CHA** 18 (+4)

Saving Throws Dex +8, Con +7, Int +7, Wis +8, Cha +8

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 10 (5,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

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

1st level (4 slots): *command, cure wounds, shield of faith*

2nd level (3 slots): *calm emotions, hold person*

3rd level (3 slots): *bestow curse, clairvoyance*

4th level (3 slots): *banishment, freedom of movement*

5th level (2 slots): *flame strike, geas*

6th level (1 slot): *true seeing*

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Description: Guardian nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

Naga, Spirit Naga *Large monstrosity, chaotic evil*

Armor Class 15 (natural armor) **Hit Points** 75 (10d10 + 20) **Speed** 40 ft.

STR 18 (+4) **DEX** 17 (+3) **CON** 14 (+2) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 16 (+3)

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and needs only verbal components to cast spells. It has the following wizard spells prepared:

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

1st level (4 slots): *charm person*, *detect magic*, *sleep*

2nd level (3 slots): *detect thoughts*, *hold person*

3rd level (3 slots): *lightning bolt*, *water breathing*

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

5th level (2 slots): *dominate person*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Description: Spirit nagas are the most powerful type of naga. They have a human female head on a snake body and are akin to witches. They are even more mysterious and enigmatic than the others of their kind, seeking lost magic to a fanatical extent. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds.

Nightmare *Large fiend, neutral evil*

Armor Class 13 (natural armor) **Hit Points** 68 (8d10 + 24) **Speed** 60 ft., fly 90 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

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

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Description: A nightmare is a demonic horse from the lower planes, similar in size to a light warhorse.

Ogre *Large giant, chaotic evil*

Armor Class 11 (hide armor) **Hit Points** 59 (7d10 + 21) **Speed** 40 ft.

STR 19 (+4) **DEX** 8 (–1) **CON** 16 (+3) **INT** 5 (–3) **WIS** 7 (–2) **CHA** 7 (–2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Description: Ogres stand 9'6" tall, weigh 650 lbs, hairless with yellow-orange skin and dark blue eyes.

Oni *Large giant, lawful evil*

Armor Class 16 (chain mail) **Hit Points** 110 (13d10 + 39) **Speed** 30 ft., fly 30 ft.

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

Saving Throws Dex +3, Con +6, Wis +4, Cha +5 **Skills** Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

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

At will: *darkness, invisibility*

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

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

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

Actions

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

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

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

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

Description: Oni are supernatural ogres. Hulking figures with one or more horns growing out of their heads, red or blue-colored, and often wear loincloths of tiger pelt.

Ooze, Black Pudding *Large ooze, unaligned*

Armor Class 7 Hit Points 85 (10d10 + 30) Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

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

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

Languages —

Challenge 4 (1,100 XP)

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After

dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

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

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

Actions

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

Reactions

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

Description: Bubbling, thick, black, pudding-like goo, 15' across and 2' thick.

Ooze, Gelatinous Cube *Large ooze, unaligned*

Armor Class 6 Hit Points 84 (8d10 + 40) Speed 15 ft.

STR 14 (+2) DEX 3 (-4) CON 20 (+5) INT 1 (-5) WIS 6 (-2) CHA 1 (-5)

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

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

Languages —

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Description: A cube of transparent, gelatinous ooze.

Ooze, Gray Ooze *Medium ooze, unaligned*

Armor Class 8 **Hit Points** 22 (3d8 + 9) **Speed** 10 ft., climb 10 ft.

STR 12 (+1) **DEX** 6 (-2) **CON** 16 (+3) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

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

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

Languages —

Challenge ½ (100 XP)

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to

damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Description: Gray ooze resembles a thick, viscous puddle of gray sludge, roughly 6 to 8 inches thick and up to 14 feet across, and often closely resembles wet stone or an amorphous rock formation.

Ooze, Ochre Jelly *Large ooze, unaligned*

Armor Class 8 **Hit Points** 45 (6d10 + 12) **Speed** 10 ft., climb 10 ft.

STR 15 (+2) **DEX** 6 (-2) **CON** 14 (+2) **INT** 2 (-4) **WIS** 6 (-2) **CHA** 1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

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

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

Languages —

Challenge 2 (450 XP)

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

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

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each

new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Description: An ochre jelly resembles a giant amoeba, consisting of a thick, porous, golden sludge. It can grow to a diameter of about 15 feet and a thickness of about 6 inches. A typical specimen weighs about 5,600 pounds.

Orc *Medium humanoid (orc), chaotic evil*

Armor Class 13 (hide armor) **Hit Points** 15 (2d8 + 6) **Speed** 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge ½ (100 XP)

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

Actions

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

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

Description: A large, hairy, tusked and barbaric humanoid, ugly and filthy with a taste for human flesh.

Otyugh *Large aberration, neutral*

Armor Class 14 (natural armor) **Hit Points** 114 (12d10 + 48) **Speed** 30 ft.

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

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft.,

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

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

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

Description: An otyugh is an aberration with a large (eight feet in diameter), bloated body covered with a rock-like skin that is brownish gray in color, which is in turn covered with dung. An adult otyugh usually weighs around 500 pounds. Its three thick legs give an otyugh slow ground movement, but enable it to pivot quickly. With three eyes on a leaf-like stalk that moves quickly from side to side, it can quickly scan a large area. An otyugh's primary means of attack is by two long tentacles which are laden with bony thorn-like ridges.

Owlbear *Large monstrosity, unaligned*

Armor Class 13 (natural armor) **Hit Points** 59 (7d10 + 21) **Speed** 40 ft.

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. Owlbear has advantage on Wisdom (Perception) checks relying on sight or smell.

Actions

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

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

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

Description: Owlbear is a cross between a bear and an owl, which "hugs" like a bear and attacks with its beak.

Pegasus *Large celestial, chaotic good*

Armor Class 12 **Hit Points** 59 (7d10 + 21) **Speed** 60 ft., fly 90 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 15 (+2) **CHA** 13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3 **Skills** Perception +6

Senses passive Perception 16

Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge 2 (450 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Description: A winged stallion that will serve only good-aligned characters.

Pseudodragon *Tiny dragon, neutral good*

Armor Class 13 (natural armor) **Hit Points** 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

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

Skills Perception +3, Stealth +4

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

Languages understands Common and Draconic but can't speak

Challenge ¼ (50 XP)

Keen Senses. Pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Description: A small dragon-like creature.

Purple Worm *Gargantuan monstrosity, unaligned*

Armor Class 18 (natural armor) **Hit Points** 247 (15d20 + 90) **Speed** 50 ft., burrow 30 ft.

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

Saving Throws Con +11, Wis +4

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

Languages —

Challenge 15 (13,000 XP)

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

Actions

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

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

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

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

Description: The body of a mature purple worm is 5'

in diameter and 80' long, weighing about 40,000 pounds. It is a deep purple color, with a pale yellow underbelly. Separating the yellow part from the purple are hard crests extending down its sides. It is well armored and segmented. One end terminates in a large toothed mouth with slit-like eyes above it and dragon's ear-like limbs at the sides; at the other end is a deadly, poisonous stinger in its tail.

Rakshasa *Medium fiend, lawful evil*

Armor Class 16 (natural armor) **Hit Points** 110 (13d8 + 52) **Speed** 40 ft.

STR 14 (+2) **DEX** 17 (+3) **CON** 18 (+4) **INT** 13 (+1) **WIS** 16 (+3) **CHA** 20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Description: A rakshasa is about the same height and

weight as a human, they appear more as humanoid beasts, usually tigers. A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human.

Remorhaz *Huge monstrosity, unaligned*

Armor Class 17 (natural armor) **Hit Points** 195 (17d12 + 85) **Speed** 30 ft., burrow 20 ft.

STR 24 (+7) **DEX** 13 (+1) **CON** 21 (+5) **INT** 4 (–3) **WIS** 10 (+0) **CHA** 5 (–3)

Damage Immunities cold, fire

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

Languages —

Challenge 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Actions

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Description: A remorhaz resembles a gigantic 5 feet wide and 20 feet long centipede with long legs. Each segment is jagged and heavily armored. The lower segments of its body bear legs, while the uppermost ones have webbed spines which look like a cobra's fan. Protruding from the back, with two on each segment, are big, red, jewel-like lumps which radiate extreme heat. The jagged, bladed head of the Remorhaz

has four antenna-like growths, two coming from the chin/cheeks and two from the forehead. The Remorhaz is bluish-white in color, but has a reddish glow caused by its extreme body heat. The remorhaz has two little wings on its back that can hold the upper part of its body in the air, while the lower remains on the ground.

Roc *Gargantuan monstrosity, unaligned*

Armor Class 15 (natural armor) **Hit Points** 248 (16d20 + 80) **Speed** 20 ft., fly 120 ft.

STR 28 (+9) **DEX** 10 (+0) **CON** 20 (+5) **INT** 3 (–4) **WIS** 10 (+0) **CHA** 9 (–1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3 **Skills** Perception +4

Senses passive Perception 14

Languages —

Challenge 11 (7,200 XP)

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

Actions

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

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

Description: The roc is a gargantuan, eagle-like animal. A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds.

Roper *Large monstrosity, neutral evil*

Armor Class 20 (natural armor) **Hit Points** 93 (11d10 + 33) **Speed** 10 ft., climb 10 ft.

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

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

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

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

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

Actions

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

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

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

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

Description: A roper resembles a conical structure similar in appearance to rock, wrapped in rope-like tentacles which conceal a mouth and standing some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.

Rust Monster *Medium monstrosity, unaligned*

Armor Class 14 (natural armor) **Hit Points** 27 (5d8 + 5) **Speed** 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge ½ (100 XP)

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

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

damage. Magic armor and weapons, and other magic items made of metal, gain a 10% chance per plus of not being effected.

Actions

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

Antennae. The rust monster corrodes a ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. Metal with magical bonuses gain a 10% chance per plus of not being effected. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

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

Description: Rust monsters are creatures vaguely resembling a 5 ft long and 3 ft tall giant bug-like armadillo that weighs about 200 lbs. Rust monsters have rust-red coloration on their dorsal hides, yellowish tan on their ventral hides, and two prehensile antennae on their heads.

Sahuagin *Medium humanoid (sahuagin), lawful evil*

Armor Class 12 (natural armor) **Hit Points** 22 (4d8 + 4) **Speed** 30 ft., swim 40 ft.

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

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge ½ (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

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

Description: Sahuagin are highly fish-like, with webbed feet and hands, gills, and a finned tail. Most sahuagin feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds. Sahuagin are the natural enemy of aquatic elves. The two cannot coexist peacefully: Wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade. Sahuagin have an only slightly less vehement hatred for tritons.

Salamander *Large elemental, neutral evil*

Armor Class 15 (natural armor) **Hit Points** 90 (12d10 + 24) **Speed** 30 ft.

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

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

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

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

Actions

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

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

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage

plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Description: Salamanders resemble a mix of a snake and a human made out of fire, magma, and smoke. From the waist up, it resembles an orange and black human, generally male (though females also exist) with fiery hair and beard. Some also have fiery antlers. From the waist down it is snake-like, resembling a glowing, orange and black serpent of magma. All over the body are short, spine-like appendages which burn and steam.

Satyr *Medium fey, chaotic neutral*

Armor Class 14 (leather armor) **Hit Points** 31 (7d8) **Speed** 40 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 11 (+0) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge ½ (100 XP)

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

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

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

Description: Satyrs have the legs and horns of a goat, but otherwise look human. They can play magical tunes on their pan pipes. Satyrs are hedonistic creatures that frolic in the wild places of the world, and they dwell in temperate forests. Satyrs are extremely lustful, and will attempt to woo any human females they meet.

Shadow *Medium undead, chaotic evil*

Armor Class 12 **Hit Points** 16 (3d8 + 3) **Speed** 40 ft.

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

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

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder;

bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge ½ (100 XP)

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

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

Sunlight Weakness. While in sunlight, shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Description: A shadow is 5 to 6 feet tall and is weightless.

Shambling Mound *Large plant, unaligned*

Armor Class 15 (natural armor) **Hit Points** 136 (16d10 + 48) **Speed** 20 ft., swim 20 ft.

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

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

Actions

Multiattack. The shambling mound makes

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

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

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

Description: Shambling mounds appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body. A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.

Shield Guardian *Large construct, unaligned*

Armor Class 17 (natural armor) **Hit Points** 142 (15d10 + 60) **Speed** 30 ft.

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

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

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

Challenge 7 (2,900 XP)

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

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

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was prede-

finied by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When spell is cast or new spell is stored, any previously stored spell is lost.

Actions

Multiattack. Guardian makes two fist attacks.

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

Reactions

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

Description: Shield guardian is a construct built from wood, bronze, stone, and steel. A shield guardian is some 9 feet tall and weighs more than 1,200 pounds.

Skeleton, Skeleton *Medium undead, lawful evil*

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

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge ¼ (50 XP)

Actions

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

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

Skeleton, Minotaur Skeleton *Large undead, lawful evil*

Armor Class 12 (natural armor) **Hit Points** 67 (9d10 + 18) **Speed** 40 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

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

Actions

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

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

Skeleton, Warhorse Skeleton *Large undead, lawful evil*

Armor Class 13 (barding scraps) **Hit Points** 22 (3d10 + 6)
Speed 60 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 15 (+2) **INT** 2 (-4) **WIS** 8 (-1) **CHA** 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge ½ (100 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Specter *Medium undead, chaotic evil*

Armor Class 12 **Hit Points** 22 (5d8) **Speed** 0 ft., fly 50 ft. (hover)

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

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

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Description: A specter looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A specter is roughly human-sized and is weightless.

Sphinx, Androsphinx *Large monstrosity, lawful neutral*

Armor Class 17 (natural armor) **Hit Points** 199 (19d10 + 95) **Speed** 40 ft., fly 60 ft.

STR 22 (+6) **DEX** 10 (+0) **CON** 20 (+5) **INT** 16 (+3) **WIS** 18 (+4) **CHA** 23 (+6)

Saving Throws Dex +6, Con +11, Int +9, Wis +10

Skills Arcana +9, Perception +10, Religion +15

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 20

Languages Common, Sphinx

Challenge 17 (18,000 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *command, detect evil and good, detect magic*

2nd level (3 slots): *lesser restoration, zone of truth*

3rd level (3 slots): *dispel magic, tongues*

4th level (3 slots): *banishment, freedom of movement*

5th level (2 slots): *flame strike, greater restoration*

6th level (1 slot): *heroes' feast*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Legendary Actions

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as

normal.

Description: An androsphinx bears the head of a humanoid on its lion's body. These sphinxes are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

Sphinx, Gynosphinx *Large monstrosity, lawful neutral*

Armor Class 17 (natural armor) **Hit Points** 136 (16d10 + 48) **Speed** 40 ft., fly 60 ft.

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

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, prestidigitation*

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

2nd level (3 slots): *darkness, locate object, suggestion*

3rd level (3 slots): *dispel magic, remove curse, tongues*

4th level (3 slots): *banishment, greater invisibility*

5th level (1 slot): *legend lore*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Legendary Actions

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

Description: A gynosphinx bears the head of a humanoid female on its lion's body. Many have the regal countenances of worldly queens, but some are marked with wild, leonine features.

Sprite *Tiny fey, neutral good*

Armor Class 15 (leather armor) **Hit Points** 2 (1d4) **Speed** 10 ft., fly 40 ft.

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

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge ¼ (50 XP)

Actions

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

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

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

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

Description: The sprite is a tiny creature with dragon-fly wings that dwells in meadows and wooded glens, and is

shy and reclusive. It is armed with arrows that put creatures to sleep.

Stirge *Tiny beast, unaligned*

Armor Class 14 (natural armor) **Hit Points** 2 (1d4) **Speed** 10 ft., fly 40 ft.

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

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

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

Description: Bird-like monster with long proboscis which sucks blood from living creatures. Found in dark, tangled forests or in subterranean lairs, and lays in wait for warm-blooded creatures.

Succubus/Incubus *Medium fiend (shapechanger), neutral evil*

Armor Class 15 (natural armor) **Hit Points** 66 (12d8 + 12) **Speed** 30 ft., fly 60 ft.

STR 8 (–1) **DEX** 17 (+3) **CON** 13 (+1) **INT** 15 (+2) **WIS** 12 (+1) **CHA** 20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Description: A succubus in its natural state is in the shape and form of a beautiful human woman with demonic features, such as bat-like wings, tiny horns, and/or a tail. However, the succubus may shape-shift into many forms. They often appear in the guise of a human woman without demonic features. A succubus shapechanged into male form was known as an incubus.

Tarrasque *Gargantuan monstrosity (titan), unaligned*

Armor Class 25 (natural armor) **Hit Points** 676 (33d20 + 330) **Speed** 40 ft.

STR 30 (+10) **DEX** 11 (+0) **CON** 30 (+10) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 30 (155,000 XP)

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

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Actions

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

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

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If

the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

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

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

Description: A fearsome dragon-like hybrid with a lion's head, teeth like swords, six legs with huge bear-like claws, body covered with a near impregnable carapace shell, and a scaly tail ending in a scorpion's stinger. It is 70' long plus 35' tail, 50' tall, and weighs 130 tons. Never sleeps and utters no sound from its maw.

Treant *Huge plant, chaotic good*

Armor Class 16 (natural armor) **Hit Points** 138 (12d12 + 60) **Speed** 30 ft.

STR 23 (+6) **DEX** 8 (–1) **CON** 21 (+5) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

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

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). Treant magically animates one or two trees it can see within 60 feet of it. These trees have same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and have only Slam action option. An animated tree acts as an ally of treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Description: A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

Troll *Large giant, chaotic evil*

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

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

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Description: The average troll stands nine feet high and weighs roughly 500 pounds, though females tend to be a bit larger than males. The hide of trolls is rubbery, and usually either moss green, putrid grey, or mottled grey and green. Their coarse hair is typically iron grey, or greenish-black.

Unicorn *Large celestial, lawful good*

Armor Class 12 **Hit Points** 67 (9d10 + 18) **Speed** 50 ft.
STR 18 (+4) **DEX** 14 (+2) **CON** 15 (+2) **INT** 11 (+0) **WIS** 17 (+3) **CHA** 16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good, druidcraft, pass without trace*

1/day each: *calm emotions, dispel evil and good, entangle*

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions

The unicorn can take 3 legendary actions, choosing from

the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

Description: A unicorn resembles an imposing and beautiful white horse, with glowing eyes, a silky mane and tail, and the stereotypical spiraling, shell-shaped horn coming from its forehead. Unlike horses, they have cloven hooves, and males have a goat's beard. Unicorns have deep sea-blue, violet, brown, or fiery gold eyes. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Vampire *Medium undead (shapechanger), lawful evil*

Armor Class 16 (natural armor) **Hit Points** 144 (17d8 + 68) **Speed** 30 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 18 (+4) **INT** 17 (+3) **WIS** 15 (+2) **CHA** 18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9 **Skills** Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It

has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Vampire takes 20 radiant damage when it starts turn in sunlight. While in sunlight has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that

amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or vampire's companions do anything harmful to target, it can repeat the saving throw, ending effect on itself on success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Description: Vampire looks as it did in life, with pale skin, haunting red eyes, and feral cast to its features.

Vampire Spawn *Medium undead, neutral evil*

Armor Class 15 (natural armor) **Hit Points** 82 (11d8 + 33) **Speed** 30 ft.

STR 16 (+3) **DEX** 16 (+3) **CON** 16 (+3) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 12 (+1)

Saving Throws Dex +6, Wis +3 **Skills** Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. Vampire takes 20 radiant damage when it starts turn in sunlight. While in sunlight has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Description: Vampire spawn are undead creatures created when a vampire slays a mortal in a way other than with its bite. Vampire spawn look much the way they did in life (usually humanoids), except with hardened features and a predatory look. They also have greyer skin.

Wight *Medium undead, neutral evil*

Armor Class 14 (studded leather) **Hit Points** 45 (6d8 + 18) **Speed** 30 ft.

STR 15 (+2) **DEX** 14 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Description: A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human.

Will-o'-Wisp *Tiny undead, chaotic evil*

Armor Class 19 **Hit Points** 22 (9d4) **Speed** 0 ft., fly 50 ft. (hover)

STR 1 (-5) **DEX** 28 (+9) **CON** 10 (+0) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If target dies, will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. Will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until concentration ends (as concentrating on a spell).

Description: Can be yellow, white, green, or blue - easily mistaken for lanterns in foggy marshes and swamps. Body is a globe of spongy material 1' across weighs 3 lbs. Sheds light much as a torch.

Wraith Medium undead, neutral evil

Armor Class 13 **Hit Points** 67 (9d8 + 27) **Speed** 0 ft., fly 60 ft. (hover)

STR 6 (-2) **DEX** 16 (+3) **CON** 16 (+3) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if ends turn inside object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount

equal to the damage taken. This reduction lasts until target finishes a long rest. Target dies if this effect reduces hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Description: Incorporeal creatures born of evil and darkness. Their grim silhouette might appear armored or outfitted with weapons. This does not affect AC or combat, only reflects shape it had in life.

Wyvern Large dragon, unaligned

Armor Class 13 (natural armor) **Hit Points** 110 (13d10 + 39) **Speed** 20 ft., fly 80 ft.

STR 19 (+4) **DEX** 10 (+0) **CON** 16 (+3) **INT** 5 (-3) **WIS** 12 (+1) **CHA** 6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Description: A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

Xorn Medium elemental, neutral

Armor Class 19 (natural armor) **Hit Points** 73 (7d8 + 42) **Speed** 20 ft., burrow 20 ft.

STR 17 (+3) **DEX** 10 (+0) **CON** 22 (+6) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical attacks that aren't adamantine

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Multiattack. The xorn makes three claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Description:

Zombie, Zombie *Medium undead, neutral evil*

Armor Class 8 **Hit Points** 22 (3d8 + 9) **Speed** 20 ft.

STR 13 (+1) **DEX** 6 (-2) **CON** 16 (+3) **INT** 3 (-4) **WIS** 6 (-2) **CHA** 5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge ¼ (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Description: Zombies are corpses reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple.

Zombie, Ogre Zombie *Large undead, neutral evil*

Armor Class 8 **Hit Points** 85 (9d10 + 36) **Speed** 30 ft.

STR 19 (+4) **DEX** 6 (-2) **CON** 18 (+4) **INT** 3 (-4) **WIS** 6 (-2) **CHA** 5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Description: Ogre zombies are corpses of ogres reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a newly created ogre zombie must be very simple.

MISCELLANEOUS CREATURES

Ape *Medium beast, unaligned*

Armor Class 12 **Hit Points** 19 (3d8 + 6) **Speed** 30 ft., climb 30 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 14 (+2) **INT** 6 (-2) **WIS** 12 (+1) **CHA** 7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge ½ (100 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Awakened Shrub *Small plant, unaligned*

Armor Class 9 **Hit Points** 10 (3d6) **Speed** 20 ft.

STR 3 (-4) **DEX** 8 (-1) **CON** 11 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 6 (-2)

Damage Vulnerabilities fire

Damage Resistances piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

Actions

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) slashing damage.

Description: Awakened shrub is an ordinary shrub given sentience and mobility by *awaken* spell or similar magic.

Awakened Tree *Huge plant, unaligned*

Armor Class 13 (natural armor) **Hit Points** 59 (7d12 + 14) **Speed** 20 ft.

STR 19 (+4) **DEX** 6 (–2) **CON** 15 (+2) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 7 (–2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Description: An awakened tree is an ordinary tree given sentience and mobility by *awaken* spell or similar magic.

Axe Beak *Large beast, unaligned*

Armor Class 11 **Hit Points** 19 (3d10 + 3) **Speed** 50 ft.

STR 14 (+2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 2 (–4) **WIS** 10 (+0) **CHA** 5 (–3)

Senses passive Perception 10

Languages —

Challenge ¼ (50 XP)

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Description: An axe beak is a tall flightless bird with strong legs and a heavy, wedge-shaped beak. It has a nasty disposition and tends to attack any unfamiliar creature that wanders too close.

Baboon *Small beast, unaligned*

Armor Class 12 **Hit Points** 3 (1d6) **Speed** 30 ft., climb 30 ft.

STR 8 (–1) **DEX** 14 (+2) **CON** 11 (+0) **INT** 4 (–3) **WIS** 12 (+1) **CHA** 6 (–2)

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Pack Tactics. Baboon has advantage on attack roll against creature if at least one of baboon's allies is within 5 feet of creature and ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.

Badger *Tiny beast, unaligned*

Armor Class 10 **Hit Points** 3 (1d4 + 1) **Speed** 20 ft., burrow 5 ft.

STR 4 (–3) **DEX** 11 (+0) **CON** 12 (+1) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 5 (–3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Bat *Tiny beast, unaligned*

Armor Class 12 **Hit Points** 1 (1d4 – 1) **Speed** 5 ft., fly 30 ft.

STR 2 (–4) **DEX** 15 (+2) **CON** 8 (–1) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 4 (–3)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Black Bear *Medium beast, unaligned*

Armor Class 11 (natural armor) **Hit Points** 19 (3d8 + 6) **Speed** 40 ft., climb 30 ft.

STR 15 (+2) **DEX** 10 (+0) **CON** 14 (+2) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge ½ (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Blink Dog *Medium fey, lawful good*

Armor Class 13 **Hit Points** 22 (4d8 + 4) **Speed** 40 ft.

STR 12 (+1) **DEX** 17 (+3) **CON** 12 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 11 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Blink Dog, understands Sylvan but can't speak it

Challenge ¼ (50 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Teleport (Recharge 4–6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

Description: A blink dog takes its name from its ability to blink in and out of existence, a talent it uses to aid its attacks and to avoid harm.

Blood Hawk *Small beast, unaligned*

Armor Class 12 **Hit Points** 7 (2d6) **Speed** 10 ft., fly 60 ft.

STR 6 (–2) **DEX** 14 (+2) **CON** 10 (+0) **INT** 3 (–4) **WIS** 14 (+2) **CHA** 5 (–3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Description: Taking its name from its crimson feathers and aggressive nature, the blood hawk fearlessly attacks almost any animal, stabbing it with its dagger-like beak. Blood hawks flock together in large numbers, attacking as a pack to take down prey.

Boar *Medium beast, unaligned*

Armor Class 11 (natural armor) **Hit Points** 11 (2d8 + 2) **Speed** 40 ft.

STR 13 (+1) **DEX** 11 (+0) **CON** 12 (+1) **INT** 2 (–4) **WIS** 9 (–1) **CHA** 5 (–3)

Senses passive Perception 9

Languages —

Challenge ¼ (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Brown Bear *Large beast, unaligned*

Armor Class 11 (natural armor) **Hit Points** 34 (4d10 + 12) **Speed** 40 ft., climb 30 ft.

STR 19 (+4) **DEX** 10 (+0) **CON** 16 (+3) **INT** 2 (–4) **WIS** 13 (+1) **CHA** 7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Camel *Large beast, unaligned*

Armor Class 9 **Hit Points** 15 (2d10 + 4) **Speed** 50 ft.

STR 16 (+3) **DEX** 8 (-1) **CON** 14 (+2) **INT** 2 (-4) **WIS** 8 (-1) **CHA** 5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Cat *Tiny beast, unaligned*

Armor Class 12 **Hit Points** 2 (1d4) **Speed** 40 ft., climb 30 ft.

STR 3 (-4) **DEX** 15 (+2) **CON** 10 (+0) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Constrictor Snake *Large beast, unaligned*

Armor Class 12 **Hit Points** 13 (2d10 + 2) **Speed** 30 ft., swim 30 ft.

STR 15 (+2) **DEX** 14 (+2) **CON** 12 (+1) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge ¼ (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake

can't constrict another target.

Crab *Tiny beast, unaligned*

Armor Class 11 (natural armor) **Hit Points** 2 (1d4) **Speed** 20 ft., swim 20 ft.

STR 2 (-4) **DEX** 11 (+0) **CON** 10 (+0) **INT** 1 (-5) **WIS** 8 (-1) **CHA** 2 (-4)

Skills Stealth +2

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Crocodile *Large beast, unaligned*

Armor Class 12 (natural armor) **Hit Points** 19 (3d10 + 3) **Speed** 20 ft., swim 30 ft.

STR 15 (+2) **DEX** 10 (+0) **CON** 13 (+1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge ½ (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Death Dog *Medium monstrosity, neutral evil*

Armor Class 12 **Hit Points** 39 (6d8 + 12) **Speed** 40 ft.

STR 15 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 3 (-4) **WIS** 13 (+1) **CHA** 6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Description: A **death dog** is an ugly two-headed hound that roams plains, and deserts. Hate burns in a death dog's heart, and a taste for humanoid flesh drives it to attack travelers and explorers. Death dog saliva carries a foul disease that causes a victim's flesh to slowly rot off the bone.

Deer *Medium beast, unaligned*

Armor Class 13 **Hit Points** 4 (1d8) **Speed** 50 ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 11 (+0) **INT** 2 (-4) **WIS** 14 (+2) **CHA** 5 (-3)

Senses passive Perception 12

Languages —

Challenge 0 (10 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Dire Wolf *Large beast, unaligned*

Armor Class 14 (natural armor) **Hit Points** 37 (5d10 + 10) **Speed** 50 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 15 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. Wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength

saving throw or be knocked prone.

Draft Horse *Large beast, unaligned*

Armor Class 10 **Hit Points** 19 (3d10 + 3) **Speed** 40 ft.

STR 18 (+4) **DEX** 10 (+0) **CON** 12 (+1) **INT** 2 (-4) **WIS** 11 (+0) **CHA** 7 (-2)

Senses passive Perception 10

Languages —

Challenge ¼ (50 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Eagle *Small beast, unaligned*

Armor Class 12 **Hit Points** 3 (1d6) **Speed** 10 ft., fly 60 ft.

STR 6 (-2) **DEX** 15 (+2) **CON** 10 (+0) **INT** 2 (-4) **WIS** 14 (+2) **CHA** 7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 0 (10 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Elephant *Huge beast, unaligned*

Armor Class 12 (natural armor) **Hit Points** 76 (8d12 + 24) **Speed** 40 ft.

STR 22 (+6) **DEX** 9 (-1) **CON** 17 (+3) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Elk *Large beast, unaligned*

Armor Class 10 Hit Points 13 (2d10 + 2) Speed 50 ft.

STR 16 (+3) DEX 10 (+0) CON 12 (+1) INT 2 (-4) WIS 10 (+0) CHA 6 (-2)

Senses passive Perception 10

Languages —

Challenge ¼ (50 XP)

Charge. If elk moves at least 20' straight toward target and then hits with ram attack on same turn, target takes extra 7 (2d6) damage. If target is creature must succeed on DC 13 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Flying Snake *Tiny beast, unaligned*

Armor Class 14 Hit Points 5 (2d4) Speed 30 ft., fly 60 ft., swim 30 ft.

STR 4 (-3) DEX 18 (+4) CON 11 (+0) INT 2 (-4) WIS 12 (+1) CHA 5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

Description: A flying snake is a brightly colored, winged serpent found in remote jungles. Tribespeople and cultists sometimes domesticate flying snakes to serve as messengers that deliver scrolls wrapped in their coils.

Frog *Tiny beast, unaligned*

Armor Class 11 Hit Points 1 (1d4 - 1) Speed 20 ft., swim 20 ft.

STR 1 (-5) DEX 13 (+1) CON 8 (-1) INT 1 (-5) WIS 8 (-1) CHA 3 (-4)

Skills Perception +1, Stealth +3

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (0 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Description: A frog has no effective attacks. It feeds on small insects and typically dwells near water, in trees, or underground. The frog's statistics can also be used to represent a toad.

Giant Ape *Huge beast, unaligned*

Armor Class 12 Hit Points 157 (15d12 + 60) Speed 40 ft., climb 40 ft.

STR 23 (+6) DEX 14 (+2) CON 18 (+4) INT 7 (-2) WIS 12 (+1) CHA 7 (-2)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

Giant Badger *Medium beast, unaligned*

Armor Class 10 Hit Points 13 (2d8 + 4) Speed 30 ft., burrow 10 ft.

STR 13 (+1) DEX 10 (+0) CON 15 (+2) INT 2 (-4) WIS 12 (+1) CHA 5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge ¼ (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Giant Bat *Large beast, unaligned*

Armor Class 13 **Hit Points** 22 (4d10) **Speed** 10 ft., fly 60 ft.

STR 15 (+2) **DEX** 16 (+3) **CON** 11 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge ¼ (50 XP)

Echolocation. Bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Giant Boar *Large beast, unaligned*

Armor Class 12 (natural armor) **Hit Points** 42 (5d10 + 15) **Speed** 40 ft.

STR 17 (+3) **DEX** 10 (+0) **CON** 16 (+3) **INT** 2 (-4) **WIS** 7 (-2) **CHA** 5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Giant Centipede *Small beast, unaligned*

Armor Class 13 (natural armor) **Hit Points** 4 (1d6 + 1) **Speed** 30 ft., climb 30 ft.

STR 5 (-3) **DEX** 14 (+2) **CON** 12 (+1) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge ¼ (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and target must succeed on DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Constrictor Snake *Huge beast, unaligned*

Armor Class 12 **Hit Points** 60 (8d12 + 8) **Speed** 30 ft., swim 30 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 12 (+1) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Giant Crab *Medium beast, unaligned*

Armor Class 15 (natural armor) **Hit Points** 13 (3d8) **Speed** 30 ft., swim 30 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 1 (-5) **WIS** 9 (-1) **CHA** 3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). Crab has two claws, each of which can grapple only one target.

Giant Crocodile *Huge beast, unaligned*

Armor Class 14 (natural armor) **Hit Points** 85 (9d12 + 27) **Speed** 30 ft., swim 50 ft.

STR 21 (+5) **DEX** 9 (-1) **CON** 17 (+3) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 7 (-2)

Skills Stealth +5 **Senses** passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Hold Breath. Crocodile can hold breath for 30 minutes.

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If target is creature, must succeed on DC 16 Strength saving throw or be knocked prone.

Giant Eagle *Large beast, neutral good*

Armor Class 13 **Hit Points** 26 (4d10 + 4) **Speed** 10 ft., fly 80 ft.

STR 16 (+3) **DEX** 17 (+3) **CON** 13 (+1) **INT** 8 (-1) **WIS** 14 (+2) **CHA** 10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Description: Giant eagle is a noble creature that speaks own language and understands speech in Common tongue. Mated pair of giant eagles typically has up to 4 eggs or young in nest (treat young as normal eagles).

Giant Elk *Huge beast, unaligned*

Armor Class 14 (natural armor) **Hit Points** 42 (5d12 + 10) **Speed** 60 ft.

STR 19 (+4) **DEX** 16 (+3) **CON** 14 (+2) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Description: The majestic giant elk is rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king. Legends tell of gods that take the form of giant elk when visiting the Material Plane. Many cultures therefore believe that to hunt these creatures is to invite divine wrath.

Giant Fire Beetle *Small beast, unaligned*

Armor Class 13 (natural armor) **Hit Points** 4 (1d6 + 1) **Speed** 30 ft.

STR 8 (-1) **DEX** 10 (+0) **CON** 12 (+1) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) slashing damage.

Description: A giant fire beetle is a nocturnal creature that takes its name from a pair of glowing glands that give off light. Miners and adventurers prize these creatures, for a giant fire beetle's glands continue to shed light for 1d6 days after the beetle dies. Giant fire beetles are most commonly found underground and in dark forests.

Giant Frog *Medium beast, unaligned*

Armor Class 11 **Hit Points** 18 (4d8) **Speed** 30 ft., swim 30 ft.

STR 12 (+1) **DEX** 13 (+1) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 3 (-4)

Skills Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge ¼ (50 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Giant Goat *Large beast, unaligned*

Armor Class 11 (natural armor) **Hit Points** 19 (3d10 + 3) **Speed** 40 ft.

STR 17 (+3) **DEX** 11 (+0) **CON** 12 (+1) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 6 (-2)

Senses passive Perception 11

Languages —

Challenge ½ (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Giant Hyena *Large beast, unaligned*

Armor Class 12 **Hit Points** 45 (6d10 + 12) **Speed** 50 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 14 (+2) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Giant Lizard *Large beast, unaligned*

Armor Class 12 (natural armor) **Hit Points** 19 (3d10 + 3) **Speed** 30 ft., climb 30 ft.

STR 15 (+2) **DEX** 12 (+1) **CON** 13 (+1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge ¼ (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Description: A giant lizard can be ridden or used as a draft animal. Lizardfolk also keep them as pets, and subterranean giant lizards are used as mounts and pack animals by drow, duergar, and others.

Giant Octopus *Large beast, unaligned*

Armor Class 11 **Hit Points** 52 (8d10 + 8) **Speed** 10 ft., swim 60 ft.

STR 17 (+3) **DEX** 13 (+1) **CON** 13 (+1) **INT** 4 (-3) **WIS** 10 (+0) **CHA** 4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest).

A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Giant Owl *Large beast, neutral*

Armor Class 12 **Hit Points** 19 (3d10 + 3) **Speed** 5 ft., fly 60 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 12 (+1) **INT** 8 (–1) **WIS** 13 (+1) **CHA** 10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge ¼ (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Description: Giant owls often befriend fey and other sylvan creatures and are guardians of their woodland realms.

Giant Poisonous Snake *Medium beast, unaligned*

Armor Class 14 **Hit Points** 11 (2d8 + 2) **Speed** 30 ft., swim 30 ft.

STR 10 (+0) **DEX** 18 (+4) **CON** 13 (+1) **INT** 2 (–4) **WIS** 10 (+0) **CHA** 3 (–4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge ¼ (50 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Giant Rat *Small beast, unaligned*

Armor Class 12 **Hit Points** 7 (2d6) **Speed** 30 ft.

STR 7 (–2) **DEX** 15 (+2) **CON** 11 (+0) **INT** 2 (–4) **WIS** 10 (+0) **CHA** 4 (–3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of creature and ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Variant: Diseased Giant Rats

Some giant rats carry vile diseases that they spread with their bites. A diseased giant rat has a challenge rating of 1/8 (25 XP) and the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Giant Scorpion *Large beast, unaligned*

Armor Class 15 (natural armor) **Hit Points** 52 (7d10 + 14) **Speed** 40 ft.

STR 15 (+2) **DEX** 13 (+1) **CON** 15 (+2) **INT** 1 (–5) **WIS** 9 (–1) **CHA** 3 (–4)

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Giant Sea Horse *Large beast, unaligned*

Armor Class 13 (natural armor) **Hit Points** 16 (3d10) **Speed** 0 ft., swim 40 ft.

STR 12 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

Senses passive Perception 11

Languages —

Challenge ½ (100 XP)

Charge. If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. Sea horse can breathe only underwater.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Description: Like their smaller kin, giant sea horses are shy, colorful fish with elongated bodies and curled tails. Aquatic elves train them as mounts.

Giant Shark *Huge beast, unaligned*

Armor Class 13 (natural armor) **Hit Points** 126 (11d12 + 55) **Speed** 0 ft., swim 50 ft.

STR 23 (+6) **DEX** 11 (+0) **CON** 21 (+5) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. Shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. Shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Description: Giant shark is 30 feet long and normally found in deep oceans. Utterly fearless, preys on anything that crosses path, including whales and ships.

Giant Spider *Large beast, unaligned*

Armor Class 14 (natural armor) **Hit Points** 26 (4d10 + 4) **Speed** 30 ft., climb 30 ft.

STR 14 (+2) **DEX** 16 (+3) **CON** 12 (+1) **INT** 2 (-4) **WIS** 11 (+0) **CHA** 4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Description: To snare its prey, a giant spider spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.

Giant Toad *Large beast, unaligned*

Armor Class 11 **Hit Points** 39 (6d10 + 6) **Speed** 20 ft., swim 40 ft.

STR 15 (+2) **DEX** 13 (+1) **CON** 13 (+1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. Toad's long jump is up to 20' and high jump is up to 10', with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. Toad makes one bite attack against a Medium or smaller target it is grappling. If attack hits, target is swallowed and grapple ends. Swallowed target is blinded and restrained, has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Giant Vulture *Large beast, neutral evil*

Armor Class 10 **Hit Points** 22 (3d10 + 6) **Speed** 10 ft., fly 60 ft.

STR 15 (+2) **DEX** 10 (+0) **CON** 15 (+2) **INT** 6 (-2) **WIS** 12 (+1) **CHA** 7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and ally isn't incapacitated.

Actions

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Description: A giant vulture has advanced intelligence and a malevolent bent. Unlike its smaller kin, it will attack a wounded creature to hasten its end. Giant vultures have been known to haunt a thirsty, starving creature for days to enjoy its suffering.

Giant Wasp *Medium beast, unaligned*

Armor Class 12 **Hit Points** 13 (3d8) **Speed** 10 ft., fly 50 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 10 (+0) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 3 (-4)

Senses passive Perception 10

Languages —

Challenge ½ (100 XP)

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and target must make DC 11 Constitution saving throw, taking 10 (3d6) poison damage on failed save, or half as much damage on successful one. If poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Weasel *Medium beast, unaligned*

Armor Class 13 **Hit Points** 9 (2d8) **Speed** 40 ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 10 (+0) **INT** 4 (-3) **WIS** 12 (+1) **CHA** 5 (-3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Smell. Weasel has advantage on Wisdom (Perception) check relying on hear or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Giant Wolf Spider *Medium beast, unaligned*

Armor Class 13 **Hit Points** 11 (2d8 + 2) **Speed** 40 ft., climb 40 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 13 (+1) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 4 (-3)

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge ¼ (50 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Description: Smaller than a giant spider, a giant wolf spider hunts prey across open ground or hides in a burrow or crevice, or in a hidden cavity beneath debris.

Goat *Medium beast, unaligned*

Armor Class 10 **Hit Points** 4 (1d8) **Speed** 40 ft.

STR 12 (+1) **DEX** 10 (+0) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. Goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Hawk *Tiny beast, unaligned*

Armor Class 13 **Hit Points** 1 (1d4 - 1) **Speed** 10 ft., fly 60 ft.

STR 5 (-3) **DEX** 16 (+3) **CON** 8 (-1) **INT** 2 (-4) **WIS** 14 (+2) **CHA** 6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 0 (10 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Hunter Shark *Large beast, unaligned*

Armor Class 12 (natural armor) **Hit Points** 45 (6d10 + 12) **Speed** 0 ft., swim 40 ft.

STR 18 (+4) **DEX** 13 (+1) **CON** 15 (+2) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. Shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Description: Smaller than a giant shark but larger and fiercer than a reef shark, a hunter shark haunts deep waters. It usually hunts alone, but multiple hunter sharks might feed in the same area. A fully grown hunter shark is 15 to 20 feet long.

Hyena *Medium beast, unaligned*

Armor Class 11 **Hit Points** 5 (1d8 + 1) **Speed** 50 ft.

STR 11 (+0) **DEX** 13 (+1) **CON** 12 (+1) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Pack Tactics. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Jackal *Small beast, unaligned*

Armor Class 12 **Hit Points** 3 (1d6) **Speed** 40 ft.

STR 8 (–1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 3 (–4) **WIS** 12 (+1) **CHA** 6 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing and Smell. Jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 feet of the creature and ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.

Killer Whale *Huge beast, unaligned*

Armor Class 12 (natural armor) **Hit Points** 90 (12d12 + 12) **Speed** 0 ft., swim 60 ft.

STR 19 (+4) **DEX** 10 (+0) **CON** 13 (+1) **INT** 3 (–4) **WIS** 12 (+1) **CHA** 7 (–2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

Lion *Large beast, unaligned*

Armor Class 12 **Hit Points** 26 (4d10 + 4) **Speed** 50 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 13 (+1) **INT** 3 (–4) **WIS** 12 (+1) **CHA** 8 (–1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Lizard *Tiny beast, unaligned*

Armor Class 10 **Hit Points** 2 (1d4) **Speed** 20 ft., climb 20 ft.

STR 2 (–4) **DEX** 11 (+0) **CON** 10 (+0) **INT** 1 (–5) **WIS** 8 (–1) **CHA** 3 (–4)

Senses darkvision 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Mammoth *Huge beast, unaligned*

Armor Class 13 (natural armor) **Hit Points** 126 (11d12 + 55) **Speed** 40 ft.

STR 24 (+7) **DEX** 9 (–1) **CON** 21 (+5) **INT** 3 (–4) **WIS** 11 (+0) **CHA** 6 (–2)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must suc-

ceed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Description: A mammoth is an elephantine creature with thick fur and long tusks. Stockier and fiercer than normal elephants, mammoths inhabit a wide range of climes, from subarctic to subtropical.

Mastiff *Medium beast, unaligned*

Armor Class 12 **Hit Points** 5 (1d8 + 1) **Speed** 40 ft.

STR 13 (+1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 3 (–4) **WIS** 12 (+1) **CHA** 7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Description: Mastiffs are impressive hounds prized by humanoids for loyalty and keen senses. Mastiffs can be trained as guard dogs, hunting dogs, and war dogs. Halflings and Small humanoids ride them as mounts.

Mule *Medium beast, unaligned*

Armor Class 10 **Hit Points** 11 (2d8 + 2) **Speed** 40 ft.

STR 14 (+2) **DEX** 10 (+0) **CON** 13 (+1) **INT** 2 (–4) **WIS** 10 (+0) **CHA** 5 (–3)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Octopus *Small beast, unaligned*

Armor Class 12 **Hit Points** 3 (1d6) **Speed** 5 ft., swim 30 ft.

STR 4 (–3) **DEX** 15 (+2) **CON** 11 (+0) **INT** 3 (–4) **WIS** 10 (+0) **CHA** 4 (–3)

Skills Perception +2, Stealth +4

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. Octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Owl *Tiny beast, unaligned*

Armor Class 11 **Hit Points** 1 (1d4 – 1) **Speed** 5 ft., fly 60 ft.

STR 3 (–4) **DEX** 13 (+1) **CON** 8 (–1) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 7 (–2)

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Panther *Medium beast, unaligned*

Armor Class 12 **Hit Points** 13 (3d8) **Speed** 50 ft., climb 40 ft.

STR 14 (+2) **DEX** 15 (+2) **CON** 10 (+0) **INT** 3 (–4) **WIS** 14 (+2) **CHA** 7 (–2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge ¼ (50 XP)

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If panther moves at least 20 feet straight toward creature and then hits with claw attack on same turn, target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Phase Spider *Large monstrosity, unaligned*

Armor Class 13 (natural armor) **Hit Points** 32 (5d10 + 5) **Speed** 30 ft., climb 30 ft.

STR 15 (+2) **DEX** 15 (+2) **CON** 12 (+1) **INT** 6 (–2) **WIS** 10 (+0) **CHA** 6 (–2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the

target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Description: A phase spider possesses the magical ability to phase in and out of the Ethereal Plane. It seems to appear out of nowhere and quickly vanishes after attacking. Its movement on the Ethereal Plane before coming back to the Material Plane makes it seem like it can teleport.

Poisonous Snake *Tiny beast, unaligned*

Armor Class 13 **Hit Points** 2 (1d4) **Speed** 30 ft., swim 30 ft.

STR 2 (–4) **DEX** 16 (+3) **CON** 11 (+0) **INT** 1 (–5) **WIS** 10 (+0) **CHA** 3 (–4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Polar Bear *Large beast, unaligned*

Armor Class 12 (natural armor) **Hit Points** 42 (5d10 + 15) **Speed** 40 ft., swim 30 ft.

STR 20 (+5) **DEX** 10 (+0) **CON** 16 (+3) **INT** 2 (–4) **WIS** 13 (+1) **CHA** 7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Pony *Medium beast, unaligned***Armor Class** 10 **Hit Points** 11 (2d8 + 2) **Speed** 40 ft.**STR** 15 (+2) **DEX** 10 (+0) **CON** 13 (+1) **INT** 2 (-4) **WIS** 11 (+0) **CHA** 7 (-2)**Senses** passive Perception 10**Languages** —**Challenge** 1/8 (25 XP)**Actions****Hooves.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.**Quipper** *Tiny beast, unaligned***Armor Class** 13 **Hit Points** 1 (1d4 - 1) **Speed** 0 ft., swim 40 ft.**STR** 2 (-4) **DEX** 16 (+3) **CON** 9 (-1) **INT** 1 (-5) **WIS** 7 (-2) **CHA** 2 (-4)**Senses** darkvision 60 ft., passive Perception 8**Languages** —**Challenge** 0 (10 XP)**Blood Frenzy.** The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.**Water Breathing.** The quipper can breathe only underwater.**Actions****Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.**Description:** A quipper is a carnivorous fish with sharp teeth. Quippers can adapt to any aquatic environment, including cold subterranean lakes. They frequently gather in swarms; the statistics for a swarm of quippers appear later in this appendix.**Rat** *Tiny beast, unaligned***Armor Class** 10 **Hit Points** 1 (1d4 - 1) **Speed** 20 ft.**STR** 2 (-4) **DEX** 11 (+0) **CON** 9 (-1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 4 (-3)**Senses** darkvision 30 ft., passive Perception 10**Languages** —**Challenge** 0 (10 XP)**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.**Actions****Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.**Raven** *Tiny beast, unaligned***Armor Class** 12 **Hit Points** 1 (1d4 - 1) **Speed** 10 ft., fly 50 ft.**STR** 2 (-4) **DEX** 14 (+2) **CON** 8 (-1) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 6 (-2)**Skills** Perception +3 **Senses** passive Perception 13**Languages** —**Challenge** 0 (10 XP)**Mimicry.** Raven can mimic simple sounds heard, such as person whispering, baby crying, or animal chattering. Creature that hears sounds can tell they are imitations with successful DC 10 Wisdom (Insight) check.**Actions****Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.**Reef Shark** *Medium beast, unaligned***Armor Class** 12 (natural armor) **Hit Points** 22 (4d8 + 4) **Speed** 0 ft., swim 40 ft.**STR** 14 (+2) **DEX** 13 (+1) **CON** 13 (+1) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 4 (-3)**Skills** Perception +2**Senses** blindsight 30 ft., passive Perception 12**Languages** —**Challenge** ½ (100 XP)**Pack Tactics.** The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.**Water Breathing.** Shark can breathe only underwater.**Actions****Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.**Description:** Smaller than giant sharks and hunter sharks, reef sharks inhabit shallow waters and coral reefs, gathering in small packs to hunt. A full-grown specimen measures 6 to 10 feet long.**Rhinoceros** *Large beast, unaligned***Armor Class** 11 (natural armor) **Hit Points** 45 (6d10 + 12) **Speed** 40 ft.**STR** 21 (+5) **DEX** 8 (-1) **CON** 15 (+2) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 6 (-2)**Senses** passive Perception 11**Languages** —**Challenge** 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Riding Horse *Large beast, unaligned*

Armor Class 10 Hit Points 13 (2d10 + 2) Speed 60 ft.

STR 16 (+3) DEX 10 (+0) CON 12 (+1) INT 2 (-4) WIS 11 (+0) CHA 7 (-2)

Senses passive Perception 10

Languages —

Challenge ¼ (50 XP)

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Saber-Toothed Tiger *Large beast, unaligned*

Armor Class 12 Hit Points 52 (7d10 + 14) Speed 40ft.

STR 18 (+4) DEX 14 (+2) CON 15 (+2) INT 3 (-4) WIS 12 (+1) CHA 8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If target is prone, the tiger can make one bite attack against it as bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Scorpion *Tiny beast, unaligned*

Armor Class 11 (natural armor) Hit Points 1 (1d4 - 1) Speed 10 ft.

STR 2 (-4) DEX 11 (+0) CON 8 (-1) INT 1 (-5) WIS 8 (-1) CHA 2 (-4)

Senses blindsight 10 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Actions

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Sea Horse *Tiny beast, unaligned*

Armor Class 11 Hit Points 1 (1d4 - 1) Speed 0 ft., swim 20 ft.

STR 1 (-5) DEX 12 (+1) CON 8 (-1) INT 1 (-5) WIS 10 (+0) CHA 2 (-4)

Senses passive Perception 10

Languages —

Challenge 0 (0 XP)

Water Breathing. The sea horse can breathe only underwater.

Spider *Tiny beast, unaligned*

Armor Class 12 Hit Points 1 (1d4 - 1) Speed 20 ft., climb 20 ft.

STR 2 (-4) DEX 14 (+2) CON 8 (-1) INT 1 (-5) WIS 10 (+0) CHA 2 (-4)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Spider Climb. Spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Swarm of Bats *Medium swarm of Tiny beasts, unaligned***Armor Class** 12 **Hit Points** 22 (5d8) **Speed** 0 ft., fly 30 ft.**STR** 5 (–3) **DEX** 15 (+2) **CON** 10 (+0) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 4 (–3)**Damage Resistances** bludgeoning, piercing, slashing**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned**Senses** blindsight 60 ft., passive Perception 11**Languages** —**Challenge** ¼ (50 XP)**Echolocation.** The swarm can't use its blindsight while deafened.**Keen Hearing.** The swarm has advantage on Wisdom (Perception) checks that rely on hearing.**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.**Actions****Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.**Swarm of Insects** *Medium swarm of Tiny beasts, unaligned***Armor Class** 12 (natural armor) **Hit Points** 22 (5d8) **Speed** 20 ft., climb 20 ft.**STR** 3 (–4) **DEX** 13 (+1) **CON** 10 (+0) **INT** 1 (–5) **WIS** 7 (–2) **CHA** 1 (–5)**Damage Resistances** bludgeoning, piercing, slashing**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned**Senses** blindsight 10 ft., passive Perception 8**Languages** —**Challenge** ½ (100 XP)**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.**Actions****Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.**Swarm of Poisonous Snakes** *Medium swarm of Tiny beasts, unaligned***Armor Class** 14 **Hit Points** 36 (8d8) **Speed** 30 ft., swim 30 ft.**STR** 8 (–1) **DEX** 18 (+4) **CON** 11 (+0) **INT** 1 (–5) **WIS** 10 (+0) **CHA** 3 (–4)**Damage Resistances** bludgeoning, piercing, slashing**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned**Senses** blindsight 10 ft., passive Perception 10**Languages** —**Challenge** 2 (450 XP)**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.**Actions****Bites.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.**Swarm of Quippers** *Medium swarm of Tiny beasts, unaligned***Armor Class** 13 **Hit Points** 28 (8d8 – 8) **Speed** 0 ft., swim 40 ft.**STR** 13 (+1) **DEX** 16 (+3) **CON** 9 (–1) **INT** 1 (–5) **WIS** 7 (–2) **CHA** 2 (–4)**Damage Resistances** bludgeoning, piercing, slashing**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned**Senses** darkvision 60 ft., passive Perception 8**Languages** —**Challenge** 1 (200 XP)**Blood Frenzy.** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.**Swarm.** Swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.**Water Breathing.** The swarm can breathe only underwater.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Rats *Medium swarm of Tiny beasts, unaligned*

Armor Class 10 **Hit Points** 24 (7d8 – 7) **Speed** 30 ft.

STR 9 (–1) **DEX** 11 (+0) **CON** 9 (–1) **INT** 2 (–4) **WIS** 10 (+0)
CHA 3 (–4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge ¼ (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Ravens *Medium swarm of Tiny beasts, unaligned*

Armor Class 12 **Hit Points** 24 (7d8 – 7) **Speed** 10 ft., fly 50 ft.

STR 6 (–2) **DEX** 14 (+2) **CON** 8 (–1) **INT** 3 (–4) **WIS** 12 (+1)
CHA 6 (–2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 15

Languages —

Challenge ¼ (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Variant: Insect Swarms

Different kinds of insects can gather in swarms, and each swarm has the special characteristics described below.

Swarm of Beetles. A swarm of beetles gains a burrowing speed of 5 feet.

Swarm of Centipedes. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Swarm of Spiders. A swarm of spiders has the following additional traits.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

Swarm of Wasps. A swarm of wasps has a walking speed of 5 feet, a flying speed of 30 feet, and no climbing speed.

Tiger *Large beast, unaligned*

Armor Class 12 **Hit Points** 37 (5d10 + 10) **Speed** 40 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 14 (+2) **INT** 3 (–4) **WIS** 12 (+1) **CHA** 8 (–1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If tiger moves at least 20 feet straight toward creature and then hits with claw attack on same turn, that target must succeed on DC 13 Strength saving throw or be knocked prone. If target is prone, tiger can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Vulture *Medium beast, unaligned*

Armor Class 10 **Hit Points** 5 (1d8 + 1) **Speed** 10 ft., fly 50 ft.

STR 7 (–2) **DEX** 10 (+0) **CON** 13 (+1) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 4 (–3)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The vulture has advantage on an attack roll against a creature if at least one of the vulture’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Actions

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Warhorse *Large beast, unaligned*

Armor Class 11 **Hit Points** 19 (3d10 + 3) **Speed** 60 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 13 (+1) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 7 (–2)

Senses passive Perception 11

Languages —

Challenge ½ (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Weasel *Tiny beast, unaligned*

Armor Class 13 **Hit Points** 1 (1d4 – 1) **Speed** 30 ft.

STR 3 (–4) **DEX** 16 (+3) **CON** 8 (–1) **INT** 2 (–4) **WIS** 12 (+1) **CHA** 3 (–4)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Winter Wolf *Large monstrosity, neutral evil*

Armor Class 13 (natural armor) **Hit Points** 75 (10d10 + 20) **Speed** 50 ft.

STR 18 (+4) **DEX** 13 (+1) **CON** 14 (+2) **INT** 7 (–2) **WIS** 12 (+1) **CHA** 8 (–1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Description: The arctic-dwelling winter wolf is as large as a dire wolf but has snow-white fur and pale blue eyes. Frost giants use these evil creatures as guards and hunting companions, putting the wolves’ deadly breath weapon to use against their foes. Winter wolves communicate with one another using growls and barks, but they speak Common and Giant well enough to follow simple conversations.

Wolf *Medium beast, unaligned***Armor Class** 13 (natural armor) **Hit Points** 11 (2d8 + 2)**Speed** 40 ft.**STR** 12 (+1) **DEX** 15 (+2) **CON** 12 (+1) **INT** 3 (–4) **WIS** 12 (+1) **CHA** 6 (–2)**Skills** Perception +3, Stealth +4**Senses** passive Perception 13**Languages** —**Challenge** ¼ (50 XP)**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.**Pack Tactics.** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and ally isn't incapacitated.**Actions****Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.**Worg** *Large monstrosity, neutral evil***Armor Class** 13 (natural armor) **Hit Points** 26 (4d10 + 4)**Speed** 50 ft.**STR** 16 (+3) **DEX** 13 (+1) **CON** 13 (+1) **INT** 7 (–2) **WIS** 11 (+0) **CHA** 8 (–1)**Skills** Perception +4**Senses** darkvision 60 ft., passive Perception 14**Languages** Goblin, Worg**Challenge** ½ (100 XP)**Keen Hearing and Smell.** The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.**Actions****Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.**Description:** A worg is an evil predator that delights in hunting and devouring creatures weaker than itself. Cunning and malevolent, worgs roam across the remote wilderness or are raised by goblins and hobgoblins. Those creatures use worgs as mounts, but a worg will turn on its rider if it feels mistreated or malnourished. Worgs speak in their own language and Goblin, and a few learn to speak Common as well.

This appendix contains statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter during a campaign, including lowly commoners and mighty archmages. These stat blocks can be used to represent both human and nonhuman NPCs.

Customizing NPCs:

There are many easy ways to customize the NPCs in this appendix for your home campaign.

Racial Traits. You can add racial traits to an NPC. For example, a halfling druid might have a speed of 25 feet and the Lucky trait. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see the *Player's Book*.

Spell Swaps. One way to customize an NPC spellcaster is to replace one or more of its spells. You can substitute any spell on the NPC's spell list with a different spell of the same level from the same spell list. Swapping spells in this manner doesn't alter an NPC's challenge rating.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating.

Magic Items. The more powerful an NPC, the more likely it has one or more magic items in its possession. An archmage, for example, might have a magic staff or wand, as well as one or more potions and scrolls. Giving an NPC a potent damage-dealing magic item could alter its challenge rating.

Acolyte *Medium humanoid (any race), any alignment***Armor Class** 10 **Hit Points** 9 (2d8) **Speed** 30 ft.**STR** 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 11 (+0)**Skills** Medicine +4, Religion +2**Senses** passive Perception 12**Languages** any one language (usually Common)**Challenge** ¼ (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bles, cure wounds, sanctuary*

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Description: Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.

Archmage *Medium humanoid (any race), any alignment*

Armor Class 12 (15 with *mage armor*) **Hit Points** 99 (18d8 + 18) **Speed** 30 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 20 (+5) **WIS** 15 (+2) **CHA** 16 (+3)

Saving Throws Int +9, Wis +6 **Skills** Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*,* *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Description : Archmages are powerful (and usually quite old) spellcasters dedicated to the study of the arcane arts. Benevolent ones counsel kings and queens, while evil ones rule as tyrants and pursue lichdom. Those who are neither good nor evil sequester themselves in remote towers to practice their magic without interruption.

An archmage typically has one or more apprentice mages, and an archmage's abode has numerous magical wards and guardians to discourage interlopers.

Assassin *Medium humanoid (any race), any non-good alignment*

Armor Class 15 (studded leather) **Hit Points** 78 (12d8 + 24) **Speed** 30 ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 14 (+2) **INT** 13 (+1) **WIS** 11 (+0) **CHA** 10 (+0)

Saving Throws Dex +6, Int +4 **Skills** Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Description: Trained in the use of poison, assassins are remorseless killers who work for nobles, guildmasters, sovereigns, and anyone else who can afford them.

Bandit *Medium humanoid (any race), any non-lawful alignment*

Armor Class 12 (leather armor) **Hit Points** 11 (2d8 + 2) **Speed** 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Description: Bandits rove in gangs and are sometimes led by thugs, veterans, or spellcasters. Not all bandits are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry.

Pirates are bandits of the high seas. They might be freebooters interested only in treasure and murder, or they might be privateers sanctioned by the crown to attack and plunder an enemy nation's vessels.

Bandit Captain *Medium humanoid (any race), any non-lawful alignment*

Armor Class 15 (studded leather) **Hit Points** 65 (10d8 + 20) **Speed** 30 ft.

STR 15 (+2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 14 (+2) **WIS** 11 (+0) **CHA** 14 (+2)

Saving Throws Str +4, Dex +5, Wis +2 **Skills** Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or

the captain makes two ranged attacks with daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Description: It takes a strong personality, ruthless cunning, and a silver tongue to keep a gang of bandits in line. The **bandit captain** has these qualities in spades.

In addition to managing a crew of selfish malcontents, the pirate captain is a variation of the bandit captain, with a ship to protect and command. To keep the crew in line, the captain must mete out rewards and punishment on a regular basis.

More than treasure, a bandit captain or pirate captain craves infamy. A prisoner who appeals to the captain's vanity or ego is more likely to be treated fairly than a prisoner who does not or claims not to know anything of the captain's colorful reputation.

Berserker *Medium humanoid (any race), any chaotic alignment*

Armor Class 13 (hide armor) **Hit Points** 67 (9d8 + 27) **Speed** 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 17 (+3) **INT** 9 (–1) **WIS** 11 (+0) **CHA** 9 (–1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Description: Hailing from uncivilized lands, unpredictable berserkers come together in war parties and seek conflict wherever they can find it.

Commoner *Medium humanoid (any race), any alignment*

Armor Class 10 **Hit Points** 4 (1d8) **Speed** 30 ft.

STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Description: Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

Cultist *Medium humanoid (any race), any non-good alignment*

Armor Class 12 (leather armor) **Hit Points** 9 (2d8) **Speed** 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 10 (+0) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Description: **Cultists** swear allegiance to dark powers such as elemental princes, demon lords, or archdevils. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.

Cult Fanatic *Medium humanoid (any race), any non-good alignment*

Armor Class 13 (leather armor) **Hit Points** 33 (6d8 + 6) **Speed** 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Description: Fanatics are often part of a cult's leadership, using their charisma and dogma to influence and prey on those of weak will. Most are interested in personal power above all else.

Druid *Medium humanoid (any race), any alignment*

Armor Class 11 (16 with *barkskin*) **Hit Points** 27 (5d8 + 5) **Speed** 30 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 13 (+1) **INT** 12 (+1) **WIS** 15 (+2) **CHA** 11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

Description: Druids dwell in forests and other secluded wilderness locations, where they protect the natural world from monsters and the encroachment of civilization. Some are tribal shamans who heal the sick, pray to animal spirits, and provide spiritual guidance.

Gladiator *Medium humanoid (any race), any alignment*

Armor Class 16 (studded leather, shield) **Hit Points** 112 (15d8 + 45) **Speed** 30 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 15 (+2)

Saving Throws Str +7, Dex +5, Con +6 **Skills** Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If target is Medium or smaller creature must succeed DC 15 Strength saving throw or knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Description: Gladiators battle for the entertainment of raucous crowds. Some gladiators are brutal pit fighters who treat each match as a life-or-death struggle, while others are professional duelists who command huge fees but rarely fight to the death.

Guard *Medium humanoid (any race), any alignment*

Armor Class 16 (chain shirt, shield) **Hit Points** 11 (2d8 + 2) **Speed** 30 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Description: Guards include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.

Knight *Medium humanoid (any race), any alignment*

Armor Class 18 (plate) **Hit Points** 52 (8d8 + 16) **Speed** 30 ft.

STR 16 (+3) **DEX** 11 (+0) **CON** 14 (+2) **INT** 11 (+0) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Description: Knights are warriors who pledge service to rulers, religious orders, and noble causes. A knight's alignment determines the extent to which a pledge is honored. Whether undertaking a quest or patrolling a realm, a knight often travels with an entourage that includes squires and hirelings who are commoners.

Mage *Medium humanoid (any race), any alignment*

Armor Class 12 (15 with *mage armor*) **Hit Points** 40 (9d8) **Speed** 30 ft.

STR 9 (-1) **DEX** 14 (+2) **CON** 11 (+0) **INT** 17 (+3) **WIS** 12 (+1) **CHA** 11 (+0)

Saving Throws Int +6, Wis +4 **Skills** Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Description: Mages spend their lives in the study and practice of magic. Good-aligned mages offer counsel to nobles and others in power, while evil mages dwell in isolated sites to perform unspeakable experiments without interference.

Noble *Medium humanoid (any race), any alignment*

Armor Class 15 (breastplate) **Hit Points** 9 (2d8) **Speed** 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 11 (+0) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

Description: Nobles wield great authority and influence as members of upper class, possessing wealth and connections that can make them powerful as monarchs and generals. A noble often travels in company of guards, also servants who are commoners.

The noble's statistics can also be used to represent courtiers who aren't of noble birth.

Priest *Medium humanoid (any race), any alignment*

Armor Class 13 (chain shirt) **Hit Points** 27 (5d8 + 5) **Speed** 25 ft.

STR 10 (+0) **DEX** 10 (+0) **CON** 12 (+1) **INT** 13 (+1) **WIS** 16 (+3) **CHA** 13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As bonus action, priest can expend a spell slot to cause melee weapon attacks to magically deal extra 10 (3d6) radiant damage to target on a hit. Benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Description: Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites.

A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

Scout *Medium humanoid (any race), any alignment*

Armor Class 13 (leather armor) **Hit Points** 16 (3d8 + 3) **Speed** 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 11 (+0) **WIS** 13 (+1) **CHA** 11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge ½ (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Description: Scouts are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance.

Spy *Medium humanoid (any race), any alignment*

Armor Class 12 **Hit Points** 27 (6d8) **Speed** 30 ft.

STR 10 (+0) **DEX** 15 (+2) **CON** 10 (+0) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Description: Rulers, nobles, merchants, guildmasters, and other wealthy individuals use spies to gain the upper hand in a world of cutthroat politics. A spy is trained to secretly gather information. Loyal spies would rather die than divulge information that could compromise them or their employers.

Thug *Medium humanoid (any race), any non-good alignment*

Armor Class 11 (leather armor) **Hit Points** 32 (5d8 + 10) **Speed** 30 ft.

STR 15 (+2) **DEX** 11 (+0) **CON** 14 (+2) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge ½ (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Description: Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

Tribal Warrior *Medium humanoid (any race), any alignment*

Armor Class 12 (hide armor) **Hit Points** 11 (2d8 + 2)
Speed 30 ft.

STR 13 (+1) **DEX** 11 (+0) **CON** 12 (+1) **INT** 8 (-1) **WIS** 11 (+0) **CHA** 8 (-1)

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Description: Tribal warriors live beyond civilization, most often subsisting on fishing and hunting. Each tribe acts in accordance with the wishes of its chief, who is the greatest or oldest warrior of the tribe or a tribe member blessed by the gods.

Veteran *Medium humanoid (any race), any alignment*

Armor Class 17 (splint) **Hit Points** 58 (9d8 + 18) **Speed** 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 14 (+2) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

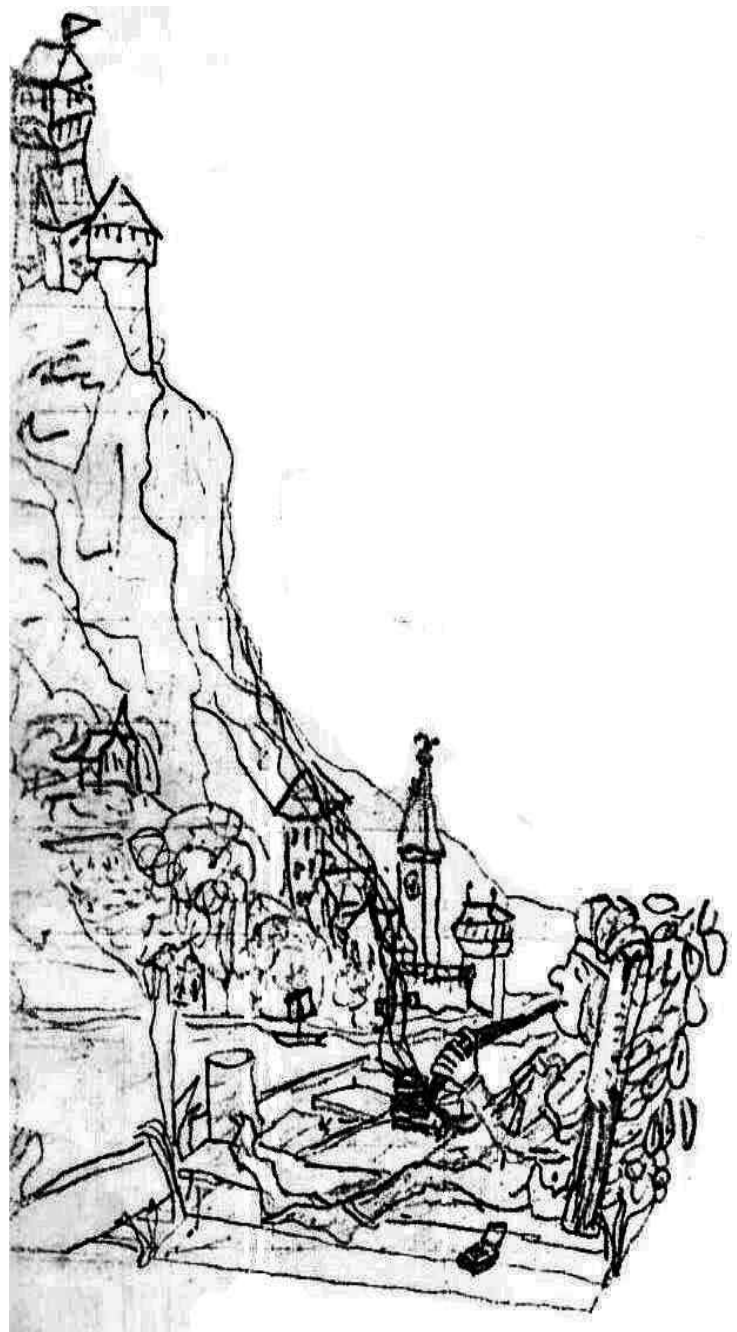
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

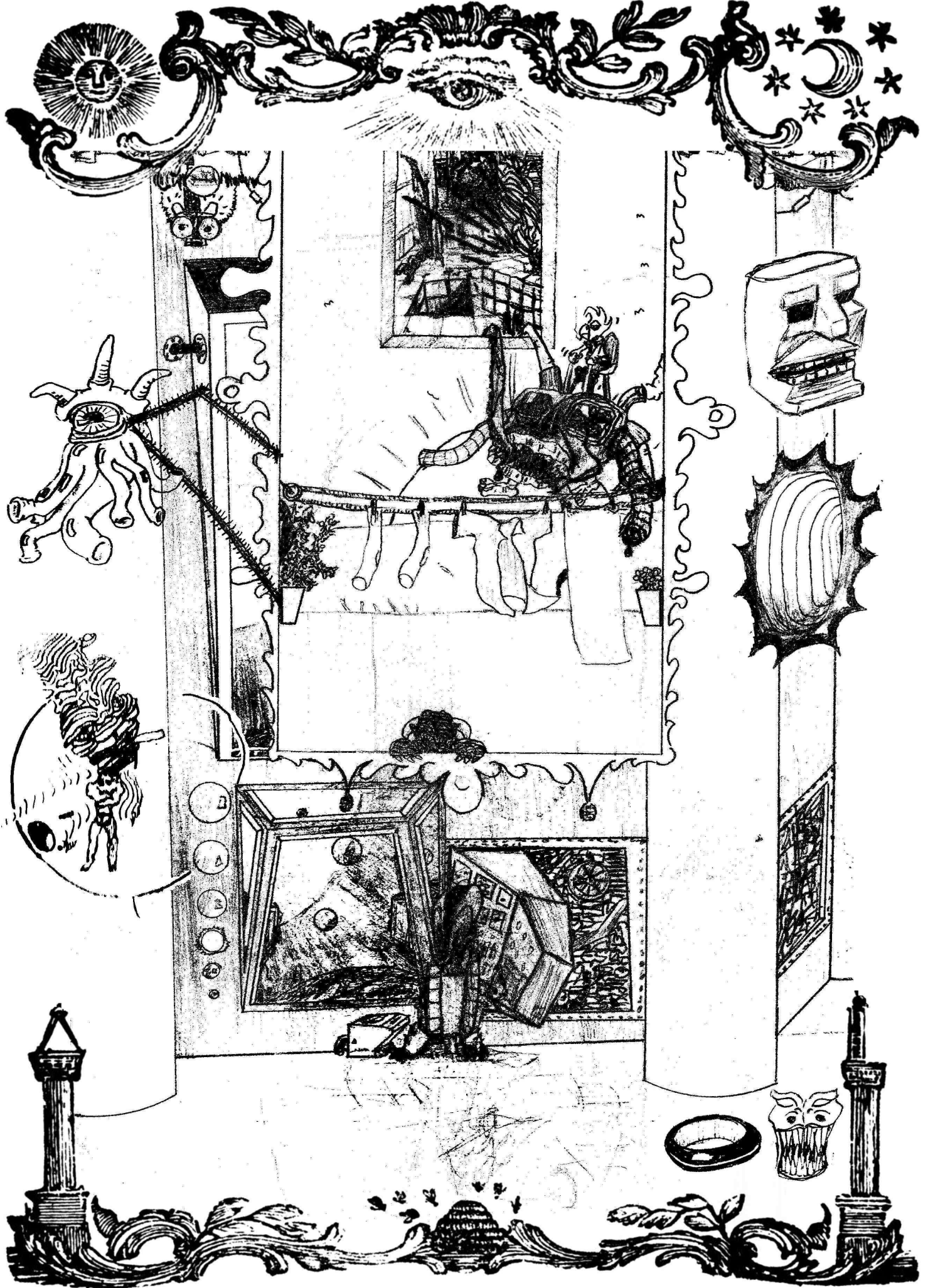
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Description: Veterans are professional fighters that take up arms for pay or to protect something they believe in

or value. Their ranks include soldiers retired from long service and warriors who never served anyone but themselves.





OPTIONAL SPECIAL ASPECTS FOR CHARACTERS OF AN UNPLEASANT NATURE

d20 Roll Special Aspect

- 1 You possess a sweet tooth for (d6) 1-2 Human, 3-4 Elven, or 5-6 Dwarf flesh.
- 2 You are utterly without fear, stupidly brave.
- 3 You have demonic ancestry, plus 1d3 to each ability and add resistance to fire.
- 4 You are extremely xenophobic and hate all others not of your race, nationality, status, etc.
- 5 You have berserker ability and love to kill, Kill, KILL!!!
- 6 You are a complete and utter coward (d20, 1-10 run away, 11-15 stunned) during combat.
- 7 You are sadistic and cruel and will always torture and maim helpless victims.
- 8 You work for a demonic patron.
- 9 You are secretly an assassin (must convert at least 1 level to assassin class).
- 10 You are a secret member of an illegal society. (Game Judge adjudication)
- 11 You were born with dwarfism and half normal height & weight. All physical abilities are reduced 1/3.
- 12 You are immune to all poison and venom, but anything sweet or sugary will make you vomit.
- 13 You are a secret spy for the royal government who pay you 15 gp per level per month.
- 14 You are very susceptible to magic and have disadvantage on all magic saves.
- 15 You have a bounty of 1,000 gp on your head for murder (50% chance false charge).
- 16 You and your entire family line is cursed to be totally lawful good to the point of nausea of others.
- 17 You will fall in love ONLY with a character of another race. (Game Judge adjudication)
- 18 You are a member of a criminal cell.
- 19 Roll two times on this chart, but ignore this number if it comes up.
- 20 You are a rogue mage and will know and have spell slots for 1d10 + 1 spells each day.

CAROUSING TABLE

During “down time” in any town or city can roll on the table below and obtain up to 500 xp from some gp value.

d30 Roll Carousing Result

- 1 You are accused of a capital offense and had to bribe your freedom. (Pay 1d6 x 1,000 gp bribe; 300 xp)
- 2 Your wanton debauchery is not suited to life of an adventurer. Down 2d6 hit points. (100 gp; 100 xp)
- 3 You awake with all of your coin and equipment gone. (Gain 10 xp for every 100 gp stolen, max 200 xp)
- 4 Your choice of bedmate exposed you to a nasty pox. Suffer a -1 to all rolls this session. (100 gp; 100 xp)
- 5 Suffer epic gambling losses, lose all coin and non-magical treasure. (10 xp per 100 gp lost, max 300 xp)
- 6 After night of hard drinking, footpads attempt to rob you. 50% chance lose all coin and non-magical treasure, begin game badly beaten at ½ hp (10 xp per 100 gp lost, max 200 xp). Otherwise gain 200 xp.
- 7 Minor misunderstanding with guards and had to bribe your freedom. (Pay 1d6 x 100 gp bribe; 200 xp)
- 8 You awake with an unfortunate bed companion (d8): 1) dead tavern wench, 2) drunk halfling, 3) rival adventurer, 4) overlord's paramour, 5) shapeshifter, 6) fleas & lice, 7) new spouse, 8) some deity. (200 xp)
- 9 Made fool of yourself and now have reputation as a drunken lout. -1 all Cha checks in this town. (200 xp)
- 10 Bloody barroom brawl, roll DC 15 Str check. Success: gain 300 xp; fail: gain 150 xp, start day down 2d6 hp.
- 11 You are expected to appear at a duel this very day, opponent is Game Judge discretion. (Win gain 200 xp)
- 12 Suffer gambling losses, lose all coin and non-magical treasure. (10 xp per 100 gp lost, max 500 xp)
- 13 Local thieves tagged you as a mark and follow you about. 100 xp, but if spot thieves can fight them for xp.
- 14 You have hangover from hell, -1 on all rolls this session but gain 200 xp.
- 15 You inadvertently offended some local priest and suffer a minor curse but gain 200 xp.
- 16 You publicly insulted a person of some rank who is now your deadly enemy. Gain 200 xp and enemy.
- 17 You personally offended henchmen. Roll DC 15 persuasion check for each to stay. (50 xp each deserter)
- 18 You attempt to carouse, but this city is boring. Gain no xp, but learn 1 seemingly innocuous rumor...
- 19 You have success at the gambling pits! Gain back money spent plus 1d10 x 100 gp winnings and 300 xp.
- 20-25 Heroic Carousing! Worldly pleasures are yours. Trade gp for xp 1-1 basis to max 500 xp. (Only 1/month)
- 26 Heroic Carousing as above, but vow to slay some legend or loot an infamous dungeon. (+1,000 xp if done)
- 27 Heroic Carousing as above, and the details are hazy, but you are inducted into some weird religious cult.
- 28-29 Heroic Carousing as above, but found a random 0-level henchman. (If PC dies, player may use this NPC)
- 30 Heroic Carousing as above, but taught something more about the world. Gain 1d4 hp permanently.

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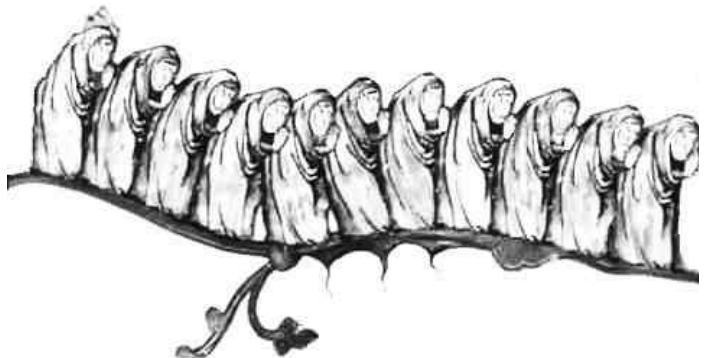
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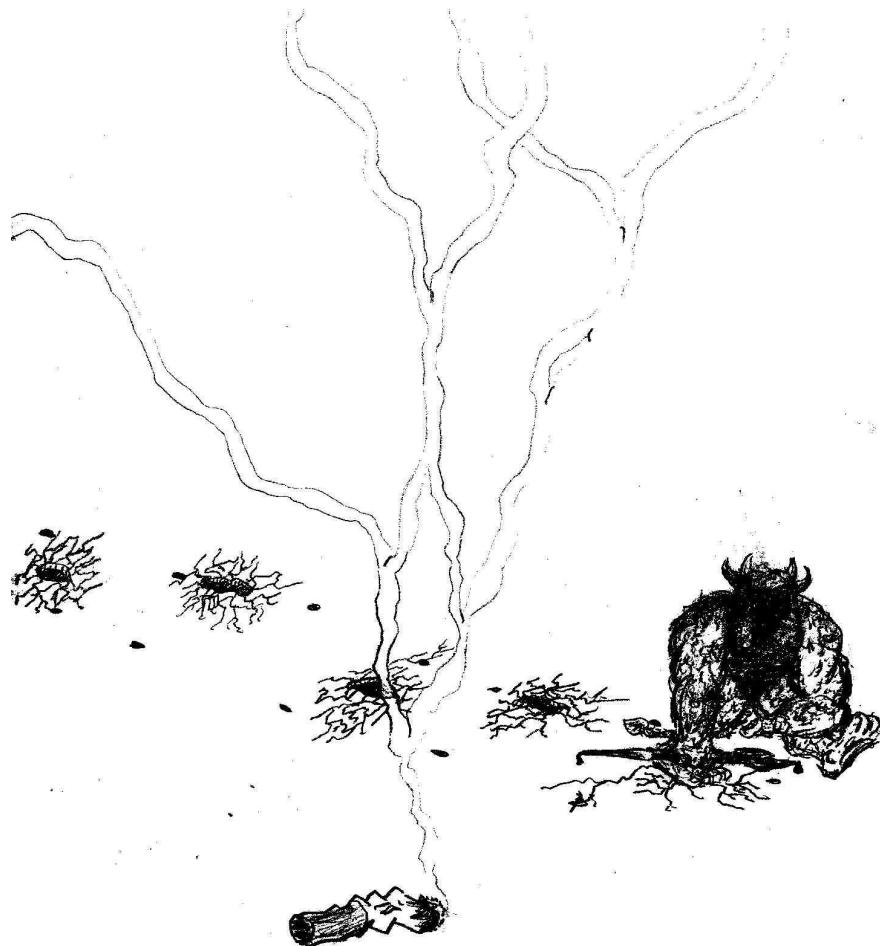
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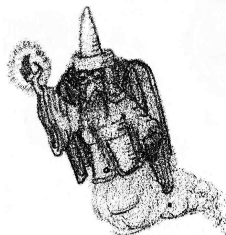
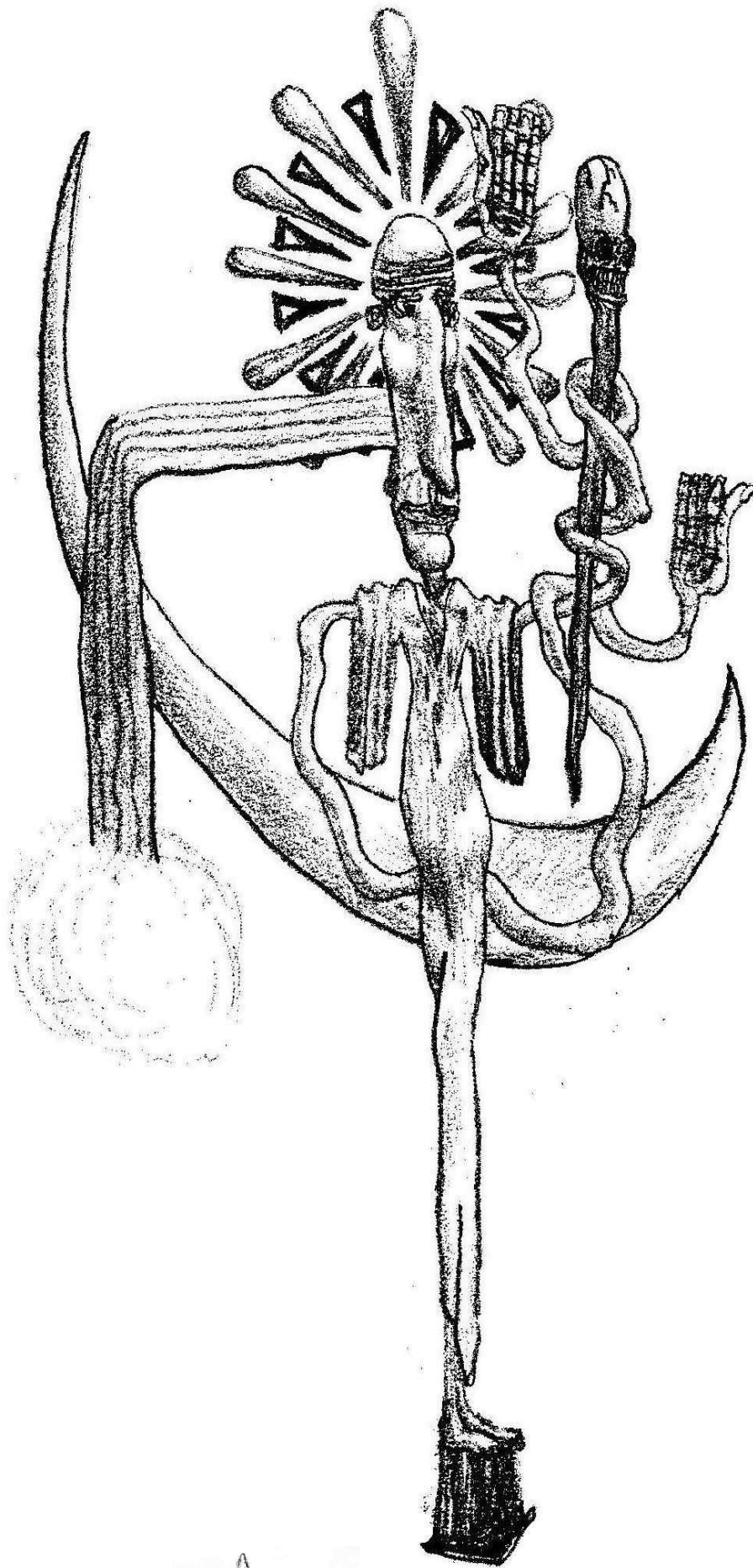
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When liquid consisting of one potion is combined with that of another, or whenever a potion is consumed during the time a prior consumed potion remains in effect, roll on this table:

d100	Result
01	Arcane Explosion! A catastrophic release of eldritch energies. This massive energy discharge does 6d10 points of internal damage to whomever imbibed the potion and 1d10 points of damage to everyone with 10 feet. If mixed externally, all persons within 10 feet of the mixture take 4d6 points of blast damage, no saving throw allowed.
02-03	Poison causes instant death if mixed internally, no save. External admixtures create a poisonous cloud 10 ft in diameter, anyone within which must make a DC 20 Fort save or die.
04-07	A strange brew sickens the imbiber, who loses 1d4 strength and dexterity for 4d6 rounds, no saving throw. One potion completely nullified and the other works at 50% strength & duration, determined randomly.
08-12	The potions cancel out, neither have any effect.
13-20	One potion canceled out and the other works at 50% strength & duration, determined randomly.
21-30	Both potions work, but only 50% strength & duration.
31-90	Successful admixture! Potions both work normally.
91-99	One potion works at 150% strength & duration, the other is canceled. Determined randomly.
100	One of the imbibed potion's effect becomes permanent, determined randomly.





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