

# CORE<sup>TM</sup> FANTASY ROLEPLAYING

## PLAYTEST PACKET #3

Provide feedback: <https://koboldpress.com/project-black-flag-playtest-packet-3-feedback/>  
(deadline 11:59pm PT 15 May 2023)

## BEFORE YOU BEGIN

Thank you for your interest in playtesting the *Core Fantasy Roleplaying* game. Please review these playtest guidelines before you start.

The *Core Fantasy Roleplaying* game is backward-compatible with 5th Edition and can be used with existing 5E material. Note:

- Unless a rule change is explicitly stated, run the monsters in this packet with the Combat rules as they appear in 5E.
- If some part of the rules seems missing from this packet, use existing 5E rules or relevant parts from Playtest Packet #1 and Playtest Packet #2.
- **WARNING:** Monsters in this packet are slightly more challenging than standard 5E monsters. They are designed as suitable challenges for characters created using options in [Playtest Packet #1](#) and [Playtest Packet #2](#).

## MONSTERS

Each monster in the *Core Fantasy Roleplaying* game is described with lore, background, and game rules for use at the table.

## HOW TO USE THESE MONSTERS

Rules for monsters and their use are described in this introduction. Monsters are also sometimes called “creatures.” If you’re a Game Master (GM), get familiar with the elements of a stat block before running a monster; each creature’s abilities are presented with an eye toward ease of play.

## ELEMENTS OF A STAT BLOCK

The information you need to run a monster is organized into an easy-reference format called a stat block. This section describes the meaning of terms in a stat block and the contents of each heading within the stat block.

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NAME

This is what people call this kind of monster.

SIZE

This is the relative size of the creature. 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 occupies on a battle map or grid.

SIZE CATEGORIES

Size	Space	Examples
Tiny	2.5 x 2.5 ft.	Imp, sprite
Small	5 x 5 ft.	Giant rat, goblin
Medium	5 x 5 ft.	Orc, werewolf
Large	10 x 10 ft.	Hippogriff, ogre
Huge	15 x 15 ft.	Fire giant, treant
Gargantuan	20 x 20 ft. or larger	Kraken, purple worm

TYPE

A creature’s type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects interact in special ways with creatures of a particular type. For example, an *arrow of dragon slaying* deals extra damage to dragons and also other creatures of the dragon type, such as dragon turtles and wyverns. Monster types:

**Aberrations** are utterly alien beings. Many have innate magical abilities drawn from the creature’s alien mind rather than the mystical forces of the world. Quintessential aberrations are creatures like aboleths, chuul, and gibbering mouther.

**Beasts** are living creatures of the natural world. Beasts include all varieties of wild animals, domesticated animals, and enormous creatures such as whales and dinosaurs.

**Celestials** dwell in higher realms outside of measurable or material reality. Many are servants of deities, serving as messengers or agents in the mortal realm and throughout the Labyrinth. Most of them lean innately toward forces of good and order. All of them drive to oppose or destroy fiends. Celestials include beings like angels, couatls, and pegasi.

**Constructs** are made, not born. Often built of metal, stone, or wood, some are charged by their creators to follow a simple set of instructions, while others are given sentience and use independent thought. Golems, mekadrons, and clockwork creatures are iconic constructs.

**Dragons** are large reptilian creatures of ancient origin and tremendous power. True dragons, including metallic dragons and chromatic dragons, are highly intelligent and have innate magic. This creature type also includes less powerful, less intelligent, and less magical relatives of true dragons, such as drakes, wyverns, and pseudodragons.

**Elementals** are born of raw elemental forces. Some creatures of this type are little more than animate masses of their respective

elements, including the creatures simply called elementals. Others have more humanoid or beast-like forms infused with elemental energy. Elemental creatures include beings like genies, azers, and invisible stalkers.

**Fey** are magical creatures bound to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild or the Bright Lands, also called the Plane of Faerie. Some are also found in the Outer Planes, particularly in the Shadow Realm. Fey include dryads, sprites, and satyrs.

**Fiends** dwell in lower realms outside of measurable or material reality. A few are 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. Most of them lean innately toward forces of evil and chaos. All of them drive to oppose or destroy celestials. Fiends include demons, devils, hell hounds, and rakshasas.

**Giants** are enormous, powerful beings that tower over lesser creatures. They are humanlike in shape, though some bear unique adaptations that allow them to thrive in the harsh environments they claim. True giants include stone giants, fire giants, and cloud giants, but this category also includes lesser giants such as ogres and trolls.

**Humanoids** are usually bipedal and often warm-blooded, including humans and a prodigious variety of other lineages. They have language and culture, though few display innate magical abilities (most can learn spellcasting, however). The most common humanoid creatures are the lineages available to player characters (PCs), including humans, dwarves, elves, and halflings. Almost as numerous are beings like goblinoids, gnolls, and lizardfolk.

**Monstrosities** are monsters in the strictest sense—frightening, abnormal creatures, not truly natural, and almost never benign. Some are the result of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses (including minotaurs and serpentfolk). They defy categorization, and in some sense, serve as a catch-all category for creatures that don’t fit another type.

**Oozes** are gelatinous predators without fixed forms. These mindless eating machines consume anything they can dissolve, living or otherwise. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or living creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

MODIFYING CREATURES

The monsters in this book are versatile, but the perfect creature for part of an adventure you run might not exist . . . yet. Feel free to tweak an existing creature to make it more useful. You can borrow a trait or two from a different monster or use 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 (CR).

**Plants** are vegetable creatures, not ordinary flora. Most are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as shriekers and mycolids also fall into this category.

**Undead** are formerly living creatures brought to a state of undeath through the practice of necromantic magic, dark rites, or curses. Undead creatures include mindless animated corpses like zombies, potent predators like vampires, and tormented souls that lack a body, like ghosts or specters.

## TAGS

Monsters may have various tags that further specify their creature type. If a monster has a tag, it appears as part of their stat block in parentheses after size and type.

Tags indicate creatures that can be targeted by specific spells, magical items, and other features available to PCs. Core tags:

**Angel.** A specific kind of celestial bound to the forces of Good and Law.

**Animal.** A creature that is not of the Beast type but shares enough characteristics that it can be affected by spells or abilities that specifically target beasts such as the *Speak with Animals* spell.

**Animated.** A creature given limited sentience by an ongoing magic effect. Creatures with the animated tag function similarly to magic items when targeted by spells like *Dispel Magic* or *Antimagic Field*.

**Chaotic.** A creature bound to the forces of Chaos. They can be specifically targeted by spells or abilities of Law.

**Corrupt.** A creature touched by the Void and changed by it. Many corrupt creatures understand Void Speech.

**Demon.** A specific type of fiendish outsider bound to the forces of Evil and Chaos.

**Devil.** A specific type of fiendish outsider bound to the forces of Evil and Law.

**Evil.** A creature bound to the forces of Evil. They can be damaged by spells of Good.

**Goblinoid.** A creature related to one of the goblinoid lineages, including goblins, hobgoblins, and bugbears.

**Good.** A creature bound to the forces of Good. They can be damaged by spells of Evil.

**Lawful.** A creature bound to the forces of Law. They can be specifically targeted by spells or abilities of Chaos.

**Outsider.** A creature from another plane or realm not bound by laws of material or measurable reality. While angels, demons, and devils are all outsiders, the outsider tag is also applied to other creatures who fit this category—and consequently are affected by spells or features that specifically target outsiders.

**Shadow.** A creature native to the Shadow Realm (also called the Shadowfell) or transformed by its power. Many shadow creatures are skilled in illusion and shadow manipulation.

**Shapechanger.** A monster capable of changing form, such as werewolves, doppelgangers, and some dragons.

## ARMOR CLASS

This represents the monster's defenses, often abbreviated to AC. The higher the number, the more difficult the monster is to hit in combat.

The kind of armor a monster uses (if any) is placed in parentheses after the AC value to help GMs alter the number if the monster's armor is removed in some special circumstance.

## HIT POINTS

This represents the health and vitality of the monster, often abbreviated to hp. The higher the number, the harder it is to kill or knock out the monster. Unlike PCs, monsters typically die or are destroyed when reduced to 0 hp.

## SPEED

A monster's speed defines how far it can move during a single round of combat. If the creature has multiple ways to move (such as swimming or flying), those are also listed in this section.

All creatures have a walking speed, simply called speed. Creatures with no ground-based movement have a walking speed of 0 feet.

Some creatures have one or more of the following additional ways to move.

### BURROW

A monster with a burrowing speed can move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a trait that allows it to do so.

### CLIMB

A monster with a climbing speed can move on vertical surfaces with no check required. The monster doesn't need to spend extra movement to climb.

### FLY

A monster with a flying speed can move by flying. Some monsters can hover, which makes them hard to knock out of the air. Such a monster stops hovering when it dies. If a monster can hover, the word "hover" appears in parenthesis after its fly speed.

### SWIM

A monster with a swimming speed can move easily through liquid and doesn't need to spend extra movement to swim.

**GM Wisdom:** Unlike most creatures, monsters with a swim speed don't make melee weapon attacks at disadvantage while underwater. For more information about underwater combat, see the SRD.

## STEALTH

The Stealth value shows how readily a monster evades notice—either to sneak around or stage a surprise attack. Stealth is calculated using a monster's DEX and size (smaller monsters are harder to spot).

A PC searching for unseen foes must make a WIS (Perception) check. If the result is equal to or higher than the monster's Stealth score, the PC succeeds and detects signs of the monster. If it is lower, the PC fails and the monster remains undetected.

For instance, a goblin has a Stealth value of 15. A PC must roll a 15 or better on a WIS (Perception) check to detect the goblin when it is trying to hide.

## ABILITY MODIFIERS

Every monster has six ability modifiers: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These modifiers are used to determine other elements of a stat block (like hit points and damage). More importantly, the GM uses them whenever a monster must make:

- a save. The GM rolls a d20 and adds the relevant ability modifier.
- an ability check. The GM rolls a d20 and adds whichever ability modifier seems most relevant.

**Behind the Curtain:** Ability scores in monster stat blocks have changed in this document compared to 5E. We've streamlined ability modifier presentation, so GMs can more quickly access what they need. Ability modifiers now also have multiple uses, eliminating the redundancy of separate numbers for saves and skills.

The intent is to make key information easier to find and to provide creative flexibility in running a monster. Use the feedback form to let us know whether this works for you and how you use it.

## PROFICIENCY BONUS

This represents a monster's fundamental mastery over things it naturally does well or is trained to do, often abbreviated to PB. A monster's Challenge Rating (CR) determines their PB, as shown in the Proficiency Bonus by Challenge Rating table.

PB determines pre-calculated parts in a stat block (like attack bonuses). More importantly, the GM uses it whenever a monster must make a d20 roll to try to do something:

- it is specifically good at. The GM adds the monster's PB and its relevant ability modifier. Note that this is only for exceptional cases, since the ability modifiers in stat blocks often already have PB factored in.
- with no relevant modifier. The GM rolls a d20 and adds the monster's PB.

## PROFICIENCY BONUS BY CHALLENGE RATING

CR	PB	CR	PB	CR	PB
0	+2	9	+4	21	+7
1/8	+2	10	+4	22	+7
1/4	+2	11	+4	23	+7
1/2	+2	12	+4	24	+7
1	+2	13	+5	25	+8
2	+2	14	+5	26	+8
3	+2	15	+5	27	+8
4	+2	16	+5	28	+8
5	+3	17	+6	29	+9
6	+3	18	+6	30	+9
7	+3	19	+6		
8	+3	20	+6		

## IMMUNE, RESISTANT, AND VULNERABLE

Some monsters are immune, resistant, or vulnerable to certain kinds of damage or conditions.

### IMMUNE

A monster that is immune to a kind of damage does not lose hit points from attacks of that kind. Kinds of damage include acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, radiant, slashing, thunder, and void.

A monster that is immune to a condition automatically succeeds on saves to avoid the condition and otherwise can't be affected by it.

### RESISTANT

A monster that is resistant to a kind of damage takes only half the damage (rounded down) from attacks of that kind. Note that if more than one resistance applies to an attack, the damage is still only halved. For example, a creature resistant to fire damage and magical damage takes half damage from a *fireball* spell—it does not reduce damage by three-quarters.

A monster that is resistant to a condition has advantage on saves made to avoid becoming affected by it.

### VULNERABLE

A monster vulnerable to a kind of damage takes double damage from attacks of that kind. For instance, a monster vulnerable to fire takes double damage from a *fireball* spell or flaming oil.

A monster that is vulnerable to a condition has disadvantage on saves made to avoid becoming affected by it.

**Behind the Curtain:** The presentation of immunities, resistances, and vulnerabilities is altered from the way it appeared in 5E. There are no longer multiple lines that separate out damage and conditions. For example, in *Core Fantasy Roleplaying* rules, if a creature is immune to fire damage and the charmed condition, both appear in the Immune line. This streamlines the information contained in stat blocks. Kinds of damage are listed first (in alphabetical order), followed by conditions (also listed alphabetically). If both are present, they're separated by a semi-colon. Let us know in playtest feedback whether and how this works for you.

## SENSES

Monsters primarily perceive the world by sight. This is called vision. Monsters usually have secondary senses of hearing, smell, and touch that also allow them to interact with the environment, but vision is considered the “standard” primary sense.

If a monster has no unusual sensory capacity, this section is marked with “—”.

If a monster has a specialized sense that allows it to perceive in some way other than vision, it is noted in the senses line, followed by a radius in feet that defines the sense’s maximum range.

Common specialized senses that appear in a stat block:

### KEEN

A monster with keen senses can precisely perceive its surroundings using some other sense than vision.

Creatures without vision, such as gelatinous cubes and morlocks, typically have this sense, as do creatures with echolocation or an extraordinary sense of smell, such as bats, wolves, and true dragons.

If a monster lacks vision entirely, a parenthetical phrase on its senses line confirms that the radius of this sense defines the monster’s maximum range of perception.

### NIGHT VISION

A monster with night vision can see in nonmagical darkness. The monster can see in dim light within the radius as if it were bright light and can see in darkness as if it were dim light. A monster can’t discern color in darkness, only shades of gray. Many nocturnal creatures and creatures that live underground have this special sense.

### TREMORSENSE

A monster with tremorsense can detect and pinpoint the source of vibrations if it and the source are in contact with the same ground or substance. Tremorsense can’t detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and purple worms, have this special sense.

### TRUESIGHT

A monster with truesight can see clearly in normal and magical darkness, see invisible creatures and objects, automatically detect and succeed on saves against visual illusions, and perceive the original form of a shapeshifter or creature that is transformed by magic. Furthermore, the monster can see into the Ethereal Plane within range.

**GM Wisdom:** Monster vision follows the same rules as PC vision. Assuming there are no obstacles and adequate bright light (like sunlight), a creature can see about 2 miles in any direction or until the landscape or other obstruction blocks its view. Rain typically reduces maximum visibility to 1 mile, and foggy conditions can cut visibility down to 300 feet or less.

## PERCEPTION

The Perception value shows how observant the monster is when it’s not actively looking around. Perception is calculated using a monster’s WIS.

A PC attempting to hide from, sneak around, or stage a surprise attack against a monster must make a DEX (Stealth) check. If the result is equal to or higher than the monster’s Perception score, the PC succeeds and remains undetected. If it is lower, the PC fails and the monster detects the character.

For instance, a goblin has a Perception value of 9. A PC must roll a 9 or better on a DEX (Stealth) check to sneak past it.

**GM Wisdom:** In *Core Fantasy Roleplaying* rules, a PC with the invisible condition has advantage on DEX (Stealth) checks made to hide from or sneak past a monster that relies on sight-based senses like vision or night vision. Keep in mind that invisibility doesn’t completely mask a creature’s presence—invisibility doesn’t suppress the sound of footsteps or the smell of nervous sweat. The invisible condition grants no benefits when sneaking past a monster while within range of its non-sight-based senses like keen sense or tremorsense (assuming the monster has such a sense).

## LANGUAGES

The languages that a monster can speak are listed in alphabetical order. If a monster can understand a language but can’t speak it, this is noted on this line. A “—” indicates that a creature neither speaks nor understands any language. Most languages are specific to a particular heritage or culture; a few are based on faith, commerce, or traveler’s tongues.

In addition to languages available to PCs, monsters may have one or more unique languages:

### MACHINE SPEECH

A language of clicks that is difficult for anyone other than Constructs to understand.

### VOID SPEECH

A language of the corrupt realms beyond the mortal world, often used in malign magic.

### TELEPATHY

Telepathy is a magical ability that allows a monster to mentally communicate with another creature within a specified range. A telepathic monster can start or end a telepathic conversation at will, without using an action, like talking. A telepathic monster doesn’t need to see a contacted creature to communicate, it just needs to be in range.

A telepathic monster can communicate with a creature that doesn’t have telepathy. The contacted creature doesn’t need to share a language with the telepathic monster to communicate, but it must understand at least one language. The contacted creature can receive and respond to telepathic messages, but it can’t start or end telepathic communication.



Contact breaks if two creatures are no longer within range of each other or if the telepathic monster contacts a different creature. While a telepathic monster is incapacitated, it can't start telepathy, and any contact ends.

A creature in an *antimagic field* or in any location where magic doesn't function can't send or receive telepathic messages.

## CHALLENGE RATING (CR)

A monster's challenge rating (CR) tells you how great a threat the monster is. An appropriately equipped and well-rested party of four PCs should be able to defeat a monster with a CR equal to their level without suffering any deaths.

For example, a party of four 3rd-level characters should find a monster with a CR of 3 to be a worthy challenge, but not a deadly one.

Monsters that are significantly weaker than 1st-level characters have a rating lower than 1. Monsters with a rating of 0 are insignificant except in large numbers; those with no effective attacks are worth 0 experience points (XP), while those that have attacks are worth 10 XP each.

## USING CHALLENGE RATING

CR ranges from 0 up to 30, with fractions of 1/8, 1/4, and 1/2 between 0 and 1. In addition to helping determine the challenge compared to a party of PCs, CR can also help compare challenge of one monster compared to another. For instance, a CR 2 monster is significantly less challenging than a CR 8 monster.

Depending on the level of the PCs, monsters within a range of CRs tend to work better than those outside of this range. A CR that's significantly lower than the PC party level does not provide sufficient challenge. A CR that's too high can be frustrating or even deadly to the PCs.

The PC Level to Monster CR Comparison table below shows the range of monster CRs that tend to match well with PCs of a given level. The lower number represents the lowest CR likely to challenge the PCs (often in massed numbers), while the higher number represents the highest monster CR the PCs can likely defeat in combat.

### GO EASY AT 1ST LEVEL

PCs at 1st level are much more vulnerable than at any other level in the game. Be careful with the monsters you choose to throw against 1st-level PCs. Avoid running monsters higher than CR 1/4 and run fewer monsters than there are PCs. Monsters of CRs higher than 1/2 often inflict enough damage to drop (or even kill) a 1st-level PC in a single turn. Be nice at 1st level. You have the whole rest of their adventuring life to bring the pain.

## PC LEVEL TO MONSTER CR COMPARISON

PC Level	Suitable Monster CRs
1	0–1/2
2–4	1/8–6
5–10	1–15
11–16	3–21
17–20	5–30

## EXPERIENCE POINTS

The number of experience points (XP) a monster is worth is based on its CR. Typically, XP is awarded for defeating a monster, although the GM may also award XP for neutralizing the threat posed by the monster in some other manner.

## EXPERIENCE POINTS BY CHALLENGE RATING

CR	XP	CR	XP	CR	XP
0	0 or 10	9	5,000	21	33,000
1/8	25	10	5,900	22	41,000
1/4	50	11	7,200	23	50,000
1/2	100	12	8,400	24	62,000
1	200	13	10,000	25	75,000
2	450	14	11,500	26	90,000
3	700	15	13,000	27	105,000
4	1,100	16	15,000	28	120,000
5	1,800	17	18,000	29	135,000
6	2,300	18	20,000	30	155,000
7	2,900	19	22,000		
8	3,900	20	25,000		

## TRAITS

Traits are a monster's special characteristics that are likely to be relevant in combat. In a stat block, they appear after a monster's CR but before any actions. A new trait that requires explanation:

### DOOM

Powerful boss monsters may have one or more doom points. During combat, a GM can spend 1 doom point to give a monster advantage on a single attack or force a PC to roll a save with disadvantage. Some monsters have additional ways to spend doom points, detailed in their individual stat blocks.

## ACTIONS

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the Combat rules (see SRD).

## MELEE AND RANGED ATTACKS

The most common actions that 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 a claw or tail spike.

**Creature vs. Target.** The target of a melee or ranged attack is usually either one creature or one target. The difference is that a “target” can be a creature or an object.

**Hit.** Any damage dealt and other effects that occur as a result of an attack hitting a target are described after the “Hit:” notation. To make combat quicker and easier, damage is shown as a single number.

### OPTIONAL RULE: GAINING DOOM POINTS

To increase the difficulty of combat encounters, consider escalating doom during the fight. When a PC rolls a natural 1 in combat, one leader or “boss” monster gains 1 doom point. Any unspent doom points gained in this way are lost when the combat ends.

**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. A monster generally 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.

## SPELLCASTING

A monster with the Spellcasting action is capable of casting spells through innate magical talent. Unless noted otherwise, a spell of 1st ring or higher is always cast at its lowest possible ring and can’t be cast at a higher ring. If a monster has a cantrip where its spellcaster level matters and no level is given, use the monster’s challenge rating.

### VARIANT RULE: RANDOM DAMAGE

If the GM prefers to roll dice for damage, use the table below to determine which dice apply to your monster’s attacks. Smaller creatures do slightly less damage and huge or gigantic ones do slightly more when using this rule.

#### RANDOM DAMAGE

Damage	Tiny or Small	Medium or Large	Huge or Gargantuan
1	1d2	1d2	1d2
2	1d3	1d3	1d3
3	1d3 + 1	1d4 + 1	1d6
4	1d4 + 1	1d6 + 2	1d8
5	1d6 + 1	1d8	1d10
6	1d6 + 2	1d10	1d12
7	2d6	1d12	1d12 + 1
8	2d6 + 1	2d6 + 1	1d12 + 2
9	2d8	2d8	1d12 + 3
10	2d8 + 1	2d8 + 1	2d8 + 2
11	2d10	2d10	2d10+1
12	2d10 + 1	2d10+1	2d12
13	2d12	2d12	2d12+1
14	2d12 + 1	2d12+1	2d12+2
15	2d12 + 2	2d12+2	3d8+2
16	3d8 + 2	3d8+2	3d8+3
17	3d10	3d10	3d10+1
18	3d10 + 1	3d10+1	3d10+2
19	3d10 + 2	3d10+2	3d12
20	3d12	3d12	3d12+1
21	3d12 + 1	3d12+1	4d10
22	4d10	4d10	4d10+1

A monster doesn't adhere to the tenets, restrictions, or requirements of specific spellcasting classes, circles of magic, or similar spellcasting structures found among player characters, as a monster's spellcasting is unique to the monster. A monster's spells can't be swapped out with other spells.

### SPELL ATTACKS AND SAVE DCs

The Spellcasting action always lists the monster's spellcasting ability and the spell save DC for its spells. When a spell requires a spell attack roll, use the monster's spellcasting ability modifier + the monster's proficiency bonus to determine the monster's total spell attack bonus.

### SPELL COMPONENTS AND PSIONICS

The Spellcasting action always notes if the monster doesn't need to use a particular type of spell component, such as material components. If no exception is listed in the monster's Spellcasting action, the monster must provide all necessary components to cast the spell. For the purposes of casting a spell, a monster needs free use of at least one limb to produce gestures for somatic components rather than specifically free use of one hand. A monster with "psionics" listed in its Spellcasting action uses its mind to cast spells and, unless noted, doesn't require any spell components to cast a spell.

### SPECIAL RULES AND RESTRICTIONS

A monster's spell can have special rules or restrictions. For example, an akkorokamui (see *Tome of Beasts 3*) can cast the *geas* spell, but the spell has the "as an action" special rule, which allows the akkorokamui to cast the *geas* spell, which is normally a 1-minute casting time, as an action. As another example, the shrouded angel (see *Tome of Beasts 3*) can cast the *invisibility* spell, but the spell has a "self only" restriction, which means the spell affects only the shrouded angel. These special rules and restrictions are always noted in parenthesis next to the spell.

In rare cases, some monsters can cast spells at higher levels as a special rule, reflecting something unique about the monster's lore or capabilities. For example, Mother Moth (see *Tome of Beasts 3*) can cast the *cure wounds* spell, but the spell has a "as a 5th-level spell" special rule, allowing her to cast the spell at a higher level. This reflects Mother Moth's capability as a powerful healer.

### BONUS ACTIONS

If a monster can do something special with its bonus action, that information is contained here. If a creature has no special bonus action, this section is absent.

### REACTIONS

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

### LIMITED USAGE

Some traits or actions have restrictions on the number of times they can be used. Common examples:

**X/Day.** This means a special ability can be used a limited number of times in a day, where "X" is a number (often 1 or 3). The monster must finish a long rest to regain expended uses.

For example, "1/Day" means a special ability can be used once and then the monster must finish a long rest to use it again.

**Recharge X–Y.** This means a monster can use a special ability once. Afterward, the ability has a random chance of recharging during each round of combat. "X" and "Y" are values on a d6 (often 5 and 6). At the start of each of the monster's turns, roll a d6. If the result is in the range of 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 means that a monster can use a special ability once and then must finish a short or long rest to use it again.

**[Circumstance].** This covers a lot of territory where an ability can be used only after a certain circumstance is met. For example, "Repair (19 HP or Fewer)" means a monster can't use the Repair action unless it has 19 hit points or fewer remaining.

### EQUIPMENT

A stat block rarely refers to equipment, other than a monster's armor or weapons. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

A GM can equip monsters with additional gear and trinkets as desired. The GM decides how much of a monster's equipment is recoverable after it 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 what it needs to cast the spells in its stat block.

### GRAPPLE RULES FOR MONSTERS

Many monsters have 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 a monster can use its action to try to escape. To do so, it must succeed on a STR (Athletics) or DEX (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 STR modifier.



# 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 doesn't have to use 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.

## LAIRS

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 TO Z

This section contains creature entries in alphabetical order.

## ANIMATED OBJECT, ANIMATED ARMOR

*The emptiness within this suit of plate mail's visor demonstrates that no creature controls the armor from inside it.*

Crafted to look like field armor with dents and scratches showing signs of its use in battle, or ornately decorated for those who want something more aesthetically pleasing, animated armor moves as quickly as those who might wear it. It pummels foes with its gauntlets but can kick or otherwise ram opponents in the absence of its gauntlets.

### ANIMATED ARMOR

Medium Construct (Animated)

Armor Class 18 (natural armor)

Hit Points 39

Speed 25 ft.

Stealth 10

Immune poison, void; blinded, charmed, deafened, disease, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Resistant slashing

Vulnerable acid

Senses keen 60 ft. (can't sense beyond this radius)

Perception 8

Languages —

CR 1 (200 XP) PB +2

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	−5	−4	−5

**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 CON save against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

### ACTIONS

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

### BONUS ACTIONS

**Piecemeal Repair (19 HP or Fewer).** The animated armor regains 5 hp.

# ANIMATED OBJECT, FLYING SWORD

This iron sword floats in midair at rest—then suddenly swings and flourishes as though wielded by a trained swordfighter.

Often paired with animated armor, a flying sword appears equally as battle-worn or ornate as the accompanying armor. The sword may also sit alone, innocuous among a rack of weapons, ready to fly out at intruders. Though more maneuverable than most animated objects, its fragility makes it easier to destroy.

## FLYING SWORD

Small Construct

Armor Class 17 (natural armor)

Hit Points 20

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

Stealth 14

Immune poison, void; blinded, charmed, deafened, disease, frightened, paralyzed, petrified, poisoned, stunned

Resistant piercing

Vulnerable acid

Senses keen 60 ft. (can't sense beyond this radius)

Perception 9

Languages —

CR 1/4 (50 XP) PB +2

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	−5	−3	−5

**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 CON save 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

**Slash. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.

## BONUS ACTIONS

**Whirling Blade (10 HP or Fewer).** The flying sword makes a Slash attack against a target in range.

# BUGBEAR

A hirsute, brown-furred humanoid with dark eyes and elongated ears wields a massive, heavily spiked club.

Named for their alien appearance, bugbears embraced the terror-inducing term. The consummate carnivores enjoy the crunch of bones beneath their bloody clubs.

**Bullies.** While bugbears prefer to hunt and battle alone, they sometimes find themselves in leadership positions over smaller goblinoids. Their command is marked by bouts of terror, where they randomly inflict pain or humiliation on their subordinates. They don't expect pushback from lesser goblins, but they back down from the rare, coordinated response. This attitude persists when bugbears fight other creatures. If assured of an easy win, they brutalize and taunt their foes. However, they flee when their opponents demonstrate superiority on the battlefield, unless an even more powerful leader threatens their lives.

**Sneaky Combatants.** Owing to their cowardice, bugbears try to attack with the element of surprise and are deadly against surprised enemies. They wait for cover of darkness or choose locations where they can hide. If the conditions aren't right, they coerce their subordinates to create a distraction for them.

## BUGBEAR

Medium Humanoid (Goblinoid)

Armor Class 14 (hide armor)

Hit Points 36

Speed 30 ft.

Stealth 16

Senses night vision 60 ft.

Perception 10

Languages Common, Goblin

CR 1 (200 XP) PB +2

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	−1	+0	−1

**Brutal.** The bugbear deals one additional die of damage when it hits with a melee weapon (included in the attack).

**Surprise Attack.** If the bugbear hits a surprised creature with an attack during the first round of combat, the target takes an extra 7 damage from the attack.

## ACTIONS

**Spiked Club. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 12 piercing damage. A surprised target takes an extra 4 piercing damage and must succeed on a DC 13 CON save or be stunned until the end of its next turn.

**Javelin. Melee or Ranged Weapon Attack:** +5 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 10 piercing damage in melee or 5 piercing damage at range.

## BUGBEAR CHAMPION

Medium Humanoid (Goblinoid)

**Armor Class** 18 (breastplate, shield)

**Hit Points** 78

**Speed** 30 ft.

**Stealth** 16

**Senses** night vision 60 ft.

**Perception** 11

**Languages** Common, Goblin

**CR** 4 (1,100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	+1	+1	+0

**Brutal.** The bugbear deals one additional die of damage when it hits with a melee weapon (included in the attack).

**Doom.** The bugbear champion has 1 doom point, which it can expend to use standard doom options or the Clobber reaction.

**Resolute.** The bugbear champion has advantage on INT, WIS, and CHA saves.

**Surprise Attack.** If the bugbear hits a surprised creature with an attack during the first round of combat, the target takes an extra 7 damage from the attack and must succeed on a DC 14 CON save or be stunned until the end of its next turn.

### ACTIONS

**Multiattack.** The bugbear makes two weapon attacks.

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 piercing damage in melee or 5 piercing damage at range.

**Shield Smash.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 bludgeoning damage. If the target is a creature, it must succeed on a DC 14 STR save or be knocked prone.

### REACTIONS

**Clobber (1 Doom).** The bugbear chief can spend 1 doom point to turn a missed attack into a hit or a regular hit into a critical hit.

## CRIMSON JELLY

*As light probes the darkness, it strikes a tiny oval-shaped bubble. Within its translucent form, strings of undulating comb-like structures scintillate with an eerie crimson glow. As it senses your presence, it rushes towards you with blinding speed, melting into a crimson blur.*

Crimson jellies drift upon the currents of the endless darkness in deep waters or the underworld. These aggressive carnivores feed upon whatever creatures they come across. Their translucent forms are nearly invisible, and they move so rapidly, few creatures realize their presence until a jelly begins feasting on them.

**Swarming.** Crimson jellies reproduce asexually and with extreme speed. Almost immediately after feeding, the

creatures break away from prey and divide. Within moments of encountering a single jelly, the unwary can be overwhelmed by a growing mob of ravenous jellies.

**Elder Siphons.** Void scholars theorize that an ancient evil god or void lord created crimson jellies to collect knowledge by extracting it from the minds of sentient beings. A creature killed by a crimson jelly loses its memories and mind completely. Even if restored to life, the victim recalls no memories of its former self, its skills and philosophies, personality, or any recollection of friends, family, or loved ones. The creature recalls only the vaguest memory of an unpronounceable name and the partial image of a crimson rune.

## CRIMSON JELLY

*Tiny Ooze*

**Armor Class** 12

**Hit Points** 25

**Speed** 0 ft., fly 90 ft. (hover)

**Stealth** 15

**Immune** acid, cold, lightning, poison, void; blinded, charmed, deafened, exhaustion, frightened, prone

**Resistant** grappled

**Senses** keen 10 ft. (can't sense beyond this radius)

**Perception** 10

**Languages** —

**CR** 1/2 (100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
-4	+2	+0	-5	+0	-1

**Amorphous.** The crimson jelly can move through space as narrow as 1 inch wide without squeezing.

**Regeneration.** The crimson jelly regains 3 hit points at the start of its turn. If the crimson jelly takes fire or radiant damage, this trait doesn't function at the start of the crimson jelly's next turn. The crimson jelly dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Sense Living.** A crimson jelly can sense the presence of any living creature within 300 feet with pinpoint accuracy.

**Tainted Attacks.** A creature that is reduced to 0 hit points by a crimson jelly must succeed on a DC 9 CHA save or gain one level of exhaustion. While a creature suffers from this exhaustion, it is wracked with nightmarish visions.

**Transparent.** While in an area of dim or bright light, the crimson jelly is invisible. While in darkness, creatures without night vision can see the jelly's faint crimson glow.

### ACTIONS

**Feeding Paddles.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 necrotic damage and the crimson jelly gains 5 temporary hit points. If the target is a living creature, the crimson jelly attaches to it. If the crimson jelly has advantage on the attack, the jelly attaches to the target's face, and the target is unable to breathe or speak while the jelly is attached. While attached, the jelly can only make this attack against the target and has advantage on

the attack roll. The jelly can detach itself by spending 5 feet of its movement. A creature, including the target, can detach the jelly by succeeding on a DC 13 STR check.

**Reproduce (Requires Temp HP).** While the crimson jelly has 1 or more temporary hit points, it can use its action to divide itself into two crimson jellies. Each new jelly has hit points equal to half the original jelly's, rounded down.

## DEMON, HUSK

*The formless pile of desiccated hide and broken scales slowly twists and writhes across the ground like a sheet of canvas in the wind. As it draws closer, a guttural syllabic echo drones in a psychic reverberation.*

Demonic hordes spread across the planes in search of souls and plunder. Some demons lose all identity as chaos and void eat away at them. These become husk demons.

**Expunged.** Drained by the chaos and long raging, little remains of what these demons once were, save for rage and hunger. Husk demons seek to consume the souls of sentient creatures from other planes, a whisper of their demonic form promising relief in the pits of the Abyss, if only they can kill enough. These demons engulf unsuspecting creatures in their papery form and leech the life from victims with the very energy that tethers them to the Void. After a kill, many husk demons burn and mutilate their victim with a mark of their patron demon. Whether the husk demon recalls the meaning of the mark remains uncertain.

**Tied to the Past.** Husk demons inhabit the ruins of demonic strongholds, ancient prisons, or temples dedicated to dead gods or infernal exiles. Such sites often contain lost relics and artifacts to which the demons shared a distant connection in life. Scavengers and looters of the lower planes tend to avoid these locations, believing them to be cursed and believing husk demons to be long-dead guardians pressed into service by the powerful objects themselves. The unfortunate explorer may wander through a still-open rift in such places and find themselves trapped in the plane of Void amid an ocean of these starving fiends.

### HUSK DEMON

Medium Fiend (Demon)

**Armor Class** 15

**Hit Points** 110

**Speed** 40 ft., fly 25 ft.

**Stealth** 15

**Immune** necrotic, poison, void; exhaustion, grappled, poisoned, paralyzed, petrified, poisoned, prone, restrained

**Senses** night vision 90 ft.

**Perception** 13

**Languages** Abyssal, Void Speech, telepathy 60 ft.

**CR** 4 (1,100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+1	+5	+3	-2	-1	-3

**Doom.** The husk demon has 1 doom point, which it can expend to use standard doom options or the Envelop bonus action.

**Immaterial Form.** The husk demon can enter a hostile creature's space and stop there.

**Void Absorption.** Whenever the husk demon would take void damage, it takes no damage and instead regains a number of hit points equal to the void damage dealt.

### ACTIONS

**Multiattack.** The husk demon makes two Void Drain attacks.

**Void Drain. Melee Weapon Attack** +7 to hit, reach 5 ft., one target. **Hit:** 6 slashing damage plus 8 void damage. The target's hit point maximum is reduced by the void damage taken, and the husk demon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest.

**Soul Feed (3/day).** The husk demon drains the life from creatures around it. Each time it does so, the effect is more violent. Every creature within 20 feet of the demon must succeed on a DC 14 CHA save or suffer its effect.

**First Feed.** Each creature is slowed for 1 minute. A slowed creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

**Second Feed.** Each creature gains one level of exhaustion. An unconscious creature that fails its save instead gains three levels of exhaustion.

**Third Feed.** Each creature takes 18 necrotic damage and is stunned until the end of its next turn. A creature reduced to 0 hit points by this feed dies and the husk demon regains hit points equal to that creature's hit point maximum.

### BONUS ACTIONS

**Envelop (1 Doom).** The husk demon flings itself at one Medium or smaller creature within 10 feet of it. The target must succeed on a DC 15 STR save or be enveloped by the demon's desiccated body. While enveloped, the creature is restrained and has disadvantage on saves against the husk demon's Soul Feed. The demon can unwrap itself by spending 5 feet of its movement. A creature, including the target, can use an action to pull the demon free by succeeding on a DC 15 STR check. If the check succeeds, the creature is no longer restrained and moves to an unoccupied space within 5 feet of the demon.

## DINOSAUR, TYRANNOSAURUS REX

*Though this bipedal saurian has relatively stubby forelimbs, its crushing jaw and sweeping tail mark it as a formidable predator.*

One of the most aggressive and territorial dinosaurs, tyrannosaurs attack with confidence. They grab their prey, shaking it and crushing it with their powerful jaws, while walloping other creatures with their tails. The dinosaurs attack their opponents until they or their opponents are dead. Humanoids suffering from tyrannosaurus predation keep tyrannosaur skulls as trophies when they manage to defeat the dinosaurs. A typical T-rex stands 15 feet tall, measures 35 feet from snout to tail, and weighs 7 tons.

## TYRANNOSAURUS REX

*Huge Beast*

**Armor Class** 13 (natural armor)

**Hit Points** 186

**Speed** 50 ft.

**Stealth** 7

**Senses** —

**Perception** 14

**Languages** —

**CR** 8 (3,900 XP) **PB** +3

STR	DEX	CON	INT	WIS	CHA
+7	+0	+4	−4	+1	−1

### ACTIONS

**Multiattack.** The tyrannosaurus makes one Bite attack and one Tail attack, each of which can be replaced with one use of Fling. It can't make both attacks against the same target.

**Bite. Melee Weapon Attack:** +10 to hit, reach 10 ft., one target. **Hit:** 33 piercing damage. If the target is a Large 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 bludgeoning damage.

**Fling.** One Medium or smaller target grappled by the tyrannosaurus is thrown by it up to 40 feet and knocked prone. If a thrown target strikes a solid surface, the target takes 3 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 STR save or take the same damage and be knocked prone.

## DINOSAUR, VELOCIRAPTOR

*A small, wispy-feathered creature with a sweeping tail, vicious needle-like teeth, and hooked claws on its powerful back legs tilts its head from side to side before it darts toward you.*

An effective pack hunter, the velociraptor rarely travels alone. These dinosaurs spread out from one another and surround their prey, attacking ferociously from blind spots, ripping and tearing their targets with savage claws on their hind legs. Hard to train and forever plagued by instincts to kill, only the most foolish and determined humanoids attempt to tame velociraptors. Career caretakers display missing fingers and ghoulish scars as badges of honor.

## VELOCIRAPTOR

*Small Beast*

**Armor Class** 13 (natural armor)

**Hit Points** 22

**Speed** 30 ft.

**Stealth** 13

**Senses** —

**Perception** 13

**Languages** —

**CR** 1/2 (1,100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
−2	+2	+1	−3	+1	−2

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

### ACTIONS

**Multiattack.** The velociraptor makes one Bite attack and two Claw attacks.

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 3 piercing damage. If the target is a Small or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the velociraptor can't bite another target.

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

**Maul (While Grappled).** The velociraptor uses its claws to rip into a target that is either grappling it or being grappled by it. The target takes 8 slashing damage.

## DRAGON, BLACK

*This dragon has glossy black scales pitted gray and white with acid stains. Its crocodilian maw continually dribbles acid that hisses when it strikes something.*

Black dragons are consummate bullies and aggressively defend their lairs against lesser creatures, often making examples of those they see as a threat. This also applies to their mates and their own young, which flee the most powerful specimen when they can. If a dragon learns about a settlement encroaching on its swampy domain, it first sends its allies to drive the interlopers away, and then it makes a personal visit to destroy any remaining resistance.

**Cowardly.** As bullies, black dragons quail in the face of superior beings, often in the form of larger black dragons resettling from other swampy lairs or their own young who have amassed enough wealth, power, and age to challenge their sire. When necessary, black dragons engage in ambushes, short raids, and night attacks to undermine stronger foes.

**Gem Hoarders.** Conditions force black dragons to carefully select their treasures. Metal corrodes from exposure to the dragons' acid and the damp air. Paper soaks through and disintegrates. Wood bloats and warps. Enchanted items last longer, but they too ultimately succumb to corrosion. However,



gems persist in the unfavorable environment, so black dragons collect as many as possible. Each dragon has a favorite type of gem they covet, ranging from sapphires and rubies through less common stones like tourmalines and garnets. While the dragons don't have deep caverns for their hoards, the shallow waters of the swamps make it relatively simple to dredge for stored gems.

**Local Despots.** Compared to most chromatic dragons, black dragons content themselves with their own domain and rarely see the need to fly somewhere distant, devastate an area, and plunder from the fallen. They are satisfied with waylaying hapless travelers in their territory and retrieving treasure from those claimed by the swamp without their intervention.

### BLACK DRAGON HATCHLING

*Medium Dragon (Evil)*

**Armor Class** 17 (natural armor)

**Hit Points** 52

**Speed** 30 ft., fly 60 ft., swim 40 ft.

**Stealth** 15

**Immune** acid

**Senses** keen 10 ft., night vision 60 ft.

**Perception** 13

**Languages** Draconic

**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+2	+3	+4	+0	+1	+2

**Amphibious.** The black dragon can breathe air and water.

**Pounce.** If the black dragon 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 12 STR save or be knocked prone. If the target is prone, the dragon 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:* 8 piercing damage plus 2 acid damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 slashing 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 12 DEX save, taking 28 acid damage on a failed save, or 14 acid damage on a successful one.

### YOUNG BLACK DRAGON

*Large Dragon (Evil)*

**Armor Class** 18 (natural armor)

**Hit Points** 152

**Speed** 40 ft., fly 80 ft., swim 60 ft.

**Stealth** 15

**Immune** acid

**Senses** keen 30 ft., night vision 120 ft.

**Perception** 15

**Languages** Common, Draconic

**CR** 7 (2,900 XP) **PB** +3

STR	DEX	CON	INT	WIS	CHA
+4	+3	+3	+1	+2	+3

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

**Legendary Resistance (3/Day).** If the dragon fails a save, it succeeds instead.

### ACTIONS

**Multiaction.** The dragon makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 piercing damage plus 5 acid damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 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 15 DEX save, taking 55 acid damage on a failed save, or 31 acid damage on a successful one.

## DRAGON, RED

*The mighty red dragons are one of the most feared variety of dragons. Powerful, intelligent, and cunning, their attacks rend armor, and their flaming breath devastates anyone foolish enough to stand against them. Older red dragons develop additional attacks and even the ability to cast spells.*

**Avaricious and Territorial.** Most dragons maintain hoards of gold, treasure, and magical items, but the greed of the red dragons is as legendary as their fire. They amass vast troves of wealth, preferring quantity over quality, and display trophies and skulls of slain foes prominently. Red dragons prefer to lair in volcanic caverns within mountains or subterranean areas of extreme heat. They surround their hoard chambers with twisting tunnels full of traps and guardians provided by the lesser creatures forced to serve them. Red dragons brook no incursions into their territory, which can stretch for miles around their lairs, and react to any perceived trespass with fury and fire.

**Dominating Pride.** Red dragons truly believe they are the mightiest of all dragons and superior to all other creatures. They are quick to boast of their own greatness and happy to demonstrate their supremacy by fang or fire. This pride makes them tyrannical, and many red dragons delight in forcing tribute or service from lesser creatures.

**Incendiary Rage.** The magical core of fire at the heart of every red dragon both generates their incinerating breath and makes them quick to anger. They take offense at even slight provocation, flying into devastating rages that last until their fury is vented.

A RED DRAGON’S LAIR

A red dragon favors high mountains, claiming snowy peaks, fuming volcanoes, or sprawling ancient ruins. A red dragon’s immense strength, agile flight, and comfort in blistering temperatures make its lair difficult to traverse for most other creatures. From its skyward vantage point, a red dragon peers down at what it considers to be lesser kin. In the most extreme lairs, precariously maintained above the churning interior of active volcanoes, red dragons retain azers, fire elementals, fire giants, and devils or demons to serve their whims. Sprawling dwarven tunnels, forgotten giant foundries, or lakes of boiling stone make the perfect respite for a red dragon’s clutch or nest.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), a red dragon can take one of the following lair actions. The dragon can’t use the same effect two rounds in a row:

- **Collapse.** A 20-foot square of earth the dragon can see within 120 feet of it collapses. Creatures in the area must succeed on a DC 16 DEX save or take 15 bludgeoning damage and be knocked prone and pinned by the rubble. The pinned creature is restrained and at risk of suffocating. A pinned creature or another creature within 5 feet of it can make a DC 15 STR check, freeing the restrained creature on a success.
- **Swirling Ash.** Searing ash blasts out in a 60-foot radius around the dragon. The ash spreads around corners and ignites flammable objects in the area that are not being worn or carried. Creatures in the area take 7 fire damage and must succeed on a DC 15 CON save or be blinded until the end of their next turn.
- **Conflagrate.** The dragon tethers a creature it can see within 240 feet of it to the elemental plane of fire. The target must make a DC 16 CHA save or be burned for 1 minute. A creature whose save is 7 or less takes fire damage equal to half its hit point maximum and the effect ends for that creature. Otherwise, a creature that fails the save ignites and takes 5 points of fire damage at the start of each of its turns for the duration. The flames persist until the creature takes cold damage, is submerged in water, or is targeted by a *greater restoration* spell.

REGIONAL EFFECTS

The area near a red dragon’s lair is suffused with primordial chaos, which twists it into a reflection of the dragon itself. One or more of the following effects surround a red dragon’s lair:

- **Acid Rain.** Within 10 miles of the red dragon’s lair, precipitation is oily and stinks of sulfur. Snow in the area may be black as it falls, like ash, though its temperature is unchanged.

- **Incited Rage.** Creatures within 1 mile of the red dragon’s lair are quick to anger and slow to forgive. Such creatures have disadvantage on CHA (Deception and Persuasion) checks and WIS (Insight) checks. Untamed animals are hostile and immune to the effects of the *animal friendship* spell.
- **Unnatural Heat.** Within 1 mile of the red dragon’s lair, temperatures rise unnaturally. Vegetation in the area withers and eventually catches fire. Creatures in the area must succeed on a DC 10 CON save every hour or suffer one level of exhaustion. Creatures with resistance or immunity to fire damage are unaffected.

RED DRAGON HATCHLING

Medium Dragon (Evil)

**Armor Class** 17 (natural armor)

**Hit Points** 98

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

**Stealth** 13

**Immune** fire

**Senses** keen 10 ft., night vision 60 ft.

**Perception** 13

**Languages** Draconic

**CR** 4 (1,100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	+1	+1	+3

**Pounce.** If the red dragon 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 STR save or be knocked prone. If the target is prone, the dragon can make one Bite attack against it as a bonus action.

ACTIONS

**Bite. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 10 piercing damage plus 2 fire damage.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 6 slashing damage.

**Breathe Fire (Recharge 5–6).** The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 DEX save, taking 28 fire damage on a failed save, or 14 fire damage on a successful one.

## YOUNG RED DRAGON

*Large Dragon (Evil)*

**Armor Class** 18 (natural armor)

**Hit Points** 193

**Speed** 40 ft., climb 40 ft., fly 80 ft.

**Stealth** 14

**Immune** fire

**Senses** keen 30 ft., night vision 120 ft.

**Perception** 17

**Languages** Common, Draconic

**CR** 11 (7,200 XP) **PB** +4

STR	DEX	CON	INT	WIS	CHA
+6	+1	+5	+2	+3	+4

**Legendary Resistance (3/Day).** If the dragon fails a save, it succeeds instead.

### ACTIONS

**Multiattack.** The dragon makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 12 piercing damage plus 8 fire damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 13 slashing damage.

**Breathe Fire (Recharge 5–6).** The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 DEX save, taking 56 fire damage on a failed save, or 28 fire damage on a successful one.

## ADULT RED DRAGON

*Huge Dragon (Evil)*

**Armor Class** 19 (natural armor)

**Hit Points** 270

**Speed** 40 ft., climb 40 ft., fly 80 ft.

**Stealth** 14

**Immune** fire

**Senses** keen 60 ft., night vision 120 ft.

**Perception** 20

**Languages** Common, Draconic

**CR** 18 (20,000 XP) **PB** +6

STR	DEX	CON	INT	WIS	CHA
+8	+1	+7	+3	+4	+5

**Doom.** The adult red dragon has 3 doom points, which it can expend to use standard Doom options or the Elemental Roar action.

**Legendary Resistance (3/Day).** If the dragon fails a save, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The dragon uses its Terrifying Presence and then makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. **Hit:** 14 piercing damage plus 12 fire damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. **Hit:** 15 slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. **Hit:** 16 bludgeoning damage.

**Terrifying Presence.** Every creature of the dragon's choice within 120 ft. of it must succeed on a DC 19 WIS save or become frightened of the dragon for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect for itself on a success. If a creature's save succeeds or the effect ends for it, the creature is immune to the dragon's Terrifying Presence for the next 24 hours.

**Breathe Fire (Recharge 4–6).** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 DEX save, taking 66 fire damage on a failed save, or 33 fire damage on a successful one.

**Elemental Roar (1 Doom).** The dragon emits an ear-splitting roar that curses creatures with elemental chaos. Each creature within 500 feet of the dragon and able to hear the roar must make a DC 21 CHA save or be cursed for 1 minute. While cursed, the creature has vulnerability to fire damage. A creature that has resistance to fire damage instead loses it for the duration. A creature can repeat the save at the end of each of its turns, ending the effect on a success.

### LEGENDARY ACTIONS

The dragon can take 3 legendary actions each round, choosing from the following options. Each legendary action is used at the end of another creature's turn and only one option can be used with each action. The dragon regains spent legendary actions at the start of its turn.

**Sense.** The dragon makes a WIS (Perception) check to locate hidden enemies or traps.

**Tail Smash.** The dragon makes a Tail attack.

**Wing Strike.** The dragon unfurls its wings. Each creature within 10 feet of it must succeed on a DC 22 DEX save or take 15 bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## DRAGON, VOID

*A dragon seemingly formed of the night sky has bright white stars for eyes. Lesser stars twinkle in the firmament of the dragon's body.*

**Children of the Stars.** Void dragons drift through the empty spaces beyond the boundaries of the mortal world and wander between the stars. They are aloof, mingling only with the otherworldly beings that live above and beyond the earth, including the incarnate forms of the stars themselves.

**Witnesses to the Void.** Void dragons are intensely knowledgeable creatures, but they have seen too much, lingering at the edge of the Void itself. They carry a piece of that nothing with them, and it flows out of them to break the minds of lesser beings when the dragons fly into a rage.

**Voracious Scholars.** Despite their removed existence and strange quirks, void dragons still hoard treasure. Gems that glitter like the stars of their home are particularly prized. Their crowning piece, however, is knowledge. Void dragons jealously hoard scraps of forbidden and forgotten lore of any kind and spend most of their time at home poring over these treasures.

**VOID DRAGON HATCHLING**

*Medium Dragon (Evil)*  
**Armor Class** 17  
**Hit Points** 45  
**Speed** 30 ft., fly 60 ft. (hover)  
**Stealth** 14  
**Immune** cold; charmed, frightened  
**Senses** keen 10 ft., night vision 60 ft.  
**Perception** 12  
**Languages** Common, Draconic, Void Speech  
**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+2	+5	+1	+0	+5

**Chill of the Void.** Creatures with resistance to cold damage don't have resistance to cold damage dealt by the void dragon. A creature immune to cold damage is still immune to the dragon's cold damage.

**Expert Void Traveler.** The void dragon doesn't require air, food, drink, sleep, or ambient pressure. While traveling in the Void, the dragon magically glides on solar winds, covering immense distances in short times.

**ACTIONS**

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 piercing damage plus 3 cold damage.

**Breath Weapons (Recharge 5–6).** The void dragon uses one of the following breath weapons.

- **Gravitic Breath.** The dragon exhales localized gravity in a 15-foot cube, originating from the dragon. When a creature ends a fall in the cube, it takes 5 bludgeoning damage for every 10 feet it fell to a maximum of 100 bludgeoning damage. A creature that enters the cube for the first time on a turn or starts its turn there must make a DC 13 DEX save. On a failure, the creature is restrained. On a success, the creature's speed is halved as long as it remains in the cube. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. The cube lasts until the start of the dragon's next turn.
- **Stellar Breath.** The dragon exhales star fire in a 15-foot cone. Each creature in that area must make a DC 13 DEX save, taking 10 fire damage and 10 radiant damage on a failed save, or half as much damage on a successful one.

**REACTIONS**

**Void Twist.** The dragon adds 2 to its AC against one attack that would hit it as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to sense the attacker.

**YOUNG VOID DRAGON**

*Large Dragon (Evil)*  
**Armor Class** 18 (natural armor)  
**Hit Points** 157  
**Speed** 40 ft., fly 80 ft. (hover)  
**Stealth** 17  
**Immune** cold; charmed, frightened  
**Senses** keen 30 ft., night vision 120 ft.  
**Perception** 18  
**Languages** Common, Draconic, Void Speech  
**CR** 9 (5,000 XP) **PB** +4

STR	DEX	CON	INT	WIS	CHA
+5	+4	+9	+2	+4	+8

**Chill of the Void.** Creatures with resistance to cold damage don't have resistance to cold damage dealt by the void dragon. A creature immune to cold damage is still immune to the dragon's cold damage.

**Expert Void Traveler.** The void dragon doesn't require air, food, drink, sleep, or ambient pressure. While traveling in the Void, the dragon magically glides on solar winds, covering immense distances in short times.

**ACTIONS**

**Multiattack.** The dragon makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 piercing damage plus 7 cold damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 slashing damage.

**Breath Weapons (Recharge 5–6).** The dragon uses one of the following breath weapons.

- **Gravitic Breath.** The dragon exhales localized gravity in a 30-foot cube, originating from the dragon. When a creature ends a fall in the cube, it takes 5 bludgeoning damage for every 10 feet it fell to a maximum of 100 bludgeoning damage. A creature that enters the cube for the first time on a turn or starts its turn there must make a DC 17 DEX save. On a failure, the creature is restrained. On a success, the creature's speed is halved as long as it remains in the cube. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. The cube lasts until the dragon's breath weapon recharges.
- **Stellar Breath.** The dragon exhales star fire in a 30-foot cone. Each creature in that area must make a DC 17 DEX save, taking 21 fire damage and 21 radiant damage on a failed save, or half as much damage on a successful one.

**REACTIONS**

**Void Twist.** The void dragon adds 4 to its AC against one attack that would hit it as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to sense the attacker.

## GELATINOUS CUBE

*A floating skeleton surrounded by a wreath of coins moves towards you. As they approach your light, you realize they are suspended within a quivering, transparent cube of goo.*

With cubical forms adapted to dungeon corridors, gelatinous cubes can feed on anything found on the floors, walls, or even ceilings. They can digest softer organic materials, such as cloth, flesh, leather, and even wood, over time. Harder materials, such as bone and metals, are eventually passed out of the cube. Gelatinous cubes are practically invisible unless they have fed recently and still carry non-digestible items within them.

### GELATINOUS CUBE

*Large Ooze*

**Armor Class** 6

**Hit Points** 110

**Speed** 15 ft.

**Stealth** 8 (15 while motionless)

**Immune** acid, piercing; blinded, charmed, deafened, exhaustion, frightened, prone

**Resistant** grappled, restrained

**Vulnerable** cold

**Senses** keen 60 ft. (can't sense beyond this radius)

**Perception** 8

**Languages** —

**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	-3	+5	-5	-2	-5

**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 save.

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 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 WIS (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 it.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 acid damage.

**Engulf.** The cube moves up to its speed. While doing so, it can enter a Large or smaller creature's space. When the cube enters a creature's space, the creature must make a DC 13 DEX save. On a success, 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 save.

On a failed save, the cube enters the creature's space, the creature takes 10 acid damage, and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 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 13 STR check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

### REACTIONS

**Transfer Damage.** When the gelatinous cube is subjected to slashing or lightning damage while it has a creature engulfed, the cube can take only half the damage dealt to it and the creature engulfed by the cube takes the other half.

## GHOUL

*This gaunt, gray humanoid wears rags and smells strongly of rotting flesh. It flicks a long tongue out of its mouth, sensing for its next warm meal.*

Ghouls amass in nightmarish packs to scour the world for the flesh of the dead. Though capable hunters, most ghoul packs raid cemeteries and ancient crypts to feast on putrefied flesh. Forever starving for their next meal, ghouls never decay nor age and may prowl the long-forgotten mausoleums of dead civilizations for thousands of years, searching for their next morsel of flesh.

**Abysal Creator.** A demon lord with dominion over undead laid waste to a mortal army and saw fit to experiment on the abundance of corpses. Thus were made the first ghouls. The demon lord crafted these ghouls to be undead shock troops smart enough to follow orders but not enough to question them.

**Bestial Nature.** Contributing to their mental diminishment, ghouls have a never-ending desire to eat flesh. They carry none of their concerns from their former lives, so their clothes are reduced to rags. The animalistic ghouls hunt in packs, sniffing the air for prey and running on their forelimbs and legs when chasing down their victims. They also proudly embrace the nauseating stench they emanate after they consume and revel in their kills.

### GHOUL

*Medium Undead (Evil)*

**Armor Class** 12

**Hit Points** 31

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

**Stealth** 14

**Immune** poison; charmed, exhaustion, poisoned

**Senses** night vision 60 ft.

**Perception** 12

**Languages** Common

**CR** 1 (200 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+1	+2	+0	-2	+2	-2



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

**ACTIONS**

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 slashing damage. If the target is a creature, it must succeed on a DC 13 CON save or be paralyzed for 1 minute. Undead, Constructs, and elves automatically succeed on the save against this effect. An affected target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

**BONUS ACTIONS**

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage. If the target is a Humanoid, it must succeed on a DC 13 CON save against disease or contract Ghoul Hunger.

A Humanoid afflicted with Ghoul Hunger is poisoned for 12 hours and cannot regain hit points while poisoned. If the afflicted Humanoid consumes any amount of fresh or rotting Humanoid flesh, the poisoned condition is suppressed for 1 hour. After 12 hours have elapsed, the Humanoid is wracked with pain and instantly transforms into a ghoul (or a ghaſt if the Humanoid has a proficiency bonus of +4 or higher). Only a *wiſh* ſpell or divine intervention can reverse the transformation.

**GOBLIN**

*Stepping out of the shadows, this small yellowish-green humanoid has long, pointed ears and peculiar nose slits. It grins slyly as a dozen more step into view behind it.*

Though often considered the lowest of sneaks and thieves, goblins largely ignore what others think of them, stubbornly prospering in areas disregarded by civilization and completing tasks that others disdain. Fortunately, a goblin can find joy almost anywhere.

**Cunning Over Strength.** Regardless of age, size, or coloring, goblin leaders are chosen for their intelligence and deviousness rather than strength at arms.

**Natural Spies.** Many goblins parley their natural stealth into careers. In urban environments, they excel in spycraft, information gathering, and thievery. In the wilderness, goblins are skillful scouts, trappers, and bandits.

**Traps and Thievery.** Goblin culture considers stealing a delightful challenge. A goblin who can't guard a possession doesn't deserve it. Thus, goblin warrens are filled with locks and constructed to confuse would-be rogues. Every goblin appreciates a good robbery, even if they are the victim. However, this peculiarity does lead to friction with other lineages.

**GOBLIN**

*Small Humanoid (Goblinoid)*  
**Armor Class** 15 (leather armor, shield)  
**Hit Points** 9  
**Speed** 30 ft.  
**Stealth** 15  
**Senses** night vision 60 ft.  
**Perception** 9  
**Languages** Common, Goblin  
**CR** 1/4 (50 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
-1	+2	+0	+0	-1	-1

**ACTIONS**

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.

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

**BONUS ACTIONS**

**Nimble Escape.** The goblin can take the Disengage or Hide action.

**REACTIONS**

**Frantic Reflexes.** When the goblin is hit or missed by an attack, they can stand up from being prone or move up to 10 feet without provoking an opportunity attack.

**GOBLIN CAPTAIN**

*Small Humanoid (Goblinoid)*  
**Armor Class** 17 (chain shirt, shield)  
**Hit Points** 44  
**Speed** 30 ft.  
**Stealth** 12 (15 without heavy armor)  
**Senses** night vision 60 ft.  
**Perception** 11  
**Languages** Common, Goblin  
**CR** 1 (200 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+1	+1	+0

**ACTIONS**

**Multiattack.** The goblin boss makes two attacks with its Scimitar or Javelin.

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.

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

**BONUS ACTIONS**

**Nimble Escape.** The goblin can take the Disengage or Hide action.

**Quick Strike.** If the goblin boss hits a target with two weapon attacks or scores a critical hit, it can make one additional Scimitar or Javelin attack.

REACTIONS

**Redirect Attack.** When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

HARPY

*With the body of a woman and the wings and talons of a swift raptor, this monstrosity slashes the air as she dives at prey. Often, a harpy strikes with a deadly song on her lips.*

Harpies dwell in dark forests and along coastlines, building their eyries in high places to protect their young. Dangerous hunters with a taste for human and giant flesh, they lure prey to its doom using their magical voices or descend upon it with talon and claw.

**Agents of the Divine.** Though loathed now, harpies were once the favored messengers of the gods until some now-forgotten transgression exiled them from the divine realms. Harpies claim they have no stories or legends of that time.

**Clamor Eyries.** Harpies live in large flocks of six to ten mated pairs and their children. A typical clamor is led by the strongest hunters or most powerful singers.

**Urban Harpies.** A few harpies have found acceptance in urban centers. They trade their aerial speed or magical songs for coins.

HARPY

Medium Monstrosity  
**Armor Class** 13  
**Hit Points** 38  
**Speed** 20 ft., fly 40 ft.  
**Stealth** 13  
**Senses** night vision 120ft.  
**Perception** 10  
**Languages** Common  
**CR** 1 (200 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	-2	+0	+2

**Doom.** The harpy has 1 doom point, which it can expend to use standard doom options or the Canticle of Thunder action.

ACTIONS

**Multiattack.** The harpy makes one Claw attack and one Spear attack.  
**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.  
**Spear.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 30 ft./120 ft., one target. *Hit:* 6 piercing damage.

VARIANT: SIREN

A siren has a challenge rating of 2 (450 XP). It has the same statistics as a harpy except that it has a swim speed of 40 feet instead of a fly speed, 77 hit points, and replaces its Canticle of Thunder with the following Doom option:

**Churning Chorus (1 Doom).** The siren intones a tempestuous chant that roils the sea itself. Each creature within 100 feet of the siren must make a DC 13 STR save, taking 8 bludgeoning damage on a failed save or 4 bludgeoning damage on a successful one. Creatures with a swim speed are unaffected. A creature that fails its save while in contact with the water is pulled 30 in a direction of the siren's choice. A creature whose save is 5 or lower is stunned until the end of its next turn and begins suffocating.

**Canticle of Thunder (1 Doom).** The harpy intones a beautiful melody that conjures a deafening peal of thunder. Each creature within 100 feet of the harpy must make a DC 13 CON save, taking 6 thunder damage on a failed save or 3 thunder damage on a successful one. Other harpies are unaffected. A creature that fails its save is deafened for 1 minute. A creature whose save is 8 or lower is also stunned until the end of its next turn. The peal of thunder can be heard out to a distance of 1 mile.

BONUS ACTIONS

**Alluring Song.** The harpy sings a magical melody. Every Humanoid and Giant within 300 ft. of the harpy that can hear the song must succeed on a DC 12 WIS save or be charmed until the song ends. The harpy must use a bonus action on their subsequent turns to continue singing but 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 target is more than 5 feet away from the harpy, the target must move toward the harpy by the most direct route on its turn. 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 save. A charmed target can also repeat the save at the end of each of its turns. On a successful save, the effect ends on the target, and it is immune to the song of this harpy for the next 24 hours.

HELL HOUND

*Brimstone permeates the air around this hulking canine. The beast's claws are curved daggers, its eyes shine with a burning radiance, and flames curl out of its fanged mouth.*

Hellhounds are fiends punished by their kin and forcibly transformed into the shape of a beast. They roam the infernal realms in cruel packs or serve whatever masters they hope will restore them to original forms.

**Infernal Guardians.** Hellhounds are often encountered near sites important to evil creatures or demonic incursions. Greater demons give mortal supplicants the service of hellhounds as a reward, though it also helps the demon to watch over them.

**No Mere Beast.** Despite their shape and other bestial instincts, hellhounds are still fiends, and they retain most of their intellect and cruel cunning. Opponents who expect them to act like hounds seldom discover their error before they are consumed. They prefer to fight in great numbers, and when they begin a hunt, very little dissuades them.

HELL HOUND

Medium Fiend (Evil, Outsider)  
**Armor Class** 15 (natural armor)  
**Hit Points** 65  
**Speed** 50 ft.  
**Stealth** 11  
**Immune** fire; charmed, frightened  
**Senses** night vision 60 ft.  
**Perception** 12  
**Languages** understands Infernal but cannot speak  
**CR** 3 (700 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	-2	+2	-2

**Infernal Hunter.** The hound can sense the presence of Tiny or larger creatures within 30 feet of them that aren't Constructs or Undead.  
**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 piercing damage plus 10 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 DEX save, taking 21 fire damage on a failed save, or 10 fire damage on a successful one.

**BOUND TO SERVICE**

Only devils can reliably press a hell hound into service, employing nightmarish training and careful bureaucracy to do so. Mortals who speak Infernal can attempt to bind a hell hound into service if they spend 12 hours over a maximum of 10 days training it. For every 4 hours of training, the trainer must succeed on a DC 13 CHA (Animal Handling) check. On a failed check, the hell hound becomes hostile, and the training must start over.

After three successes, the hell hound follows the trainer's commands for 24 hours. Every 24 hours thereafter, the trainer must succeed on a new DC 13 CHA (Animal Handling) check, or the hell hound refuses to follow commands. If the trainer fails the check twice before a success, the hell hound becomes hostile.

After 1 year, a hell hound becomes bound to its trainer forever and can only be made hostile through an infernal contract.

**HIPPOGRIFF**  
*Flashing down from the sky, this creature has the body and rear legs of a horse, but the head, wings, and forelegs of a mighty eagle. With a raptor's scream, it dives to strike.*

The swift hippogriffs hunt the mountain steppes, plains, and wild places of the world. They are omnivorous but prefer meat. A single hippogriff considers an extremely wide swath as its hunting territory and remains in an area until the food supply is exhausted.  
**Eternal Mates.** Hippogriffs mate for life, raising one to two young at a time. They lay eggs, taking turns watching over them (or hatchlings) while the other mate hunts for food. When a hippogriff dies, its mate often starves itself to death.  
**Loyal Steeds.** Hippogriff eggs are prized treasures and valuable to everyone from elven lords to powerful human generals. A single egg is valued at 2,000 gp. Of all the monstrous mounts, hippogriffs are the easiest to train. However, the death of a hippogriff's rider sends the mount into a frenzy.

HIPPOGRIFF

Large Monstrosity (Animal)  
**Armor Class** 11  
**Hit Points** 53  
**Speed** 40 ft., fly 60 ft.  
**Stealth** 10  
**Senses** keen 240 ft.  
**Perception** 17  
**Languages** —  
**CR** 1 (200 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-4	+1	-1

**Heightened Sight.** The hippogriff has advantage on WIS checks that rely on sight.

ACTIONS

**Multiattack.** The hippogriff makes one Beak attack one Claw attack.  
**Beak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 piercing damage.  
**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 slashing damage.

BONUS ACTIONS

**Dive (Recharge 5–6).** The hippogriff plummets up to 60 feet. If the hippogriff falls at least 30 feet straight toward a Huge or smaller target and ends the fall within 5 feet of it, the hippogriff and the target each must succeed on a DC 13 STR save or take 10 bludgeoning damage and be knocked prone.

## HOBGOBLIN

*The military bearing of this flat-nosed humanoid is evident in its stance and in its readied weapon. The warrior's yellow eyes seem to watch everything.*

Hobgoblins stand about as tall as a human, though they are more powerfully built. As a society, most hobgoblin enclaves are highly organized military communities, called cohorts, where members are ranked according to their skills and accomplishments.

**Rule Bound.** The militant hobgoblins live their lives according to the Decrees, a complicated set of rules, laws, and customs. Tenets of the Decrees are so ingrained that even hobgoblins who leave the community to become adventurers continue to model their reactions and decisions on its lessons.

**The Goblin Oath.** All hobgoblins are sworn to serve their cohorts from birth, raised to honor the Decrees and their superiors in equal measure. The cohort combines military virtues with family loyalty to create a potent whole. To swear by the cohort is the most binding promise a hobgoblin can give.

### HOBGOBLIN

*Medium Humanoid (Goblinoid)*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 16

**Speed** 30 ft.

**Stealth** 8 (11 without heavy armor)

**Senses** night vision 60 ft.

**Perception** 10

**Languages** Common, Goblin

**CR** 1/2 (100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+0	+0	-1

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage, or 6 slashing damage if used with two hands.

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

### BONUS ACTIONS

**Precision Strike (Recharge 5–6).** The hobgoblin's next weapon attack deals an extra 3 damage.

## HOBGOBLIN COMMANDER

*Medium Humanoid (Goblinoid)*

**Armor Class** 17 (half plate)

**Hit Points** 62

**Speed** 30 ft.

**Stealth** 9 (12 without heavy armor)

**Resistant** charmed, frightened, poisoned, paralyzed

**Senses** night vision 60 ft.

**Perception** 10

**Languages** Common, Goblin

**CR** 3 (700 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+0	+2

**Unshakable Command.** Each of the hobgoblin commander's allies within 30 feet of them can't be charmed or frightened while the commander isn't incapacitated.

### ACTIONS

**Multiattack.** The hobgoblin commander makes two weapon attacks.

**Greatsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 slashing damage. On a critical hit, the attack deals 27 slashing damage.

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

### BONUS ACTIONS

**Martial Tactics.** The hobgoblin commander employs one of the following tactics, which lasts until the start of its next turn.

- **Emboldening Shout.** One ally within 30 feet of the hobgoblin commander that it can see gains 7 temporary hit points.
- **Pressing Advance.** The hobgoblin commander's speed is doubled, and it ignores difficult terrain.

## KOBOLD

*They skulk out of the shadows: short, draconic humanoids covered with scales ranging in hue from rust to inky black. They have red eyes and reptilian tails, and though only the size of gnomes, they hold their weapons with easy familiarity.*

Kobolds are diligent, hardworking creatures who view life through a practical lens. They instinctively conform to the wishes of anyone stronger than themselves rather than risk confrontation. Kobolds can be found in dark forests, deep underground, and in the heart of urban centers.

**Clever Miners.** Skilled miners and inordinately clever with mechanical devices, kobolds routinely surround their warrens with traps, deadfalls, and camouflage.

**Collective Community.** Kobolds share a strong communal instinct, knowing that only by acting together can they hope to defeat threats against them. When kobolds travel with other lineages, they extend this spirit to their companions.

## SPECIAL AMMUNITION

Cunning kobolds occasionally have specialized ammunition to help them defeat more powerful creatures. The following special ammunition, when loosed from a sling, deals damage normally and offers the following additional effect based on type.

**Barbed Sling Bullet.** The attack deals piercing damage instead of bludgeoning damage and scores a critical hit on a roll of 19 or 20.

**Can of Oil.** The target and each creature or object in a 5-foot radius are covered in stinking oil, which lasts for 1 hour or until burned away with fire. If the oil is set on fire, it burns away after 1 round, and any creature that starts its turn alight takes 4 fire damage.

**Pot of Filth.** The target takes an additional 2 poison damage and must succeed on a DC 13 CON save or be poisoned for 1 hour.

**Vial of Paste.** The target's speed is halved. The target or a creature within 5 feet can scrape the sticky paste away with an action.

**Talented Witches and Alchemists.** Kobolds collect items thrown away by dwarves, humans, and others and use them in strange brews and potions.

## KOBOLD

*Small Humanoid (Kobold)*

**Armor Class** 12

**Hit Points** 6

**Speed** 30 ft.

**Stealth** 15

**Senses** night vision 60 ft.

**Perception** 8

**Languages** Common, Draconic

**CR** 1/8 (25 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
-1	+2	-1	-1	-2	-1

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

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

## ACTIONS

**Dagger. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 piercing damage.

**Sling. Ranged Weapon Attack:** +4 to hit, range 30/120 ft., one target. **Hit:** 4 bludgeoning damage or 6 bludgeoning damage if the kobold had advantage on the attack roll.

## BONUS ACTIONS

**Scurry.** The kobold can move up to 10 feet without provoking opportunity attacks. This movement does not trigger traps the kobold is aware of.

## MECHADRON

Mechadrons are living constructs that inhabit the outer planes of law and order. All mechadrons are manufactured by the mechadrons that came before. Each crafted for a specific purpose, mechadrons work in unison to accomplish seemingly impossible tasks.

**We of One.** All mechadrons refer to themselves as “we” and seem intrinsically drawn to one another. No one knows if mechadrons even contain a sense of self or desire outside of The Plan for which they all function.

**Machine Speech Relay.** A mechadron can relay communications between other mechadrons using a specialized, high-pitched dialect of Machine Speech. This helps larger mechadrons coordinate marches, attacks, ambushes, or looting operations. Mechadrons can also relay Machine Speech with one another in line of sight using nearly imperceptible eye movements. They communicate vast amounts of information in seconds this way. Sometimes, parts of their Machine Speech break into Common, leaving listeners with tidbits of their conversation.

**Reconfiguration.** Mechadrons do not evolve, grow, or change on their own. However, they do combine, reconfiguring themselves into greater effectiveness and potency. For instance, a solodron that combines with a dupladron becomes a tripladron. Through reconfiguration, mechadrons drastically change their demeanor, skill, and purpose. Through great effort and planning, a mechadron can reconfigure itself back into its original components, though this is rare.

## SOLODRON

*Easily mistaken for a metallic bird, the solodron slices through the air with the grace and speed of a falcon. Protected by its cylindrical metallic shell, a single mechanical eye scans the horizon.*

The solodron is a fast-flying scout and surveyor. From a mile away, it can judge distances and measurements within a fraction of an inch, or one thousandth of a *quantant*, the universal unit of measure which all mechadrons use, without offering any conversion for other creatures. Roughly speaking, a quantant is about 1.5 feet.

## SOLODRON

*Tiny Construct (Lawful)*

**Armor Class** 13 (natural armor)

**Hit Points** 14

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

**Stealth** 16

**Immune** poison, void; blinded, charmed, deafened, disease, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

**Vulnerable** acid

**Senses** truesight 60 ft.

**Perception** 16



**Languages** Common, Machine Speech

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

**PB** +2

STR	DEX	CON	INT	WIS	CHA
+1	+1	+3	+2	+0	-3

**Mounted Weapons.** The solodron cannot be disarmed, and any weapons it holds can't be dropped.

**Unerring Mind.** The solodron can perfectly recall information it has seen or heard in the past 90 days.

### ACTIONS

**Melee Armament.** *Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning, piercing, or slashing damage (solodron's choice).

**Eye Beam.** *Ranged Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 force damage.

### BONUS ACTIONS

**Machine Vigor.** The solodron ends one condition or ongoing magical effect affecting it.

## DUPLADRON

*The heavy body of this construct seems designed to protect its thick limbs, squat legs, and central mechanical eye.*

Heavily crafted, the dupladron tirelessly works to reshape its environment in whatever way The Plan instructs. Capable of demolishing sturdy structures in a few hours or days (and rebuilding nearly as quickly), the dupladron relies on solodron scouts to ensure precise positioning.

**Trench Shelters.** The dupladron can dig a trench to hide itself, companions, or plunder in minutes, then cover them over, expertly concealing the work.

## DUPLADRON

*Small Construct (Lawful)*

**Armor Class** 13 (natural armor)

**Hit Points** 31

**Speed** 30 ft.

**Stealth** 12 (16 in a covered trench)

**Immune** poison, void; blinded, charmed, deafened, disease, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

**Vulnerable** acid

**Senses** truesight 60 ft.

**Perception** 12

**Languages** Common, Machine Speech

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

**PB** +2

STR	DEX	CON	INT	WIS	CHA
+1	+1	+3	+2	+0	-3

**Constructor Protocols.** The dupladron deals double damage to objects and structures. It can carry 400 pounds and drag, push, or lift up to 800 pounds.

**Mounted Weapons.** The dupladron cannot be disarmed, and any weapons it holds can't be dropped.

**Unerring Mind.** The dupladron can perfectly recall information it has seen or heard in the past 90 days.

### ACTIONS

**Multiattack.** The dupladron makes two attacks with its Melee Armament.

**Melee Armament.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning, piercing, or slashing damage (dupladron's choice).

**Eye Beams.** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 6 force damage.

**Repair (Cantrip).** The dupladron casts *mending*, requiring no material components.

### BONUS ACTIONS

**Machine Vigor.** The dupladron ends one condition or ongoing effect affecting it.

## MIMIC

*A hateful crimson eye opens on the surface of the otherwise innocuous barrel. Then another eye opens, and another still. With startling speed, the barrel becomes a pseudopod-wielding horror, its toothy maw opening wide.*

The dungeon delver's bane, a mimic is a stealthy predator that transforms itself into an inanimate object, perfectly copying the appearance of wood or stone. It typically poses as furniture, doors, stairs, and the like. In its natural form, it resembles an amorphous blob with flesh-like protrusions resembling objects it previously copied.

**Deceptive Hunters.** While not terribly intelligent, mimics are uncanny predators. They lurk in well trafficked areas of dungeons, wildernesses, or urban environments, assuming shapes intended to lure prey. They then use their sticky adhesive skin to trap their next meal.

**Taste Focused.** Mimics are supremely patient, but they are obsessed with consuming prey to relish the taste, not necessarily to sate hunger. The taste buds of a mimic's tongue are extremely sensitive, and they gather a great amount of information with every bite.

## MIMIC

*Medium Monstrosity (Shapechanger)*

**Armor Class** 12 (natural armor)

**Hit Points** 88

**Speed** 20 ft.

**Stealth** 13

**Immune** acid; prone

**Vulnerable** cold

**Senses** keen 60 ft.  
**Perception** 11  
**Languages** —  
**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	−3	+1	−1

**Shapechanger.** The mimic can use its action to transform 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).

**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**

**Multiattack.** The mimic makes one Pseudopod attack. If it is grappling a target, it then makes one Bite attack.

**Pseudopod. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 6 bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait. On a critical hit, the target is blinded and cannot breathe or speak until the grapple ends.

**Bite (While Grappling). Melee Weapon Attack:** +5 to hit, reach 5 ft., one grappled target. *Hit:* 6 piercing damage plus 4 acid damage.

**REACTIONS**

**Redirect Attack.** When a creature the mimic can see targets it with an attack, the mimic chooses a creature it is grappling. The grappled creature becomes the target of the attack instead.

**MORLOCK**

*Uttering a repetitive clicking sound, a rugged, human-like creature shuffles forward, cocking its head to one side as if listening intently. It has gray skin, stringy hair, and large, sightless red eyes.*

Morlocks descend from the human population of a vast empire long ago lost to the underground in some forgotten calamity. Over generations, they adapted to the world below ground, gradually losing their sight and evolving new senses.

**Blind Stewards.** Xenophobic hunter-gatherers, morlocks retain some slight vestige of their ancestors' mighty empire in the form of complicated techno-arcane devices they may or may not remember how to construct. Morlock shamans use complicated oral traditions to pass down knowledge of how to maintain these machines.

**Echosense.** Morlocks speak and understand the language of the subterranean world, though they prefer to speak their own dialect of Dwarvish. The clicking sounds that form most of the words also serve as a crude form of echolocation.

**Sensitive Hearing.** Relying on hearing and scent, morlocks thrive in dark environments. However, their extremely sensitive ears are particularly vulnerable to loud sounds.

**MORLOCK**

*Medium Humanoid (Evil)*  
**Armor Class** 11  
**Hit Points** 16  
**Speed** 30 ft.  
**Stealth** 13 (17 in rocky terrain)  
**Vulnerable** thunder  
**Senses** keen 30 ft. or 10 ft. while deafened (can't sense beyond this radius)  
**Perception** 15  
**Languages** Dwarvish, Undercommon  
**CR** 1/4 (50 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−1	−1	−2

**Blind.** The morlock can't use its keen senses or heightened senses while deafened and unable to smell.

**Heightened Senses.** The morlock has advantage on WIS checks that rely on hearing and smell.

**Rock Camouflage.** The morlock has advantage on DEX (Stealth) checks made to hide in rocky terrain.

**ACTIONS**

**Spiked Club. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 5 bludgeoning damage plus 2 piercing damage.

**REACTIONS**

**Precise Focus (Doom).** When a creature within 300 feet of the morlock spends a doom point, the morlock can make a single Spiked Club attack.

**MYCOLID, COMMONER**

*This small living fungus has the white fibrous stalk and soft, spongy head of a mushroom. Beneath its wide bell-shaped cap, humanoid arms clutch ramshackle gardening instruments and crude weapons, while flat leg-stalks move the plant-creature toward any potential threats.*

Mycolids sprout in areas infused with unnatural magical energy, such as the fetid bog of a black dragon, the cavernous ruins of the underworld, or the shady glade blessed by an archfey or druid. Regardless of region or climate, commoner myconids spend most of their life cultivating a huge variety of mushrooms into a single unbroken chain of interconnected growth.

They thrive in harsh environments without thought for shelter, culture, art, or history, and instead pour every moment of their relatively short lives into expanding the colony. Few creatures attack the peaceful fungal folk, but those that do find their woody bodies, soft, springy heads, and immunity to pain difficult to

overcome. When a colony is threatened, every commoner mycolid fights to the death to protect the collective.

**Highly Toxic.** Though commoner mycolids are safe to handle, creatures foolish enough to eat one may succumb to their potent toxins. In extreme situations, mycolids may let themselves be eaten to kill massive or dangerous creatures and add fertilizer to the colony. Mycolids spores are a powerful defense mechanism as well, and older mycolids have more powerful spores. Even newborn commoner mycolid spores can addle the mind of most beasts.

**Shared Memory.** Each mycolid is a clone of a single progenitor called a spore lord. A family of like mycolids, the spawn of an individual spore lord, is called a “ring,” and each ring shares a collective pool of memories and consciousness connected to a mycelial network. As such, mycolids remember their own birth as though they tended to their younger self personally and can recall every birth and death since the ring began. Though all members of a ring look identical, no two rings are exactly alike. Separate rings cannot share thoughts or memories, but all mycolids can communicate telepathically over short distances.

### MYCOLID COMMONER

*Small Plant*

**Armor Class** 12

**Hit Points** 27

**Speed** 15 ft.

**Stealth** 13

**Resistant** poison

**Senses** keen 120 ft. (can't sense beyond this radius)

**Perception** 13

**Languages** understands Sylvan but cannot speak, telepathy 30 ft. (120 ft. with mycolids)

**CR** 1/2 (100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	-2	+3	-3

**Fungal Toxicity.** A creature within 5 feet of a mycolid commoner that damages it with a melee attack must succeed on a DC 13 CON save or become poisoned for 1 hour. If the poison isn't neutralized before 1 hour has passed, the creature must succeed on a DC 14 CON save, taking 14 poison damage on a failed save or 7 poison damage on a successful one.

### ACTIONS

**Gardening Pick.** *Melee Weapon Attack:* +4 to hit. *Hit:* 2 piercing damage and 2 poison damage.

**Eject Slowing Spores (Recharge 5–6).** Every creature that is not a mycolid within 5 feet of the mycolid commoner takes 3 poison damage. Each creature that takes any of this damage must succeed on a DC 13 WIS save or it can't take reactions until the end of its next turn. On its turn, the target can't move and uses its action to make a weapon attack against a randomly selected creature within range. If the target can't attack, it falls prone but otherwise does nothing.

### BONUS ACTIONS

**Fetid Feast.** The mycolid draws sustenance from a Medium or larger pile of carrion or rotting vegetation within 5 feet of it. When it does, the mycolid regains 4 hit points.

## MYCOLID, SPORE LORD

*Towering nearly twice as tall as its spawn, the spore lord's pointed cap bristles with scales, atop which tiny mushrooms sprout. Globes of virulent sap ooze from pores in its tree-like trunk, spilling out from behind simple armor made from digested plant matter. Its staff is made of cultivated fungus, hard as iron.*

When a safe area of rich, damp fertilizer can be secured, a commoner mycolid may undergo a rapid change into a more powerful form capable of using its spores to create a near-endless supply of identical offspring. This form, called a spore lord, does not rule over other mycolids. But while commoners tend to the health of mushrooms and mycolid sprouts, spore lords protect the colony from threats and supply it with a stream of clones. A single spore lord might create dozens or hundreds of clones of itself in its lifetime, and a dozen spore lords from different colonies may amass in a single fertile location without conflict.

**Magic Channelers.** Upon transformation, a spore lord is made larger, stronger, and smarter by the primal magic that spawned it. With their below-average intelligence, spore lords instinctively know how to manipulate the environment through cultivation and magic.

**Communal Knowledge.** All members of a spore lord's ring share its memories, but commoners lack the capacity to understand how and why the spore lord is different, though they recognize it. Only when separated from the colony can a commoner reach such an understanding, usually moments before it changes into a spore lord itself.

### POISON HARVESTING

With 10 minutes of effort, a creature proficient with a poisoner's kit can make a DC 20 WIS (Nature) check to safely harvest the toxic sap from a recently dead mycolid. On a failed check, the harvesting does not produce enough toxin to be of use. A creature whose check is 9 or lower also inadvertently subjects itself to the mycolid's Fungal Toxicity.

Poisons crafted from the harvested toxins can be applied to one piercing or slashing weapon or up to five pieces of ammunition. The poison takes 1 minute to apply and lasts for 8 hours. A poisoned weapon applies its poison on the next 5 attacks that hit, and each piece of ammunition expends its poison on a hit or miss. A creature hit by the poisoned weapon or ammunition must make a DC 13 CON save, taking 7 poison damage on a failed save or 3 poison damage on a successful one.

## MYCOLID SPORE LORD

Medium Plant

**Armor Class** 14 (hide)

**Hit Points** 88

**Speed** 15 ft.

**Stealth** 12

**Immune** poison

**Senses** keen 120 ft. (can't sense beyond this radius)

**Perception** 14

**Languages** understands Sylvan and Druidic but cannot speak, telepathy 60 ft. (1 mile with mycolids)

**CR** 3 (700 XP)

**PB** +2

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-1	+4	-1

**Fungal Toxicity.** A creature within 5 feet of a spore lord that damages it with a melee attack must succeed on a DC 13 CON save or become poisoned for 5 hours. If the poison isn't neutralized before 5 hours have passed, the creature must succeed on a DC 14 CON save, taking 55 poison damage on a failed save or 27 poison damage on a successful one.

### ACTIONS

**Multiattack.** The spore lord makes two Fungal Staff attacks or uses Hurl Sap twice.

**Fungal Staff. Melee Weapon Attack:** +6 to hit. **Hit:** 8 bludgeoning damage and 4 poison damage.

**Hurl Sap. Ranged Weapon Attack:** +6 to hit. **Hit:** 9 acid or poison damage (lord's choice). If the spore lord scores a critical hit, the target takes 5 damage of the attack's type at the end of each of its turns for the next minute. A creature can use an action to scrape away the sap, ending the effect.

**Eject Slumber Spores (Recharge 5–6).** Every creature that is not a mycolid within 10 feet of the spore lord takes 7 poison damage. Each creature that takes any of this damage must succeed on a DC 14 WIS save or fall unconscious for 1 minute. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

**Blistering Fungus (3rd-Ring Spell, Concentration).** The spore lord chooses a point within 120 feet of it. Deadly mushrooms erupt from each surface within a 30-foot sphere centered on that point. The sphere spreads around corners. For 10 minutes, the mushrooms belch acrid fumes that heavily obscure the area. Each creature that starts its turn in the area must make a DC 13 CON save, taking 14 poison damage on a failed save or 7 poison damage on a successful one. Mycolids subjected to this effect take no damage and instead regain 5 hit points.

### BONUS ACTIONS

**Fetid Feast.** The spore lord draws sustenance from a Large or larger pile of carrion or rotting vegetation within 5 feet of it. When it does, the spore lord regains 7 hit points.

## ORC

*A gray-skinned humanoid glares with red-rimmed eyes. He brandishes his axe and growls, his tusked mouth twisting into a toothy snarl as he advances.*

Orcs are broad and muscular, with coarse features, prominent tusks on their lower jaws, and deeply set eyes. They commonly have a dusky gray skin color, though this can vary by region or tribe, with tones ranging from pale white to sandy or even mottled white and black, with a few sporting greenish or orange tinges.

**Rule of Might.** Aggressive, opportunistic warriors, orcs follow the rule of might. In orcish culture, you are entitled to whatever you can take, for however long you are strong enough to hold it. Tribes choose homes based on the other creatures that live nearby, and what they have worth taking, even if those others are another orc tribe.

**Great War Banners.** Occasionally, tribes band together under the banner of a leader of exceptional might, a Great Chief, to take some great prize. Such hordes rarely last beyond the initial raid, with each tribe seizing its share and returning home to celebrate victory.

## ORC

Medium Humanoid (Chaotic)

**Armor Class** 13 (hide armor)

**Hit Points** 22

**Speed** 30 ft.

**Stealth** 11

**Senses** night vision 60 ft.

**Perception** 10

**Languages** Common, Orc

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

**PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-2	+0	+0

**Relentless (1/Day).** If the orc takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

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

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

### BONUS ACTIONS

**Aggressive.** The orc can move up to its speed toward a hostile creature that it can see.



## OTYUGH

*An enormous mound rises from the muck, grasping with its tentacles as a massive, toothy maw opens on its front.*

This bizarre creature's body is a shapeless mass of flesh atop three thick fins. Three tentacles sprout from the body, two longer ones ending in spiky, grasping pads, and a third, shorter limb bearing the otyugh's eyes and nostrils. Much of the creature's front side is taken up by a cavernous mouth filled with sharp teeth.

**Adaptable Appetites.** Otyughs are omnivorous, eating anything organic and delighting in rot, waste, and carrion. Their constant hunger extends to living creatures as well. They hide while submerged in water or bury themselves in mud or filth, lashing out at potential prey as they pass.

**Damp Dwellers.** Otyughs prefer wet environs, lairing in swamps, rainforests, partially flooded caves, or other wilderness areas prone to damp and decay. They can also be found in populated areas. City sewers, village middens, or boneyards contain what these sewer horrors view as abundant sources of food.

### OTYUGH

*Large Aberration*

**Armor Class** 14 (natural armor)

**Hit Points** 142

**Speed** 30 ft.

**Stealth** 9

**Immune** poison; disease, poisoned

**Senses** night vision 120 ft.

**Perception** 11

**Languages** Otyugh

**CR** 5 (1,800 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+0	+4	-2	+1	-2

**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.

**Stench of Rot.** Creatures that start their turn within 10 feet of the otyugh must succeed on a DC 15 CON save or be poisoned until the end of their turn.

### ACTIONS

**Multiattack.** The otyugh makes one Bite attack and two Tentacle attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 piercing damage. If the target is a creature, it must succeed on a DC 15 CON save against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the save, reducing its hit point maximum by 5 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 bludgeoning damage plus 4 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 CON save or take 15 bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes 7 bludgeoning damage and isn't stunned.

## OWLBEAR

*Bursting from the forest undergrowth, a massive creature—equal parts bear and raptor—gives a roaring screech as it charges.*

Vicious carnivores, owlbears devour vast amounts of deer, boar, and other creatures in the forests they inhabit—and vomit up distinctive bezoars of undigested bone, hide, and feathers. An owlbear has the shape and mass of a grizzly bear, with a thick coat of fur intermixed with feathers. The massive body is topped with a great, owl-like head, complete with large, round eyes and a curved, hooked beak that can grip and tear its prey.

**Territorial.** Territorial and testy, owlbears are quick to challenge interlopers in their domain. An owlbear faces larger or more numerous opponents with undaunted savagery that often scares off larger and even more powerful foes.

**Nesting.** Normally solitary, owlbears remain together only to rear their hatchlings until they are old enough to fend for themselves. Mated pairs sometimes build an enormous stick-nest in a cavern or on a rocky spire. An angry owlbear defending its eggs or young is especially dangerous.

**Tribal Guardians.** Despite their hostility, humanoid tribes sometimes capture owlbear hatchlings or eggs, raising them as fearsome guardians or mounts.

### OWLBEAR

*Large Monstrosity (Animal)*

**Armor Class** 14 (natural armor)

**Hit Points** 97

**Speed** 40 ft.

**Stealth** 10

**Senses** night vision 60 ft.

**Perception** 17

**CR** 3 (700 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	-4	+1	-2

**Heightened Senses.** The owlbear has advantage on WIS checks that rely on sight and smell.



ACTIONS

**Multiattack.** The owlbear makes one Beak attack and one Claw attack. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15).

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 slashing damage.

**Rend (While Grappling).** The owlbear violently wrenches a Medium or smaller creature it is currently grappling. The target takes 21 piercing damage and its speed is halved until the end of its next turn.

BONUS ACTIONS

**Crash Through (44 HP or Fewer).** The owlbear moves up to half its speed in a straight line. This movement can pass through spaces occupied by Medium or smaller creatures. Each creature in that line must succeed on a DC 13 STR save or take 5 bludgeoning damage and be knocked prone.

PEGASUS

*A noble flying horse, its coat shining like newly fallen snow, soars overhead on majestic, feathered wings, mane and tail streaming behind it.*

Free-spirited creatures, pegasi soar the skies with wild dignity. Ranging far from civilization, pegasi are comfortable only in the presence of their own kind. Intruders cause them to take wing quickly to find more secluded surroundings. Their diet is similar to mundane horses, feeding on grass and flowers in alpine meadows and taking water from mountain streams and high lakes.

**Mountain Nests.** Fiercely protective of their young, pegasi build nests in rocky hills, atop spires and peaks inaccessible to most creatures without the power of flight. When the young are ready to leave the nest, the entire herd watches over and protects them until they reach adulthood.

**Heroic Servitors.** Pegasi are intelligent, autonomous, and untamable. However, a being of pure heart and good intent can sometimes convince a pegasus to become its companion, especially if the being is in desperate need or faces some monumental task, such as thwarting those with evil motives.

PEGASUS

*Large Celestial (Good)*

**Armor Class** 13

**Hit Points** 68

**Speed** 60 ft., fly 90 ft.

**Stealth** 12

**Immune** charmed

**Resistant** prone

**Senses** —

**Perception** 12

**Languages** understands Celestial, Common, Elvish, and Sylvan but can't speak

**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+4	+3	+3	+0	+2	+1

ACTIONS

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 bludgeoning damage.

BONUS ACTIONS

**Dive (Recharge 5–6).** The pegasus plummets up to 90 feet. If the pegasus falls at least 30 feet straight toward a Huge or smaller target and ends the fall within 5 feet of it, the pegasus and the target each must succeed on a DC 13 STR save or take 10 bludgeoning and be knocked prone.

PURPLE WORM

*An enormous worm, its body armored in plates of bluish-purple chitin, bursts from the cavern floor. Its vast, toothy maw is large enough to swallow a horse whole.*

Truly the rulers of their domains, purple worms claim the Underworld as their hunting grounds. These tremendous monsters can bore through solid rock, creating new tunnels and passageways as they travel. Any creature a purple worm encounters besides another of its kind is prey.

**Follow Prey by Sound.** Purple worms are attracted by sound and vibration, leading most subterranean humanoids to travel as quietly as possible and ensure that battles are short and decisive. Major settlements in the Underworld have contingencies in place for a purple worm attack.

**Gemstones and Ore.** A purple worm digests the earth and rock it ingests while tunneling, excreting it along the tunnels it creates and in the caverns where it rests. In mineral-rich areas, brave souls may find undigested gems and unrefined ores among a purple worm's waste, or even inside its body if they are mighty enough to defeat it.

## PURPLE WORM

*Gargantuan Monstrosity*

**Armor Class** 18 (natural armor)

**Hit Points** 288

**Speed** 50 ft., burrow 30 ft.

**Stealth** 3

**Immune** prone

**Senses** keen 60 ft., tremorsense 60 ft.

**Perception** 14

**CR** 15 (13,000 XP) **PB** +5

STR	DEX	CON	INT	WIS	CHA
+9	-2	+7	-5	-1	-3

**Doom.** The purple worm has 3 doom points, which it can expend to use standard doom options or the Thrash action.

**Tunneler.** A purple worm can burrow through solid rock at half its burrow speed. Doing so creates a 10-foot-diameter tunnel behind it.

### ACTIONS

**Multiattack.** The worm makes one Bite attack and one Tail Stinger attack.

**Bite. Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. **Hit:** 22 piercing damage. If the target is a Large or smaller creature, it must make a DC 18 DEX save or be swallowed by the purple worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects from outside of the worm, and it takes 21 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 CON save 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:** +14 to hit, reach 10 ft., one creature. **Hit:** 19 piercing damage, and the target must make a DC 19 CON save, taking 42 poison damage on a failed save, or 21 damage on a successful save.

**Thrash (1 Doom).** The purple worm convulses its gargantuan body, smashing everything around it. Each creature within 40 feet of the worm must succeed on a DC 18 STR save, taking 87 bludgeoning damage on a failed save or 43 bludgeoning damage on a successful one. A creature that fails its save is also knocked prone, and a creature whose save is 9 or lower is stunned until the end of its next turn.

### BONUS ACTIONS

**Rapid Digestion (While Swallowing a Target).** Each creature swallowed by the purple worm must make a DC 18 CON save, taking 15 acid damage on a failed save or 7 acid damage on a successful one. The purple worm regains hit points equal to the total acid damage dealt.

## RUST MONSTER

*A strange, insectile creature skitters forward on four legs. It waves two large, feathery antennae about in a questing manner.*

As its name implies, this odd creature can rust ferrous metals, allowing it to eat the oxidized results. The rust monster roams caves and tunnels seeking out such metals. When it finds it, it aggressively rushes to devour it. Because rust monsters have a basic, animalistic intelligence, an adventurer can save their sword or shield by distracting the creature with another source of metal.

**Armored Shell.** A rust monster is about the size of a large dog. It has an insectile appearance, with armored plates similar to an exoskeleton. It has segmented legs but, unlike an insect, only four of them, as well as a thin, whip-like tail, which thrashes when the creature is agitated or catches the scent of metals.

**Color Matches Diet.** The coloration of its hide varies depending on its diet. A rust monster whose diet includes large amounts of mithral would have a silvery sheen to its hide, for example.

## RUST MONSTER

*Medium Monstrosity*

**Armor Class** 14 (natural armor)

**Hit Points** 27

**Speed** 40 ft.

**Stealth** 13

**Senses** night vision 60 ft., tremorsense 30ft.

**Perception** 11

**CR** 1/2 (100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	-4	+1	-2

**Iron Scent.** The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

**Rust Metal.** Any nonmagical 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. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

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

### ACTIONS

**Bite. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. **Hit:** 7 piercing damage.

**Antennae.** The rust monster corrodes a nonmagical 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. If the object is being worn or carried by a creature, the creature can make a DC 11 DEX save 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

## VARIANT: RUST MOTHER

A rust mother has a challenge rating of 2 (450 XP). It has the same statistics as a rust monster except that it has a fly speed of 20 feet, 88 hit points, immunity to lightning damage, and the following trait:

**Doom.** The rust mother has 1 doom point, which it can expend to use standard doom options or the Living Foundry action.

**Living Foundry (1 Doom).** The rust mother unleashes a fork of lightning from its gossamer wings. Up to three creatures that the rust mother can see within 100 feet must make a DC 13 CON save, taking 8 lightning damage on a failed save or 4 lightning damage on a successful one. Creatures wearing metal armor or holding metal weapons that take any of this lightning damage have their armor and weapons turn red hot as the *heat metal* spell for 1 minute.

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.

## SATARRE

*Light glints off the glossy flesh of the wiry horror as it extends its clawed hands in a fighter's stance.*

The satarre call themselves the “devourers” or “those who end the world” due to their veneration of dark gods who seek to bring about an apocalypse. Rarely kind or compassionate, they are devoted, zealous servants of the gods of death and oblivion.

**Apocalyptic Heralds.** The satarre are powerful and wise creatures often found serving dark cults. Most of them strive to destroy the worlds of mortals and bring about the end of all things. They are relentless in pursuit of knowledge and in their swift action to pursue any goal that might end a corrupt age.

**Planar Travelers.** The satarre know many worlds and are familiar with many creatures that live in the darkness between the stars. They are comfortable speaking with demons, devils, and heralds of darkness, for their people have long been those who turn grand and maleficent visions into plans suitable for action.

### SATARRE

*Medium Humanoid (Satarre)*

**Armor Class** 12 (leather armor)

**Hit Points** 44

**Speed** 30 ft.

**Stealth** 11

**Resistant** necrotic

**Senses** night vision 60 ft.

**Perception** 12

**Languages** Common, Void Speech

**CR** 1 (200 XP)

**PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	+0	+0	+1

**Void Fortitude.** If damage reduces the satarre to 0 hp, it must make a CON save with a DC 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the satarre drops to 1 hp instead.

**Void Weapons.** The satarre's weapon attacks are magical. When the satarre hits with any weapon, the weapon deals an extra 4 necrotic damage (included in the attack).

### ACTIONS

**Multiattack.** The satarre makes two Void Claw attacks.

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

**Hit:** 5 piercing damage plus 4 necrotic damage. The target must succeed on a DC 12 CON save or its speed is reduced by 10 feet until the end of its next turn.

**Spear. Melee or Ranged Weapon Attack:** +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 5 piercing damage plus 4 necrotic damage.

## SKELETON

*Half hidden in darkness, skeletal bones clad in rusted armor and rotten clothing lurch toward you. The thing's bony hands grip a sword with malign intent.*

Skeletons are fleshless undead that have been reconstructed and animated by fell magic. Soulless, emotionless, and driven by the whims of their master, the skeleton is an unshakable guardian. Skeletons can be found in desecrated temples, graveyards, and cemeteries where they can watch, completely motionless, for eons. New and masterful necromancers use skeletons as stalwart guards and servants, though they understand such creatures have no loyalty beyond the magic that controls them.

**Dark Intelligence.** While lacking humanoid intelligence, skeletons possess a cleverness that extends beyond a mere beast or construct. Their malicious minds remember how to wield weapons and armor, and they collect and use weapons or shields taken from the recent dead. Skeletons look upon the living with eyeless sockets and unsettling patience as their instincts judge distances, tactics, and methods to separate a potential target's flesh from their bones.

**Moldering Bodies.** Though dried strands of tendon or wisps of stubborn hair may cling to a skeleton, magic alone is responsible for its movement. Piercing weapons and arrows may skip from the skeleton's hardened bone, but heavy blows shatter them.

## SKELETON

*Medium Undead (Evil)*

**Armor Class** 13 (armor scraps)

**Hit Points** 19

**Speed** 35 ft.

**Stealth** 14 (18 while motionless)

**Vulnerable** bludgeoning

**Resistant** piercing

**Immune** poison; blinded, charmed, deafened, exhaustion, incapacitated, paralyzed, poisoned, stunned, unconscious

**Senses** night vision 320 ft.

**Perception** 9

**Languages** understands all languages they knew in life but can't speak

**CR** 1/4 (50 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	-2	-1	-3

**Silent Sentinels.** While the skeleton remains motionless, it is completely silent.

## ACTIONS

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

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

## REACTIONS

**Counterattack (15 HP or Fewer).** When the skeleton is hit by an attack, it can make a single Shortsword or Shortbow attack.

## WARHORSE SKELETON

*Large Undead (Evil)*

**Armor Class** 13 (barding scraps)

**Hit Points** 44

**Speed** 60 ft.

**Stealth** 9 (13 while motionless)

**Vulnerable** bludgeoning

**Resistant** piercing

**Immune** poison; blinded, charmed, deafened, exhaustion, incapacitated, paralyzed, poisoned, stunned, unconscious

**Senses** night vision 60 ft.

**Perception** 11

**Languages** —

**CR** 1/2 (100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+1	+1	+3	-4	+1	-2

**Silent Sentinels.** While the warhorse skeleton remains motionless, it is completely silent.

## ACTIONS

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

*Hit:* 8 bludgeoning damage. A Medium or smaller creature must succeed on a DC 13 STR save or be knocked prone.

## BONUS ACTIONS

**Counterattack (22 HP or Fewer).** When the warhorse skeleton is hit with an attack, it can make a single Hooves attack.

## SPRITE

*The sound of buzzing wings whines nearby. A tiny humanoid, held aloft on dragonfly wings, appears as though from thin air.*

Sprites are diminutive fey that protect the deepest forests and the holiest glades. Attentive and well trained in guerrilla tactics, sprites are among the most aggressive and loyal fey. They may appear to travelers and parlay, uncovering interlopers' intentions with their Heart Sight, and take action against those whose intentions are suspect.

**Unseen Warriors.** Sprites travel through the forest in bands of 6 to a hundred. They mask their numbers using their diminutive size and natural ability to turn invisible. Though sprites have been known to turn would-be trespassers away from their forest homes with traps, noises, or theatrical distractions, they are armed with arrows that can put creatures into a deep sleep. While their quarry sleeps, they may fetch a far more dangerous threat, retreat, or signal for reinforcements to dissuade further hostility.

**Stern Protectors.** Unlike many fey, sprites are serious, even-tempered, and intent on doing as little harm as possible. Those they judge worthy might find themselves protected within the sprites' territory, while those found wanting could walk headlong into ambushes, traps, and enraged beasts. Sprites refrain from tricks and mischief but suffer no evil within their domains.

## SPRITE

*Tiny Fey (Good)*

**Armor Class** 15 (leather armor)

**Hit Points** 2

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

**Stealth** 19

**Senses** —

**Perception** 11

**Languages** Common, Elvish, Sylvan

**CR** 1/4 (50 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+4	+4	+0	+2	+1	+0

**Forest Dweller.** The sprite can identify animals, plants, and poisons found in its forest, without needing to make an ability check.

## 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 CON save or become poisoned for 1 minute. If its save 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.

**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.

### BONUS ACTIONS

**Heart Sight.** The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 CHA save, the sprite also knows the creature's alignment (if any). Celestials, fiends, and Undead automatically fail the save.

**Swift Flight.** The sprite moves up to half its speed without provoking opportunity attacks.

## SPOREBORN

*A low hiss emerges from the shambling form crowned with fleshy fungal growth.*

The sporeborn are humanoid creatures transformed by an infectious fungus, which takes control of victims and uses them as a vehicle to spread its spores into other hosts. The apocalyptic fungus has no real intelligence, only a drive to reproduce. Humanoids can be infected by the fungus through contaminated food or water, breathing the spore clouds, or the bite of an infected host.

**Stages of Infection.** Creatures infected by the apocalyptic fungus go through different stages of infection before they ultimately expire. Most die before reaching the final stage, though the fungus in their bodies continues to grow, dissolving the host's remains. If the host body sustains serious damage or can no longer move easily, the fungus attempts to move into a dark, sheltered area so that, as the body decays, the fungus fruits and releases its spores. Sunlight kills the fungus and its spores.

### SKULLBLOOMS

Infected humanoids that succumb to the fungus become sporeborn skullblooms. Skullblooms show physical signs of their transformation, as the spores inside the host's brain sprout into spongy stalks that break through the skull to crown the head, while patches of fungus break through the cheeks and around the eye sockets and random areas of the body. Skullblooms stalk or ambush victims and use cooperative tactics, such as herding potential victims toward other skullblooms lying in wait. Sometimes skullblooms enter periods of inertia, lying down or leaning up against a wall or tree and allowing the fungus to spread over them, only to burst out and attack when a potential target passes by.

### SPOREBORN SKULLBLOOM

*Medium Plant*

**Armor Class** 11 (natural armor)

**Hit Points** 36

**Speed** 30 ft.

**Stealth** 16

**Immune** void; exhaustion

**Senses** keen 10 ft.

**Perception** 11

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

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

**PB** +2

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	-4	-1	-3

**Keen Hearing.** The skullbloom has advantage on WIS (Perception) checks that rely on hearing.

**Stalker.** The skullbloom has advantage on DEX (Stealth) checks.

### ACTIONS

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 piercing damage. If the target is an uninfected Humanoid, it must succeed on a DC 12 CON save or become infected with apocalyptic fungus (see sidebar).

### REACTIONS

**Instinct to Pursue.** If the skullbloom senses an uninfected Humanoid or hears a sudden noise (breaking glass, loud music, shouting or similar sounds) it can Dash in the direction of the triggering effect.

### BLOATBLOSSOMS

Skullblooms eventually grow into bloatblossoms. A riot of fungal growth makes the body of these sporeborn broad and ungainly, with layers of tough, fibrous growth that protect it from damage. Bloatblossoms have better echolocation than the younger skullblooms, as well as nodules filled with mycotoxins that they can tear from their bodies and hurl at targets.

### SPOREBORN BLOATBLOSSOM

*Medium Plant*

**Armor Class** 15 (natural armor)

**Hit Points** 60

**Speed** 20 ft.

**Stealth** 16

**Immune** void; exhaustion

**Senses** keen 60 ft. (can't sense beyond this radius)

**Perception** 15

**Languages** —

**CR** 2 (400 XP)

**PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	-4	-1	-3



## APOCALYPTIC FUNGUS

A humanoid that ingests food or water contaminated with the spores of the apocalyptic fungus, breathes in the spores, or is bitten by an infected creature, must succeed on a DC 12 CON save or become infected. An infected target can't regain hit points. When it finishes a long rest, it must succeed on a DC 15 CON save or gain two levels of exhaustion. When the infected target reaches the sixth level of exhaustion, it does not die but instead becomes a skullbloom. At that point, no mundane or magical healing can return the creature to its former state. Pre-transformation, the fungal infection can only be cured by a *lesser restoration* spell or similar magic.

If a humanoid infected with apocalyptic fungal spores is killed, it rises one hour later as a sporeborn skullbloom.

**Fungal Strength.** The bloatblossom has advantage on grapple checks.

**Keen Hearing.** The bloatblossom has advantage on WIS (Perception) checks that rely on hearing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled target. *Hit:* 6 piercing damage. If the target is an uninfected Humanoid, it must succeed on a DC 13 CON save or become infected with apocalyptic fungus (see sidebar).

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13).

**Toxic Nodule.** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 9 poison damage and the target must succeed on a DC 13 CON save or be poisoned until the end of its next turn.

### REACTIONS

**Instinct to Pursue.** If the bloatblossom senses an uninfected Humanoid or hears a sudden noise (breaking glass, loud music, shouting or similar sounds) it can Dash in the direction of the triggering effect.

## STAR CROW

*A tiny pulsing mote weaves through the night. As it approaches, its phosphorescent glow slowly dims into blackness. Seconds later, the thing erupts with a blinding flash.*

Star crows are tiny, formless alien beings that lack sentience or emotion. These glowing creatures are drawn to sentient beings, feeding ravenously on their thoughts. They have also been known to carry and transfer memories of one sentient creature to another. Star crows transmit these thoughts as a powerful illusory experience, a pastiche of raw emotion, color, images, and sounds. Some star crows bear the wisdom of primordial beings, while others deliver incomprehensible knowledge of long-dead beings from the Void.

**Messengers of the Void.** Prophets of the void lords hail star crows as the primordial connection between reality and mind and name them for the messages they exist to deliver. They believe star crows carry ancient scars from elder beings, lost and forgotten memories of dead gods, and tempestuous recounting of a world's final moments. Deal mongers from the Lower Planes who collect demonic dreams, angelic nightmares, and unspeakable words of power have a great interest in star crows. Cultists prize the forbidden or forgotten knowledge star crows carry.

**Immortal.** Star crows have an infinite lifespan. They do not age and do not require food, water, air, or rest. The memories each star crow carries degrade, combine, or interlace with the eons of visions a single star crow may possess. A star crow reproduces by splitting, making a perfect copy of itself, when it acquires too many memories to handle without corruption. A newly spawned star crow assumes about a fourth of the information, lessening the burden of its parent.

### STAR CROW

*Tiny Aberration*

**Armor Class** 15 (natural armor)

**Hit Points** 10

**Speed** 20 ft., fly 60 ft.

**Stealth** 16

**Immune** cold, lightning, necrotic, void; blinded, charmed, deafened, exhaustion, frightened, prone

**Resistant** bludgeoning, piercing, slashing

**Vulnerable** poison

**Senses** truesight 120 ft.

**Perception** 13

**Languages** —

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

**PB** +2

STR	DEX	CON	INT	WIS	CHA
−2	+3	+1	−5	+3	−5

**Radiant.** The star crow sheds bright scintillating light in a 20-foot radius and dim light for an additional 20 feet.

### ACTIONS

**Attach.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 radiant damage and the star crow attaches to the target. While attached, the star crow takes only half the damage dealt to it, and the creature it is attached to takes the other half. The target or another creature can remove the star crow with a successful DC 15 STR check.

**Void Drain (While Attached).** The star crow devours the thoughts of a target it is attached to. The target takes 5 void damage and must make a DC 13 CHA save. On a failed save, the target is stunned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect for itself on a success. If the creature remains stunned for the duration, it loses its memory until targeted by a *greater restoration* spell or similar magic.

**Blinding Burst (Recharge 4–6).** The star crow dims then suddenly explodes in a 30-foot radius of blinding light. A creature caught within the burst must succeed on a DC 12 CON save or be blinded until the end of its next turn.

### BONUS ACTIONS

**Thought's Herald.** A stunned creature within 20 feet of the star crow experiences an illusion for the duration that it remains stunned. The illusion contains visions, sounds, and emotions which convey a single basic idea or concept. Once a creature experiences the illusion for any amount of time, the star crow can never use Thought's Herald again.

## TROLL

*This hunched giant stares hungrily with wide eyes. Baring massive fangs, it reaches out with long, hooked claws.*

Trolls stand about 15 feet tall, seeming shorter due to their bowed legs and stooped postures. Long arms end in wicked, curved claws, scraping the ground when the troll moves. Powerful, fang-filled jaws sit below long, broad noses and massive, bloodshot eyes.

**Variable Appearance.** Troll appearance varies widely, and they are prone to a variety of cosmetic mutations. Skin tones and body types include scaled or slimy, broad and rangy, and even somewhat twiggy or stonelike in some cases. Some sport shaggy mops of hair and even beards, while others are completely hairless.

Trolls are natural bullies, killing to sate their appetites. They enjoy extorting food and wealth from weaker creatures through threats of violence.

**Regeneration.** The troll's most notable feature is its powerful regenerative capabilities. Given time, a troll can recover from nearly any wound, even complete dismemberment or beheading. Only wounds delivered with acid, fire, or radiant light can overcome a troll's regeneration.

### TROLL

*Large Giant (Evil)*

**Armor Class** 15 (natural armor)

**Hit Points** 105

**Speed** 30 ft.

**Stealth** 10

**Vulnerable** fire

**Senses** night vision 60 ft.

**Perception** 12

**Languages** Giant

**CR** 5 (1,800 XP) **PB** +3

STR	DEX	CON	INT	WIS	CHA
+4	+1	+5	–2	–1	–2

**Regeneration.** The troll regains 10 hp at the start of its turn. If the troll takes acid, fire, or radiant 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.

### VARIANT: STONE SKIN TROLL

Some trolls are turned to stone by sunlight or by spells that create sunlight. All such trolls are vulnerable to radiant damage instead of fire damage. If a stone skin troll takes 20 points of radiant damage on a turn, it must succeed on a DC 16 CON save or become petrified.

### ACTIONS

**Multiattack.** The troll makes two Claw attacks and one Bite attack. If the troll hits a single creature with both Claw attacks on its turn, the Bite attack is made with advantage against that creature.

**Bite. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 9 piercing damage. If the target is a creature, it is wounded for 1 minute. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time it has been wounded. The wound persists for the duration, until the creature is healed for at least 1 hit point, or a creature within 5 feet of the target succeeds on a DC 15 WIS (Medicine) check to staunch the wound.

**Claw. Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. **Hit:** 11 piercing damage.

### BONUS ACTIONS

**Frenzy (72 HP or Fewer).** The troll moves up to its speed and makes a single melee attack against a creature within range.

## WORG

*A canine as large as a horse bears down, its oily muzzle caked in blood and saliva. Its thick, heavy shoulders and massive neck sway side to side, and with each step, its long, mangy tail drags along behind it.*

An enormous creature resembling a wolf, worgs are nightmarish hunters with a taste for humanoid flesh. They willingly stalk inhospitable terrain in their endless hunt for their next meal, roaming snow fields, volcanic barrens, even stony badlands. Known to collect grisly bounties and to coat their bodies with fetid remains, worgs are more ferocious than any natural beast.

**Warren Dweller.** Worgs shelter in warrens, tunnels, and caves in which they can travel quickly to prey and away from predators. Such places are fetid, vile places full of half-eaten corpses, which the worg seems to gorge itself on without consequence.

**Willing Mounts.** While many beasts of burden must be trained to hold a rider, worgs tend to willingly carry goblins, who share a great number of similarities to the worg, and use the tiny creatures to find more bountiful humanoid prey. Possessing surprising intelligence, worgs have learned to speak Goblin as well as their own guttural language. On rare occasions, worgs have even learned to speak and understand Common or Elvish.

## WORG

*Large Monstrosity (Animal)*

**Armor Class** 13 (natural armor)

**Hit Points** 39

**Speed** 30 ft.

**Stealth** 12

**Immune** charmed, frightened

**Senses** night vision 60 ft.

**Perception** 14

**Languages** Goblin, Worg

**CR** 1/2 (100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	-2	+0	-1

**Heightened Senses.** The worg has advantage on WIS checks that rely on hearing and smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 piercing damage. If the target is a creature, it is grappled (escape DC 13) and must succeed on a DC 13 STR save or be knocked prone.

### BONUS ACTIONS

**Loathsome Howl (1/Day).** The worg unleashes an unnatural howl audible out to a distance of 300 feet. Each creature within 30 feet of the worg must succeed on a DC 13 CHA save or be frightened of it for 1 minute. The worg can sense the direction and distance to creatures frightened by its howl for 24 hours. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

## ZOMBIE

*A rotting corpse shambles forward, arms outstretched and flailing.*

Zombies are the animated corpses of the dead, brought to unlife by necromantic magic, creating tireless, fearless servants that obey without hesitation. Occasionally, zombies are produced by other methods. Victims of wights, for example, often rise as zombies under command of the undead that killed them. Sometimes an enduring source of necromantic magic corrupts an area, causing nearby corpses to spontaneously rise as zombies.

**Decayed Corpses.** The appearance of zombies varies widely, depending upon the condition of the corpse prior to animation. A corpse dead from natural causes and stolen from an undertaker may be well-preserved, if obviously not alive, while a zombie animated from a drowning victim is bloated and sagging. Some necromancers use whatever is at hand. Others may choose the most disgusting corpses to add an additional fear factor for those that must face the zombies in combat.

**Dim Intellect.** Zombies have no personality and little intellect, following only the most basic commands. They can wield weapons if armed but simply batter an opponent with its limbs if not. They

do not have the intellect to avoid even obvious hazards, shambling into open pits if they exist between them and a target or walking heedlessly through a fire to attack, unless commanded otherwise in that moment. When not under specific orders, a zombie simply stands awaiting commands, though if a living creature comes close enough for it to detect, it attacks, as the dark magics animating a zombie make it malicious toward the living.

**Non-Human Zombies.** Zombies are most commonly animated human remains, but the flesh of any living thing can be animated as a zombie. Zombie giants, for example, would be stronger and harder to kill than a human zombie. They would attack like other zombies, though they could throw rocks like a living giant if commanded to do so. Non-humanoid zombies typically attack as they did when living. A zombie dragon, for example, would attack with claws and teeth, and it could still fly if its wings were intact.

## ZOMBIE

*Medium Undead*

**Armor Class** 8

**Hit Points** 22

**Speed** 20 ft.

**Stealth** 8

**Immune** poison; exhaustion, poisoned

**Senses** night vision 60 ft.

**Perception** 8

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

**CR** 1/4 (50 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+2	-2	+4	-4	-2	-3

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a CON save with a DC equal to the 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:* +4 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage. The target is grappled (escape DC 12) if it is a Medium or smaller creature and the zombie doesn't already have a creature grappled.

### BONUS ACTIONS

**Festering Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one grappled target. *Hit:* 3 slashing damage. The grappled target must succeed on a DC 12 CON save or take 2 poison damage. A Humanoid killed by this attack rises on initiative count 20 as a zombie.

## OGRE ZOMBIE

*Large Undead*

**Armor Class** 8

**Hit Points** 85

**Speed** 30 ft.

**Stealth** 7

**Immune** poison; exhaustion, poisoned

**Senses** night vision 60 ft.

**Perception** 8

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

**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+4	-2	+4	-4	-2	-3

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a CON save with a DC equal to 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:* 15 bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 STR save or be knocked prone.

### BONUS ACTIONS

**Crash Through (44 HP or Fewer).** The ogre zombie moves up to half its speed in a straight line. This movement can pass through spaces occupied by Medium or smaller creatures. Each creature in that line must succeed on a DC 13 STR save or take 4 bludgeoning damage and be knocked prone.

## NPCs

This section contains statistics for various humanoids. From faithful apostles to crude thugs, these NPCs can be found across the world, breathing life into any place the PCs wander.

## NPC STAT BLOCKS

The following section presents various NPC stat blocks in alphabetical order.

### ACOLYTE

*Medium Humanoid (Any Lineage)*

**Armor Class** 10

**Hit Points** 29

**Speed** 30 ft.

**Stealth** 10

**Senses** —

**Perception** 13

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

**CR** 1/4 (50 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+0	+3	+0

**Divine Providence.** Creatures within 20 feet of the acolyte have advantage on death saves. Evil creatures, Constructs, and Undead cannot benefit from this trait.

### ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

**Spellcasting.** The acolyte casts one of the following spells using WIS as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks).

At will: *light, sacred flame, thaumaturgy*

1st ring (3/day): *bless, cure wounds, sanctuary*

## BANDIT

*Medium Humanoid (Any Lineage)*

**Armor Class** 12 (leather armor)

**Hit Points** 11

**Speed** 30 ft.

**Stealth** 12

**Senses** —

**Perception** 10

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

**CR** 1/8 (25 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+0	+0

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 6 piercing damage.

### BONUS ACTIONS

**Reposition (2/Rest).** The bandit can move up to 10 feet without provoking opportunity attacks.

## BANDIT CAPTAIN

*Medium Humanoid (Any Lineage)*

**Armor Class** 15 (studded leather)

**Hit Points** 73

**Speed** 30 ft.

**Stealth** 14

**Senses** —

**Perception** 11

**Languages** any two languages

**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+2	+1	+2

**Grappler.** The bandit captain has advantage on STR checks to grapple and shove.

**Opportunist.** The bandit captain has advantage on opportunity attacks.

### ACTIONS

**Multiattack.** The captain makes two attacks with its Scimitar and one with its Dagger. Or the captain makes two ranged attacks with its Daggers.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 slashing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 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.

## COMMONER

*Medium Humanoid (Any Lineage)*

**Armor Class** 10

**Hit Points** 6

**Speed** 30 ft.

**Stealth** 10

**Senses** —

**Perception** 10

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

**CR** 0 (10 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+0	+0	+0

### ACTIONS

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

## CULTIST

*Medium Humanoid (Any Lineage)*

**Armor Class** 13 (studded leather)

**Hit Points** 9

**Speed** 30 ft.

**Stealth** 11

**Resistant** charmed, frightened

**Senses** —

**Perception** 11

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

**CR** 1/8 (25 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+1	+2

### ACTIONS

**Sacrificial Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 piercing damage. On a critical hit, the attack deals 9 piercing damage.

### BONUS ACTIONS

**Inhuman Vitality (1/Day).** The cultist gains 2 temporary hit points for each cultist, fiend, or aberration within 10 feet of it.



## CULT FANATIC

Medium Humanoid (Any Lineage)

**Armor Class** 14 (studded leather)

**Hit Points** 46

**Speed** 30 ft.

**Stealth** 12

**Resistant** charmed, frightened

**Senses** night vision 60 ft.

**Perception** 13

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

**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+3	+3

### ACTIONS

**Multiattack.** The fanatic makes two Dagger attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 piercing damage and 3 necrotic or fire damage (fanatic's choice).

**Spellcasting.** The fanatic casts one of the following spells, using WIS as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *light, sacred flame, thaumaturgy*

1st ring (4/day): *command, inflict wounds, shield of faith*

2nd ring (3/day): *hold person, spiritual weapon*

### REACTIONS

**Deadly Fervor (1/day).** When the cult fanatic hits with an attack, the target takes an additional 8 fire or necrotic damage (fanatic's choice). Fiends and other cultists have advantage on attack rolls against that creature until the start of the cult fanatic's next turn.

## DRUID

Medium Humanoid (Any Lineage)

**Armor Class** 11 (16 with *barkskin*)

**Hit Points** 39

**Speed** 30 ft.

**Stealth** 11

**Senses** —

**Perception** 13

**Languages** Druidic plus any two languages

**CR** 2 (450 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+3	+0

## ACTIONS

**Quarterstaff (Shillelagh).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 bludgeoning damage.

**Spellcasting.** The druid casts one of the following spells, using WIS as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, produce flame, shillelagh*

1st ring (4/day): *entangle, cure wounds, speak with animals, thunderwave*

2nd ring (3/day): *barkskin, spike growth*

## KNIGHT

Medium Humanoid (Any Lineage)

**Armor Class** 18 (plate)

**Hit Points** 52

**Speed** 30 ft.

**Stealth** 7 (10 without heavy armor)

**Senses** —

**Perception** 13

**Languages** Common and one other language

**CR** 3 (700 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	+1	+1	+2

**Brave.** The knight has advantage on saves against being frightened.

**Empowering Presence.** Non-hostile creatures within 20 feet that can see or hear the knight gain a +2 bonus to attack rolls and saves while the knight isn't incapacitated.

### ACTIONS

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

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

*Hit:* 10 slashing damage. On a critical hit, the attack deals 30 slashing damage.

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

### BONUS ACTIONS

**Protective Stance.** Until the start of the knight's next turn, creatures have disadvantage on attack rolls against the knight's allies within 5 feet of the knight.

**Overpower.** The knight can attempt to grapple or shove a Large or smaller creature.

## GUARD

*Medium Humanoid (Any Lineage)*

**Armor Class** 14 (chain shirt)

**Hit Points** 16

**Speed** 30 ft.

**Stealth** 8 (11 without heavy armor)

**Senses** —

**Perception** 13

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

**CR** 1/8 (25 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+3	+0

### ACTIONS

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

### BONUS ACTIONS

**Defensive Stance.** While the guard is within 5 feet of an ally that is not incapacitated, the ally gains a +2 bonus to AC and advantage on DEX saves until the start of the guard's next turn.

## MAGE

*Medium Humanoid (Any Lineage)*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 54

**Speed** 30 ft.

**Stealth** 12

**Senses** —

**Perception** 12

**Languages** any four languages

**CR** 6 (2,300 XP) **PB** +3

STR	DEX	CON	INT	WIS	CHA
-1	+2	+0	+4	+2	+0

**Arcane Scholar.** The mage has advantage on INT checks.

**Magic Resistance.** The mage has advantage on saves against spells and other magical effects.

### ACTIONS

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

**Fire Bolt.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 fire damage.

**Spellcasting.** The mage casts one of the following spells, using INT as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks).

At will: *fire bolt, light, mage hand, prestidigitation*

1st ring (4/day): *detect magic, mage armor, shield*

2nd ring (3/day): *misty step, mirror image, scorching ray*

3rd ring (3/day): *fireball, fly, haste, slow*

4th ring (3/day): *greater invisibility, ice storm*

5th ring (1/day): *cone of cold*

## SPY

*Medium Humanoid (Any Lineage)*

**Armor Class** 12

**Hit Points** 36

**Speed** 30 ft.

**Stealth** 18

**Senses** —

**Perception** 18

**Languages** any two languages

**CR** 1 (200 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+1	+2	+3

**Skillful.** The spy has advantage on DEX, INT, WIS, and CHA checks.

**Sneak Attack (1/Turn).** The spy deals an extra 7 damage when it hits a target with a weapon attack. The spy must not have disadvantage on the attack roll and has to have either advantage on the attack roll or an ally that isn't incapacitated within 5 feet of the target.

### ACTIONS

**Multiattack.** The spy makes two weapon attacks.

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

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 piercing damage.

### BONUS ACTIONS

**Cunning Action.** The spy can take the Dash, Disengage, or Hide action.

**Feint (3/Short Rest).** One creature the spy can see within 5 feet of it must make a DC 13 WIS (Insight) check. On a failure, the spy has advantage on its next attack roll against the target.

## THUG

*Medium Humanoid (Any Lineage)*

**Armor Class** 11 (leather armor)

**Hit Points** 32

**Speed** 30 ft.

**Stealth** 10

**Senses** —

**Perception** 10

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

**CR** 1/2 (100 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+0	+0

**Brutal.** The thug deals one additional die of damage when it hits with a melee weapon (included in the attack).

**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

**Club.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 bludgeoning damage.

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

### BONUS ACTIONS

**Overpower.** The thug can attempt to grapple or shove a Large or smaller target.

## VETERAN

*Medium Humanoid (Any Lineage)*

**Armor Class** 17 (breastplate)

**Hit Points** 73

**Speed** 30 ft.

**Stealth** 15

**Senses** —

**Perception** 12

**Languages** Common and one other language

**CR** 3 (700 XP) **PB** +2

STR	DEX	CON	INT	WIS	CHA
+3	+3	+2	+0	+0	+0

### ACTIONS

**Multiattack.** The veteran makes two Longsword attacks. If the veteran 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 slashing damage, or 8 slashing damage if used with two hands.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 piercing damage.

### REACTIONS

**Reprisal.** When the veteran is hit by a melee attack, it can make a single melee attack against the attacking creature.