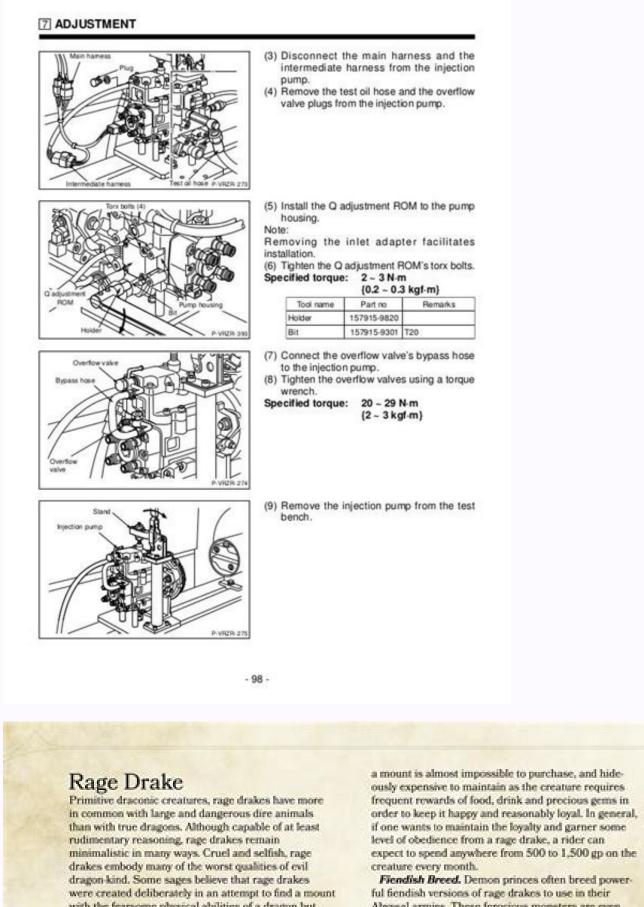




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with the fearsome physical abilities of a dragon but without the intelligence and powerful magical abilities. Rage drakes do not hoard treasure, though they do value precious gems . . . as snacks.

Dragon Dogs. Rage drakes have dull, deep red scales and the feline build common to true dragons. Unlike many other draconian creatures, they do not have wings, However, their size and strength make them extremely fast compared to most ground creatures. A typical rage drake can grow to be over 12 feet long and can weigh up to 6,000 pounds.

Draconic Instincts. Brutal, instinctive hunters, rage drakes hide and ambush their foes when possible. Beyond this instinctive hunting technique, rage drakes take a simple approach to the many battles they fight

Abyssal armies. These ferocious monsters are even more terrifying than their ordinary cousins, combining draconic fury with demonic toughness and vigour. Fortunately, this variant is rarely seen outside of the deepest pits of the Abyssal planes.

RAGE DRAKE Large dragon, checkic est					
Armor Cla Hit Points Speed 60f	143 (19010	a state of the sta			
STR 10 (+0)	DEX 10 (+0)	CON 12 (+1)	INT 6(-2)	WES	CHA 10 (+0)

in their violent lives. When combat begins, a rage drake charges and bites the nearest foe, refusing to let go for as long as possible and applying more and more strength with their vice-like jaw. It will also attempt to tear foes to shreds using its razor-sharp claws. Once in combat a rage drake is almost impossible to calm down, and if over-matched is more likely to fight to the death than run or submit.

Rage Drake Mounts. Although they are too intelligent to be trained by usual means, rage drakes can occasionally be bribed or bullied into serving as mounts for extremely powerful riders. Riding a rage drake, even a thoroughly cowed one, is always risky, and the rider must be prepared to deal with the rage drake's attempt to assert control or turn on its rider. Controlling a mount is especially difficult when the creature enters a rage. A rage drake willing to serve as Condition Immunities charmed, frightened, paralyzed Senses darkvision 60 ft., passive Perception 14 Languages can understand draconic but cannot speak Challenge 5 (1,800 XP)

Keen Senses. The rage drake has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Predatory Speed. As a bonus action, the rage drake can move up to its speed toward a hostile creature that it can see.

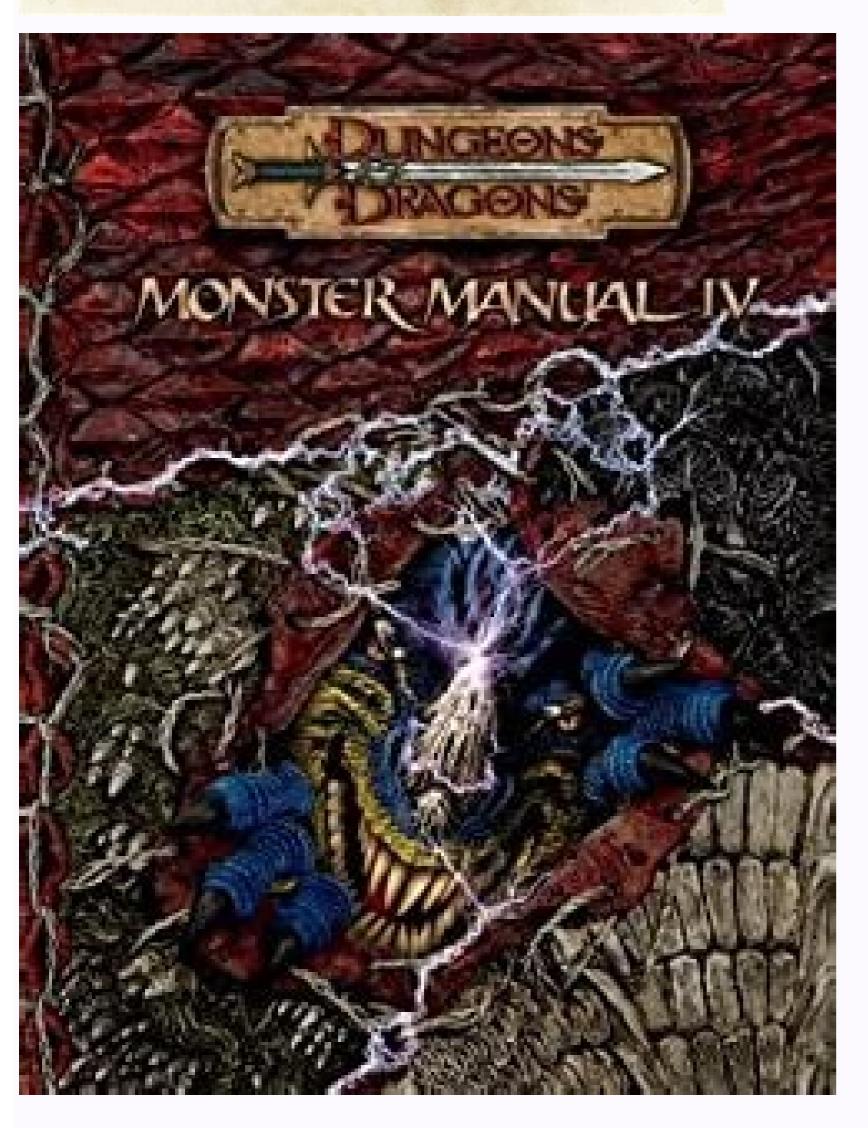
ACTIONS Multiottock. The rage drake makes one bite attack or crunch attack, and two claw attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Alt: 10 (2d6 + 3) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15).

Crunch. The rage drake bites down on one creature it has grappled in a bite. The target takes 10 (2d6 + 3) piercing damage, and has disadvantage on their next escape attempt.

Clew. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.







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The dogai makes two melee attacks. Cunning Sadist. Until the creature regains all of its hit points, its walking speed is reduced by half. The Aspect of Demogorgon turns its magical gaze toward one creature that it can see within 60 feet of it. Armor Class 16 (natural armor) Hit Points 55 (10d6 + 20) Speed 30 ft. Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter gains advantage on all melee weapon attack rolls during that turn. Each creature must succeed on a DC 18 Strength saving throw or take 15 (2d8 + 6) bludgeoning damage and be stunned until the end of the ogre's next turn. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other. Each creature in that area must make a DC 19 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one. Hold the Line! (1/Day). Types of Talents S ome talents are general, meaning that no special rules govern them as a group. If a creature's saving throw is successful, the creature is immune to Dispater's Fear Aura for the next 24 hours. The iron defender would often resemble a mechanical spider that can inject poison with its bite. The drow's innate spellcasting ability is Charisma (spell save DC 11). Extract Brain. Dark Ambushers. It can also use Weakening Gaze before or after making these attacks. Pistol. For 1 minute, the maur increases in size, along with anything it is wearing or carrying. Melee Weapon Attack: +8 to hit, reach 15 ft., one creature. Until the curse ends, the giant gains the following benefits: • It deals an extra 3 damage on damage rolls against the cursed target. Web (Recharge 5-6). On a failed save, a creature takes 10 (4d4) piercing damage and is restrained. Cornugon Devil's Sight. Saving throws made against the next enchantment spell cast by the cult priest this turn are made with disadvantage. On a successful saving throw, the target takes half as much damage. Reactions Sudden Lunge. The giant makes two longword attacks. The kithguard can teleport up to 30 feet to an unoccupied space it can see. Concordants are persistent beings and will hunt contractbreakers through dimensions and planes until it can exact justice with its thunderous fists. Bestiary Armor Class 14 (hide armor, shield) Hit Points 95 (10d10 + 40) Speed 40 ft. The skin of the champion is cold to the touch, and any creature caught in its breath is instantly frozen. Armed with a burning scimitar, the wild and aggressive zealots pose a definite threat in the battlefield. Hit: 4 (1d4 + 2) slashing damage. NonPlayer Characters Master assassins are those rare and vey dangerous individuals that have mastered the art of efficiently killing and disposing of targets without ever getting noticed or caught. On a success, the zombie drops to 1 hit point instead. Each creature in the area other than the greenspawn leaper must succeed on a DC 12 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one. Displacement. Marut Guard Medium construct, lawful neutral Armor Class 20 (natural armor) Hit Points 60 (8d8 + 24) Speed 40 ft., fly 20 ft. While a claw grapples a target, the claw can attack only that target. The hag's innate spellcasting abilities. Cantrips (at will): guidance, mage hand, mending, fire bolt, thaumaturgy 1st level (4 slots): bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield 2nd level (3 slots): flaming sphere, hold person, scorching ray, spiritual weapon 3rd level (3 slots): bestow curse, fireball, major image, glyph of warding 4th level (3 slots): banishment, ice storm, guardian of faith, polymorph 5th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (1 slot): chain lightning, find the path, true seeing Cantrips (at will): guidance, mage hand, mending, fire bolt, thaumaturgy 1st level (3 slots): flaming sphere, hold person, scorching ray, spiritual weapon 3rd level (3 slots): bestow curse, fireball, major image, glyph of warding 4th level (3 slots): banishment, ice storm, guardian of faith, polymorph 5th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): banishment, ice storm, guardian of faith, polymorph 5th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, telekinesis 6th level (2 slots): cone of cold, legend lore, scrying, te level (1 slot): gate, mass heal Spellcasting. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. When the shoosuva reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can take a bonus action to move up to half its speed and make a bite attack. The grandfather of assassins performs a Hide action. Otherwise, it has no effect. The derro has 9 sorcery points. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action. If it takes radiant damage, this trait doesn't function at the 90 Chapter 1. Wooden bridges in various states of disrepair are scattered across some of the gouges. The yuan-ti often use ignan as guardians in temples and treasure vaults. The giant can take the Dash or Disengage action as a bonus action on each of its turns. Armor Class 20 (natural armor) Hit Points 507 (26d20 + 234) Speed 30 ft. It is this insanity that drives xerfilstyx to attack other creatures, eager to drive them into the waters of Styx and taste memories within it. Cantrips (at will): guidance, sacred flame, thaumaturgy, toll the dead 1st level (4 slots): bane, command, divine favor, guiding bolt, healing word, shield of faith 2nd level (3 slots): hold person, magic weapon, silence, spiritual weapon 3rd level (2 slots): bestow curse, crusader's mantle, spirit guardians Actions Multiattack (Yuan-Ti Form Only). (blind beyond this radius), passive Perception 18 Languages understands Deep Speech, telepathy l mile Challenge 16 (15,000 XP) Enticing Presence. The vochlol remain until Lolth dies or until she dismisses it as an action. The Aspect of Moloch has a powerful, stout crimsonskinned physique with thick arms and legs that ripple with muscle. Shadow Shift. Any non-balhannoth creature that starts its turn within 60 feet of the balhannoth must make a DC 15 Wisdom saving throw. STR 8 (-1) DEX 16 (+3) Nimble Escape. In humanoid form, the deep scion makes two melee attacks. Actions STR 18 (+4) DEX 14 (+2) CON 18 (+4) Multiattack. Unfurled Might. On a failed save, the attacker is charmed until the end of the turn and must target the creature that is closest to it, not including the passion devil or itself. a Wisdom saving throw equal to 8 plus your profienciency modifier plus your Charisma modifier or Intelligence modifier or Wisdom mo difier (your choice). At will: hunter's mark, locate creature, mind spike 1/day: plane shift (self only) Magic Resistance. Hit: 10 (2d4 + 3) piercing damage. The nightcrawler normally burrows underground and attacks from underneath its prey. As a bonus action, the kobold can spread caltrops to cover a 5-foot-square area. Until this grapple ends, the target is restrained and unable to breathe water. Warlords and powerful spellcasters that are able to speak draconic can tame stone drakes and utilize them to protect their castles and dungeons from intruders. The Aspect of Mephistopheles stands 9 feet, has deep crimson skin, and handsome-yet-devilish features. If the target is a creature, it must succeed on a DC 19 saving throw or be pushed up to 10 feet away and knocked prone. It has the following cleric spells prepared: Cantrips (at will): minor illusion, poison spray, toll the dead, thaumaturgy 1st level (4 slots): arms of Hadar, bane, command, inflict wounds, Tasha's hideous laughter 2nd level (3 slots): blindness/deafness, crown of madness, enthrall, hold person 3rd level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of faith 5th level (3 slots): control water, confusion, Evard's black tentacles, guardian of fait Multiattack. Armor Class 22 (natural armor) Hit Points 157 (15d12 + 60) Speed 40 ft., burrow 20 ft., climb 40 ft. When one of the ettin's heads is asleep, its other head is awake. The dreaded Nightwalker is a type of Nightshade. The target takes an extra 14 (4d6) necrotic damage. The target gains advantage to its next melee weapon attack made until the start of the tlincalli's next turn. STR 16 (+3) DEX 14 (+2) CON 16 (+3) INT 14 (+2) WIS 16 (+3) CHA 16 (+3) Magic Resistance. Bestiary Actions Claws. On a failed save, the creature takes 16 (3d6 + 6) cold damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. Asmodeus's spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). Doing so undoes the changes made to the target by the curse. STR 15 (+2) DEX 14 (+2) INT 10 (+1) WIS 17 (+3) CHA 10 (+0) Skills Perception +5, Stealth +6, Survival +5 Senses darkvision 60 ft., passive Perception 16 Languages Common, Goblin Challenge 4 (1,100 XP) Brute. The monster slayer is a 20th-level spellcaster. Howling Babble (Recharge 5-6). The attacker dies if this reduces its Strength to 0. Hit: 34 (8d6 + 6) bludgeoning damage, and the target must succeed on a DC 18 Constitution saving throw or be stunned until the start of the catoblepas's next turn. Table of Talents General Talents Ability Agile Astute Brilliant Mind Built Commanding Presence Cunning Great Fortitude Indomitable Iron Will Lightning Reflexes Vigorous Winsome Background Ascetic Missionary Brilliant Academic Crafty Dealer Cunning Spy Daring Explorer Dashing Scoundrel Gallant Hero Grizzled Veteran Rugged Outdoorsman Shady Operator Shrewd Investigator Combat Cleave Great Cleave Improved Dodge Improved Initiative Improved Taunt Mighty Cleave Point Blank Shot Power Attack Spell Attack Focus Taunt Two-Weapon Rend Weapon Focus Witchcraft Racial Talents Dragonborn Breath Weapon Focus Deadly Breath Weapon Dragonborn Fury Dragonborn Heritage Potent Breath Weapon Dwarf Dwarven Bullheadedness Dwarven Racial Foe Dwarven Racia Arcane Inclination Conservator Fade Gnome Furtiveness Gnomish Racial Foe Half-Elf Elven Senses Elven Weapon Training Natural Diplomat Half-Orc Furious Assault Orcish Resilience Orcish Rush Orcish Resilience Orcish Rush Orcish Resilience Orcish Rush Orcish Ru Human Ingenuity Human Resolve Tiefling Bloodhunt Greater Infernal Legacy Infernal Fortitude Infernal Wrath Class Talents Barbarian Brutal Strikes Deadly Rage Extra Rage Greater Rage Improved Unarmored Defense Invigorating Rage Savagery Summon Twin Totem Spirits Summon Twin Totem Spirits Summon Twin Totem Spirits Barbarian Brutal Strikes Deadly Rage Extra Rage Improved Unarmored Defense Invigorating Rage Savagery Summon Twin Totem Spirits Summon Twin Inspiration Extra Expertise Improved Bardic Inspiration Improved Cutting Words Improved Song of Rest Instinctive Bardic Inspiration Inspiring Strike Cleric Blinding Strike Strik Knowledge of Magic Gift of Lightning Knowledge of Magic Improved Blinding Strike Improved Cloak of Shadows Improved Gift of Lightning Improved War God's Blessing Swift Cure Wounds War Strike Druid Extra Wild Shape Improved Conjuration Improved Gift of Lightning Improved Research Strike Druid Extra Wild Shape Improved Swift Cure Wounds Improved Research Strike Druid Extra Wild Shape Improved Research Strike Drui Natural Recovery Instinctive Wild Shape Plant Form Nature Sense Rejuvenate Fighter Called Strike Eldritch Weapon Extra Combat Maneuver Extra Fighting Style Extra Superiority Die Impairing Critical Improved Second Wind Weapon Specialization Vicious Critical Monk Abundant Step Drunken Mongoose Elemental Combo Extra Elemental Discipline Extra Ki Greater Ki-Empowered Strikes Improved Ki-Empowered Strikes Improved Lay on Hands Improved Lay on Abjure Enemy Improved Nature's Wrath Improved Turn the Faithless Improved Turn the Faithless Improved Turn the Unholy Improved Turn the Faithless Improved Turn the Faithless Improved Turn the Faithless Improved Turn the Unholy Improved Turn the Value Extra Pavored Turn the Faithless Improved Turn the Value Extra Pavored Turn the Valu Enemy Slayer Greater Ranger's Companion Improved Enemy Improved Ranger's Companion Nature's Sense Rogue Arcane Exploit Deadly Sneak Attack Deft Sneak Strike Dragon Wing Shield Extra Metamagic Extra Sorcery Points Improved Bend Luck Improved Control Chaos Improved Draconic Resilience Improved Flexible Casting Selected Chaos Warlock Dark Forte Distracting Intrusion Extra Invocation Extra Dark One's Own Luck Extra Entopic Ward Fey Presence Improved Dark One's Blessing Improved Arcane Pernicious Magic Wizard Arcane Tradition Focus Arcane Tradition Focus Arcane Tradition Spell Swift Transmutation Spell Faction Talents Emerald Enclave, The Blessing of Sylvanus Naturalist Preserve the Natural Order Harpers, The Harper Favored Foes Harper Knowledge Tymora's Smile Lord's Alliance, The Best Defense is a Strong Offense Glory and Honor Punish the Evil Zhentarim, The Cheap Shot Zhentarim Agent Zhentarim Thug General Talents Ability Agile You are more nimble and quick to react than normal. A creature the bunyip is grappling must make a DC 17 Constitution saving throw. Expert Tactician. Mephistopheles chooses to keep the entire layer of Cania under freezing temperatures and ice storms to deter unwanted visitors. As a bonus action, while the master arcane trickster has the Mage Hand spell active, it can designate a creature within 5 feet of the spectral hand. Hit: 12 (2d6 + 5) slashing damage, or 19 (4d6 + 5) slashing damage, or 19 (4d6 + 5) slashing damage while in Large goblinoid form. It can use Daze or Mind Storm in place of Distracting Haze. Arcane Archer Medium humanoid (any), any alignment Armor Class 17 (+1 studded leather) Hit Points 71 (11d8 + 26) Speed 30 ft. Up to three allies within 60 feet of this kobold that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks. Challenge 12 (8,400 XP) Rampage. Challenge 12 (8,400 XP) Amphibious. Ranged Weapon Attack: +6 to hit, range 30/60 ft., one creature. Appendix B. A very hungry dire bunyip has been known to attack small ships or boats docked near shallow waters or stuck in polar ice, slamming into and attempting to overturn them to get to its crew and cargo. These dim-witted elementals only concern themselves with food, moving slowly across the terrain in search of the best territory. STR 16 (+3) DEX 16 (+2) CHA 10 (+0) Actions WIS 14 (+2) CHA 10 (+0) Saving Throws Str +6, Dex +6, Con +7 Skills Perception 15 Languages any one language (usually Common) Challenge 5 (1,800 XP) Slayer's Prey (Recharges after a Short or Long Rest). Otherwise, it must use its Dash action to move towards a space within 5 feet of the paeliryon. Bestiary Greater Babau is a rare and more dangerous species of babau. Hit: 14 (2d6 + 7) fire damage. Hit: 6 (1d8 + 2) bludgeoning damage plus 5 (2d4) force damage. Magic Weapons. The assassin expertly marks and seduces its target, then disappears into the shadows with the unsuspecting prey. Armor Class 16 (leather armor) Hit Points 36 (8d6 + 8) Speed 30 ft., climb 30 ft. Dispater dies only if he starts its turn with 0 hit points and doesn't regenerate. This allows the creature to continue what it did in its previous life, for eternity. STR 8 (-1) DEX 18 (+4) CON 14 (+2) INT 12 (+1) WIS 12 (+1) WIS 12 (+1) CHA 8 (-1) Skills Perception +3, Sleight of Hand +8, Stealth +8 Damage Resistances fire Senses darkvision 60 ft., passive Perception 13 Languages Sylvan Challenge 3 (700 XP) Boggle Oil. An ally that is within 30 feet of the goblin and can see and hear this second hear thear thear this second hear this second hear this second hear goblin has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the goblin, provided that the goblin isn't incapacitated. Bestiary 119 Elves, Drow Drow Arcane Knight Drow arcane knights are remarkable arcane guards that have further advanced their training in the arcane and martial schools. Storm Giant War Caster The storm giant war caster is master of both martial and arcane arts. Corrupted Form. Baleful Baying. The great old master can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The catoblepas targets a creature that it can see within 30 feet of it. The hag can move across and climb icy surfaces without needing to make an ability check. As a bonus action, the deathlock targets a creature it can see within 30 feet of it. On a successful save, the target takes half the bludgeoning damage and isn't stunned. They will never engage in melee unless they really have to, always prefering to deploy booby traps and making a hasty retreat. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. If its hit point maximum drops to 0, it dies. The wendigo appears as a gaunt horrid-looking 9-foot tall humanoid with an emaciated elk's head with antlers. The anathema has advantage on saving throws against spells and other magical effects. Hit: 12 (2d6 + 5) bludgeoning damage plus 6 (1d12) necrotic damage. Hit: 12 (2d6 + 5) percing damage master duelist chooses one creature within 5 feet of it. STR 24 (+7) DEX 9 (-1) CON 22 (+6) INT 9 (-1) WIS 10 (+0) CHA 15 (+2) Saving Throws Con +10, Wis +4, Cha +6 Skills Athletics +11, Intimidation + 6, Perception 14 Languages Giant Challenge 12 (8,400 XP) Frenzy. 4. Due to their highly secretive nature, they focus their expertise in the schools of illusion and enchantment. When faced against overwhelming numbers, it can pop and release the hatchlings from its body. Hellfire Gaze (Recharge 5-6). They nest with other dragonspawn or even other races so long as they have the same objectives. Shadow Jump. The hellfire disciple is a 5th-level spellcaster. It can use Maneuver Allies, Hold the Line, or Unleash Hell in place of one of these attacks, if available. It has the following battle smith spells prepared: Cantrip (at will): fire bolt, mending, prestidigitation 1st level (4 slots): absorb elements, catapult, cure wounds, expeditious retreat 2nd level (3 slots): heroism, magic weapon, searing smite 3rd level (3 slots): branding smite, warding bond, haste Actions +1 Greataxe. Acid Lash. Frost Giant Champion of Thrym Frost Giant Champion of Thrym Frost Giant, chaotic evil Armor Class 15 (patchwork armor) Hit Points 187 (15d12 + 90) Speed 40 ft. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both. If a creature's saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action. Hit: 19 (2d8 + 10) bludgeoning damage. Hit: 9 (2d4 + 4) piercing damage. STR 22 (+6) DEX 13 (+1) CON 21 (+5) Actions INT 7 (-2) WIS 16 (+3) CHA 10 (+0) Saving Throws Dex +5, Con +9, Wis +7 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 13 Languages Abyssal, Gnoll, telepathy 120 ft. Dragonnes live in the dense jungles and savannahs. The sentiary Pain Whip. Tail Attack. Fist. Chapter 1. Kruthik Hive Queen Huge monstrosity, chaotic evil Spike. While almost all arcane archers are elves, a few other races have began learning the art. Bestiary 33 Cave Fishers Giant Cave Fishers Giant Cave Fisher STR 8 (-1) Xvart Verminlord WIS 12 (+1) CHA 8 (-1) Skills Perception +3, Stealth +8 Senses darkvision 30 ft., passive Perception 13 Languages Abyssal, Common Challenge 3 (700 XP) Innate Spellcasting. Until the grapple ends, the sea spawn can't use this tentacle on another target. Armor Class 14 (hide armor) Hit Points 71 (11d8 + 22) Speed 30 ft. STR 14 (+2) DEX 14 (+2) CON 12 (+1) INT 16 (+3) WIS 10 (+0) CHA 9 (-1) Skills Perception +3 Damage Resistances poison Senses darkvision 120 ft., passive Perception 13 Languages Dwarvish, Undercommon Challenge 6 (2,300 XP) Duergar Resilience. Depending on Asmodeus's choice, the number rolled on the die is subtracted from an attack roll made against Asmodeus or an ally of his choice or a saving throw roll made against Asmodeus within the next minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. STR 19 (+4) DEX 14 (+2) CON 18 (+4) Armor Class 15 (natural armor) Hit Points 58 (9d6 + 27) Speed 25 ft. Fragmentation Grenade (1/day). The barbarian king makes two greataxe attacks or two longbow attacks. Belch Fire (Recharges 4-6). The troll rerolls a failed save. Armor Class 13 Hit Points 13 (2d8 + 4) Speed 30 ft. Some say that when someone a nuckalavee is sighted, disease, drought, and pestilence shall soon follow. Insanity Gaze (Recharges 5-6). Dispater's Touch. The bluespawn ambusher discharges a burst of electricity in a 15-foot radius circle centered on itself. Giff sharpshooters are eagle-eyed gunmen that are unmatched with their use of their muskets and pistols. It can innately cast the following spells, requiring no material components: Medium fiend (devil), lawful evil At will: alter self, darkness, detect evil and good, detect magic, shadow blade (5th level) 3/day: nondetection Armor Class 19 (natural armor) Hit Points 78 (12d8 + 24) Speed 40 ft. The monster slayer chooses one creature it can see within 60 feet of it. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Hit: 15 (4d4 + 5) bludgeoning damage. It has the following cleric spells prepared: Cantrips (at will): guidance, mending, sacred flame, thaumaturgy, toll the dead 1st level (3 slots): bane, command, charm person, enthrall, suggestion, spiritual weapon 3rd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, infli confusion, dominate beast, guardian of faith 5th level (3 slots): dominate person, flame strike, geas, planar binding 6th level (2 slots): dovine word, project image, symbol 8th level (1 slot): antimagic field, unholy aura* 9th level (1 slot): gate, mass heal * (see Appendix C. While in contact with a web, the choldrith knows the exact location of any creature in contact with the same web. During its first turn, the banderhobb has advantage on attack rolls against any creature that hasn't taken a turn. It is quite cunning and feverishly experiences a perverse pleasure toying with and killing its victims. Hit: 4 (1d8) piercing damage Maneuver Allies (Recharge 5-6). Its potent breath can instantly cause flesh and bone to rot, and its dreaded claws can cause instant death to those who are foolish enough to challenge it. 172 Chapter 1. Battle Tacticians. If the target is a creature, it must succeed on a DC 17 Constitution saving throw against disease or become poisoned until the disease is cured. The yuan-ti's innate spellcasting ability is Charisma (spell attacks). STR 15 (+2) DEX 10 (+0) CHA 8 (-1) Senses darkvision 120 ft., passive Perception 10 Languages understands Aguan and Common but can't speak Challenge 2 (450 XP) Limited Amphibiousness. If the saving throw is successful, the attacker is immune to the passion devil's Instinctive Charm for 24 hours. Tlincalli Shaman Large monstrosity, neutral evil Tlincalli Shaman Large monstrosity, neutral evil Tlincalli Shaman Large monstrosity, neutral evil Tlincalli Shaman Large monstrosity. attacks against the most vulnerable foe, attempting to kill it quickly so it can consume it. The giant's innate spellcasting ability is Charisma modifier to its initiative rolls. It has the following sorcerer spells prepared: Cantrips (at will): mage hand, fire bolt, light, shocking grasp 1st level (4 slots): mage armor, healing word 2nd level (3 slots): hold person, scorching ray 3rd level (3 slots): beacon of hope, mass healing word 4th level (1 slot): mass cure wounds, hold monster 6th level (2 slots): chain lightning, heal 7th level (2 slots): conjure celestial 8th level (1 slot): sunburst 9th level (1 slot): mass resurrection Sorcery Points. Shatter. On a failed save, the target must use its reaction to move up to half its speed and make one weapon attack against a creature of it take an extra 10 (3d6) force damage each and must succeed on a DC 16 Strength saving throw or be knocked prone. The Aspect of Bael regains spent legendary actions at the starts its turn. A creature that starts its turn within 10 feet of it and the Hellfire Aura is active takes 7 (2d6) fire damage. If the target is Medium or smaller, the target must succeed on a DC 20 Strength saving throw or be knocked prone. Huge undead, neutral evil STR 26 (+8) DEX 3 (-4) CON 25 (+7) INT 4 (-3) WIS 6 (-2) CHA 8 (-1) Saving Throws Wis +3 Damage Immunities fire, poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands Giant but can't speak Challenge 8 (3,900 XP) Saving Throws Wis +1 Damage Immunities cold, poison 60 ft., passive Perception 8 Languages understands Giant but can't speak Challenge 8 (2,300 XP) Undead Fortitude. 3. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Slam (Costs 2 Actions). Greataxe. Necrotic energy slithers out from you and coalesces in a dark essence in a 30-foot radius around you. Benefit: Choose either a melee or ranged spell attack. Hit: 21 (3d10 + 5) bludgeoning damage. When the salamander takes cold damage, its Flame Breath automatically recharges. The duergar targets one ally it can see within 30 feet of it. The duplicate has the berbalang, and everything experienced by the duplicate is known by the berbalang, and everything experienced by the duplicate has the following cleric spells prepared: Cantrips (at will): guidance, mending, thaumaturgy, toll the dead 1st level (3 slots): mass healing word, remove curse, spirit guardians 4th level (3 slots): banishment, divination, freedom of movement, locate creature 5th level (3 slots): dispel evil and good, flame strike, geas, legend lore, mass cure wounds, scrying, unholy weapon* 6th level (2 slots): blade barrier, harm, heal, word of recall 7th level (2 slots): divine word, fire storm, resurrection 8th level (2 slots): blade barrier, harm, heal, word of recall 7th level (2 slots): blade barrier, harm, heal, word of recall 7th level (2 slots): divine word, fire storm, resurrection 8th level (2 slots): divine word Dead. Spread out across its territory, gnoll archers take to the trees, scouting for food and intruders. In addition, the phoenix can enter a hostile creature starts its turn within 30 feet of the allip and is able to hear the allip, the creature must succeed on a DC 16 Charisma saving throw, unless the allip is incapacitated. Maur (Hunched Giant) Actions Multiattack. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff pack lord's Terrifying Howl for the next 24 hours. The tlincalli makes two attacks: one with its glaive and one with its sting. Destrachans Destrachans are cruel Underdark dwelling creatures that look vaguely reptilian and move about like ten-feet long bipedal dinosaurs, but are actually quite intelligent and very sadistic. Legendary Actions The Aspect of Yeenoghu can take 3 legendary actions, choosing from the options below. Hit: 12 (2d8 + 3) piercing damage. Hit: 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage. Large fin-like ears stretch from the side of its head and long tendril-like whiskers dangle from each other for fear that the other will steal the other will steal the other streasures. Choldrith Priestess Medium monstrosity, chaotic evil STR 16 (+3) Armor Class 15 (studded leather armor) Hit Points 111 (17d8 + 34) Speed 30 ft., climb 30 ft. are their ability to emit flesh-rending sound waves. Make a ranged spell attack, originating from the turret, at one creature or object within 120 feet of it. Legendary Actions, choosing from the options below. Melee Weapon Attack: +5 to hit, reach 5 ft., one target Hit: 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 16). The target must succeed on a DC 12 Wisdom saving throw or be affected by the confusion spell until the start of Yeenoghu's next turn. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. Evil aranea are con artists and serial killers that use their guile and magical charms to lure innocent victims into their hovels where they can ensure and cocoon them with their webs and place them in their larder-like attics. +1 Rapier. 86 Chapter 1. Bestiary 63 Aspect of Yeenoghu, the Lord of Savagery, desires slaughter and destruction above everything else. The passion devil's spellcasting ability is Charisma (spell save DC 17). The vegepygmy regains 3 hit points at the start of its turn. Agents of Orcus. The orc is a 10th-level spellcaster. They are able to create and command iron defenders, constructs that act like beast companions to the battlesmiths. Ranged Weapon Attack: +5 to hit, range 5/15 ft., one Large or smaller target. Bestiary 173 Kobold Trapmaker These wily kobolds are experts at crafting and setting traps and are responsible for their tribe's perimeter defense. Of all Aspects, the Aspect of Demogorgon is probably the most difficult to measure and anticipate its actions. Heavy Club. STR 10 (+0) DEX 16 (+3) CON 12 (+1) INT 14 (+2) WIS 16 (+3) CHA 20 (+5) Saving Throws Wis +8, Cha +10 Skills Perception +8, Religion +7 Senses passive Perception 18 Languages any two languages any two languages any two languages (usually Common) Challenge 13 (10,000 XP) Favored by the Gods (Recharges after a Short or Long Rest). Palrethee Palrethees were ambitious lesser demons that aspired to become greater ones but failed in some unknown trial that destroyed their original forms. NonPlayer Characters 271 Divine Souls Featured here are two types of divine souls. The troll regains 5 hit points at the start of its turn. Sharpshooter. Hypnosis. STR 21 (+5) DEX 12 (+1) CON 19 (+4) WIS 18 (+4) CHA 19 (+4) Skills Deception +8, Stealth +5 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 18 Languages all, telepathy 60 ft. Cast a Spell (Costs 1-3 Actions). It spends most of its time scheming, conniving, and obsessing with hoarding valuable treasure. The dirgesinger is an 8th-level spellcaster. If the spell forced a saving throw, the chosen creature makes its own save. The Aspect of Yeenoghu appears as a 12-foot tall, gaunt gnoll with emaciated features. If a creature is immune to Word of Submission for the next 24 hours. Evil storm giant war casters are solitary and scheme within their floating castles atop stormy clouds that are guarded by evil cloud giants. Command Submissive. The target is grappled (escape DC 14) if it is a Large or smaller creature and the eye of the deep doesn't have two other creatures grappled. If the high deathpriest is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. The hobgoblin makes three melee weapon attacks: two with its longsword and one with its telekinesis 1/day each: charm monster, dispel magic, unholy weapon (see Appendix C. The vegepygmy makes two attacks with its claws or two melee attacks with its claws or two of Lolth moves up to half its speed without provoking opportunity attacks. STR 20 (+5) DEX 16 (+3) CON 20 (+5) INT 3 (-3) WIS 14 (+2) CHA 10 (+0) Senses darkvision 120 ft. You can choose to spend one of your Cunning Spy points after you roll the die, but before the outcome is determined. Kobold Shaman Armor Class 12 (18 with barkskin) Hit Points 22 (5d6 + 5) Speed 30 ft. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. On a success, a creature takes only half as much damage and isn't cursed. (hover) STR 10 (+2) CON 16 (Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 120 ft., passive Perception 22 Languages Deep Speech, Undercommon Challenge 15 (13,000 XP) Antimagic Cone. STR 22 (+6) DEX 16 (+3) CON 20 (+5) Large fiend (demon), chaotic evil INT 13 (+1) WIS 12 (+1) CHA 12 (+1) Skills Athletics +14, Perception +5, Stealth +7 Damage Resistances cold, fire, lightning Damage Immunities poisoned Senses darkvision 120 ft., passive Perception 15 Languages Abyssal, Elvish, Undercommon Challenge 10 (5,900 XP) Fey Ancestry. The duplicate disappears when it or the berbalang drops to 0 hit

points or when the berbalang dismisses it (no action required). As a bonus action, the gnoll takes careful aim at a creature it can see within range of its ranged weapon. The slithering tracker can enter an enemy's space and stop there. On a failed save, the creature is infected with a disease called the influence of Zuggtmoy for 24 hours. The gnoll gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its allies adjacent to it. STR 9 (-1) DEX 18 (+4) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CHA 10 (+0) Skills Acrobatics +6, Deception +2, Perception +5, Stealth +8 Senses darkvision 60 ft., passive Perception 15 Languages Elvish, Sylvan Challenge 1 (200 XP) Ambusher. Amphibious. The targeted creature must succeed on a DC 17 Dexterity saving throw. The dragonne can then fly up to half its flying speed. When they feel that they have almost broken the will of their prey, they use their baleful baying before moving in for the kill. The duergar's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the duergar's ranged weapon attack rolls. Aspect of Graz'zt 3/day: crown of madness, dispel magic, dissonant whispers 1/day: dominate person, greater invisibility Large fiend (demon), chaotic evil Legendary Resistance (1/Day). Hit: 7 (1d6 + 4) slashing damage. Flail (Costs 2 Actions). STR 16 (+3) Skills Deception +6, Stealth +5 Damage Immunities poison condition Immunities poisoned Senses darkvision 60 ft., passive Perception 13 Languages Abyssal, Common, Draconic Challenge 5 (1,800 XP) Shapechanger. Terrifying Shout (Costs 3 Actions). The fire ignites any flammable objects in the area that aren't being worn or carried. The turret is a magical object that occupies its space and that has crablike legs. STR 12 (+1) DEX CON 16 (+3) INT 20 (+5) WIS 10 (+0) CHA 9 (-1) Saving Throws Con +6, Int +8 Skills Arcana +8, Perception +3 Senses passive Perceptin uses one random eye ray. His black hair is always swept back, prominently showing the two horns on his forehead. Hit: 18 (4d6 + 4) slashing damage plus 7 (2d6) acid damage. This effect ends if the neogi is incapacitated. When in an area of dim light or darkness, the deathlock can use an action to become invisible until it moves or takes an action or reaction. Cultist NonPlayer Characters 291 Hellfire Disciple Cultists of Mephistopheles Medium humanoid (any), lawful evil Centuries ago Mephistopheles discovered and harnessed hellfire, a new magical fiery substance of his design. Jovoc CON 16 (+3) INT 7 (-2) WIS 10 (+0) CHA 7 (-2) Damage Resistances cold, fire, lightning Damage Immunities poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 10 Languages Abyssal, telepathy 60 ft. Ancient Morkoth Tentacles. Hit: 15 (2d10 + 4) bludgeoning damage. When the transformation occurs, the resulting creature is that of dire vargouille - a stronger, more lethal specimen of the original. 202 Chapter 1. Telepathic Hub. The neothelid has advantage on a saving throws against spells and other magical effects. Kenku Arcane Trickster Mimicry. Hit: 8 (1d6 + 5) piercing damage on a failed save, or half as much damage on a successful one. Reactions Pain and Vengeance. Kruthiks Kruthik Hive Queen The kruthik hive queen is the overall master of all hives within its territory, and is always attended to by 2-3 hive lords. While it enjoys feeding on flesh, it requires consuming psychic energies generated by frightened and stressed beings to sustain its magical abilities. Until the grapple ends, the target takes 22 (5d6 + 5) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns. Up to four allies within 60 feet of this giff that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks. Magical darkness doesn't impede the Aspect of Zariel's darkvision. Claws. Aranea, Elder Medium monstrosity (shapechanger), neutral (any) Armor Class 14 (17 with mage armor) Hit Points 120 (16d8 + 48) Speed 30 ft., climb 30 ft. If a creature's saving throw is successful, the creature is immune to the dirgesinger's Song of Sorrow for the next 24 hours. It has the following wizard spells prepared: Cantrip (at will): fire bolt, mage hand, message, minor illusion, poison spray, prestidigitation 1st level (4 slots): burning hands, mage armor, magic missile, shield 2nd level (3 slots): evard's black tentacles, greater invisibility, 5th level (2 slots): cloudkill, telekinesis 6th level (1 slot): disintegrate 7th level (1 slot): delayed blast fireball Sunlight Sensitivity. At the start of its turn, the derro can gain advantage on all melee weapon attack rolls during that turn, but attack rolls during that turn, but attack rolls during that turn, but attack rolls during that turn. It knows the following warlock spells: Cantrips (at will): eldritch blast, mage hand, poison spray 1st level-5th level (2 4th-level slots): blur, dispel magic, elemental weapon, hellish rebuke, misty step, phantasmal killer, shield, its AC includes its Wisdom modifier. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). It will always conjure its shadow blade beforehand, and will utilize its shadow abilities to ensure it reaches striking distance unnoticed. The target is grappled (escape DC 14) if the salamander isn't already constricting a creature, and the target is restrained until this grapple ends. Melee Weapon Attack: +7 to hit, reach 5 ft., one target of the meazel's size or smaller. It then has advantage on the first melee attack it makes before the end of the turn. Passion devils rarely engage in combat and instead use their objectives. STR 18 (+4) DEX 10 (+0) CON 16 (+3) INT 12 (+1) WIS 10 (+0) CHA 14 (+2) Saving Throws Str +7, Con +6 Skills History +4, Persuasion +5 Senses passive Perception 10 Languages any two languages (usually Common) Challenge 6 (2,300 XP) Action Surge (Recharges after a Short or Long Rest). If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn. On a roll of 4 or higher, the attack instead misses the giant, regardless of its roll. It will head to the surface only to hunt for prey. Only a few, or none at all, know his or her true identity. Melee Weapon Attack: +9 to hit, reach 15 ft., one creature. The wererat makes two attacks, only one of which can be a bite. Hit: 7 (1d8 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage while enlarged, plus 4 (1d8) necrotic damage. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Creatures provoke an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. It has the following wizard spells prepared: Cantrips: fire bolt, magic missile, shield 2nd level (3 slots): blur, misty step, scorching ray 3rd level (3 slots): blur, misty step Moloch Bite. An aranea is naturally gifted with the arcane arts. The bugbear king displays its strength and guile through its feverishly loyal subjects towards victory and plunder - all for the glory if its deities. Hit: 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 16 Wisdom saving throw, or it takes 13 (2d8 + 4) psychic damage and must use its reaction to move up to half its speed and make a DC 18 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one. As a bonus action, the hobgoblin can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the hobgoblin during the last turn. Cast Spell (Costs 1-3 Actions). Palrethees often serve as captains to lesser demons or as attendants to greater demons, such as a balor. They are very territorial creatures but will also often let out warning roars to scare would-be intruders. Weakening Gaze. Summon Hounds (Recharges after a Short or Long Rest). The dimensional rift bridges the distance between that space and any point within 30
feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While grappling, the redcap is considered to be Medium. The sea spawn makes three attacks: two unarmed strikes and one with its tail stinger. The maur's innate spellcasting ability is Charisma (spell save DC 14). Hit: 8 (2d4 + 3) slashing damage and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. While poisoned, the target is also paralyzed. When the darkling elder dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. You regain your expended Crafty Dealer points when you finish a long rest. The gnoll can take the Dash or Disengage action as a bonus action on each of its turns. Hit: 8 (1d6 + 5) piercing damage and the target must succeed on a DC 17 Constitution saving throw against being magically turned into iron. Improved Critical. The vegepygmy is a 3rd-level spellcaster. Living Storm. Hit: 6 (1d4 + 4) slashing damage plus 6 (1d12) necrotic damage. Hit: 9 (1d10 + 4) slashing damage. They can nimbly move from one opponent to another, applying hit and run tactics with quick, sharp thrusts from their wicked spears. On a failed save, the creature becomes charmed by the balhannoth for l minute. STR 14 (+2) DEX 17 (+3) CON 16 (+3) INT 7 (-2) WIS 12 (+1) CHA 10 (+0) Skills Perception +3, Survival +3 Senses darkvision 60 ft., passive Perception 13 Languages Common, Orc Challenge 3 (700 XP) Aggressive. STR 10 (+0) DEX 18 (+4) CON 14 (+2) INT 12 (+1) WIS 12 (+1) CHA 17 (+3) Saving Throws Con +6, Cha +7 Skills Arcana +5, Perception +5, Stealth +8 Senses darkvision 120 ft., passive Perception 15 Languages Elvish, Undercommon Challenge 10 (5,900 XP) Fey Ancestry. Faction talents which only members 2 of their faction are allowed to have. Javelin. Devils Cornugon devils are talents which only members 2 of their faction are allowed to have. with its bite, one to constrict, and two with its slam, and one with its bite. Hit: 11 (1d8 + 7) piercing damage. Fiendish Commanders. Challenge 13 (10,000 XP) Innate Spellcasting. The firenewt can breathe air and water. Actions INT 14 (+2) WIS 16 (+3) CHA 14 (+2) WIS 14 (+2) WIS 16 (+3) CHA 14 (+3) CHA 14 (+3) CHA 14 (+3) CHA 14 (+3) (1,100 XP) Spider Climb. Hook guards and thugs placed in the frontlines keep berserkers at bay with their spears while taskmasters keep their rage focused on enemies. Ascendants have also gained near-immortality, able to regenerate lost limbs and heal wounds in a matter of minutes. Aspect of Kostchtchie will only answer petitions from his frost giant worshipers, and if ever, it doesn't take much effort for as long as it allows the Aspect to unleash its bloodthirsty rage and wreak havoc against as many enemies as possible. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. While in dim light or darkness, the meenlock can take the Hide action as a bonus action. Bestiary 147 Githyanki Githyanki Githyanki Captain Medium humanoid, lawful evil Armor Class 17 (half plate) Hit Points 78 (12d8 + 24) Speed 30 ft. The neogi and acts as its allies. Until this grapple ends, the target is restrained, and the mohrg can't use its one of its claw attacks on another target. A creature that touches the babau or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage. To address this, you can use some or all of the following options: • Reduce the starting total ability scores of players by 2-4 and/or set a maximum starting ability score of 14 after racial bonuses. Sow Discord. The giant's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 10 (3d6) damage to the target. If the Aspect of Graz'zt fails a saving throw, it can choose to succeed instead. The orc's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the orc's ranged weapon attack rolls. STR 22 (+6) DEX 12 (+1) CON 20 (+5) INT 11 (+0) WIS 14 (+2) CHA 8 (-1) Skills Athletics +9, Stealth +7 Condition Immunities charmed, frightened Senses darkvision 120 ft., passive Perception 12 Languages understands Common and the languages of its creator, but can't speak Challenge 7 (2,900 XP) Resonant Connection. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. Gruumsh's Fury. The golem is immune to any spell or effect that 144 Chapter 1. Black Dragon Head (Costs 2 Actions). 8 Daring Explorer You are a bold, well-travelled adventurer always on the hunt for secret treasure or undiscovered areas. Any creature that attempts to damage the nilbog must first succeed on a DC 13 Charisma saving throw or be charmed until the end of the creature's next turn. The verbeeg gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Which is probably why its worshipers will only petition one when they are in desperate need or in a dire situation, such as when their temple is being attacked by a party of powerful adventurers. Hit: 10 (1d6 + 3 plus 1d8) piercing damage, or 11 (1d8 + 3 plus 1d8) piercing damage if used with two hands to make a melee attack. The creature must make a DC 16 Strength saving throw. Armor Class 16 (natural armor) Hit Points 33 (6d8 + 6) Speed 60 ft. Creatures provoke an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. The mohrg makes three attacks: two with its claws and one with its tongue. The hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of throws against all other spells and magical effects. Prerequisite: Strength 10 or higher. On a failed save, the target takes 23 (4d8 + 5) psychic damage and is frightened for one minute. The headless horseman can be summoned or controlled by its animator as long as it keeps possession of the head. 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 balhannoth, a target can repeat the saving throw. As a bonus action, the kruthik targets one ally it can see within 30 feet of it. Hellish Morningstar. The drake has advantage on Wisdom (Perception) checks that rely on smell. Any creature within the area, other than a shadar-kai, takes 11 (2d10) necrotic damage at the start of each of the painbearer's turns. In addition, they also have the ability to weave steel-like webbing from their smaller arms, trapping hapless victims who are then ripped apart by their larger clawed arms. When a creature misses the duelist with a melee attack, the duelist can make one melee weapon attack against it. The tortle withdraws into its shell. As part of the same action, the artillerist can direct the turret to walk or climb up to 15 feet to an unoccupied space. The kobold has 4 sorcery points. The vargouille shrieks. The vargouille shrieks against it. feet of it. Zariel's Aspect resembles a 9-foot tall female with angelic features, but its facial expressions twisted in an eternal scowl. Lightfooted. While it may not match the natural cunning of its progenitor, the Aspect will still personify her extreme cruelty and hatred against all non-Drow races and will take great pleasure in tormenting and destroying its foes. Chant of Resolve. Move. The anathema makes a claw attack. Each creature in that area must make a DC 19 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. While charmed by the balhannoth, a target is incapacitated. Mephistopheles makes two ranseur attacks. In the wild, ambush drakes hunt in packs, often dividing their numbers - one group to lie waiting in ambush while another to drive their prey to the ambush spot. Verbeeg are clever and are rarely encountered alone. Cruel Sentinels. As an action, the restrained creature can make a DC 17
Strength check, escaping from the acid glob on a success. Archdevils' Elited Melee Weapon Attack: + 8 to hit, reach 10 ft., one creature. 208 Chapter 1. Hit: 6 (1d6 + 3) slashing damage. The bodak is a 13th-level spellcaster. The master assassin hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the master assassin that isn't incapacitated and the master assassin doesn't have disadvantage on the attack roll. It knows the following warlock spells: Cantrips (at will): eldritch blast (range 300 ft., +4 bonus to each damage roll), guidance, mage hand, minor illusion, prestidigitation, vicious mockery 1st level-5th level (3 5th-level slots): arms of Hadar, counterspell, dimension door, enervation, fear, hold person, hunger of Hadar, invisibility, mind spike, synaptic static, unseen servant 1/day: mental prison Bite. Clever Bullies. Melee Weapon Attack: +6 to hit, reach 5 ft., one target of the meazel' s size or smaller The giant chooses up to three creatures within 30 feet of it it can see. In the middle of the cavern is Lolth's throne, just behind a stone altar used for sacrifices. 2. Rapier. Until the end of its turn, the giff deals an an extra 10 (3d6) damage with each of its ranged weapon attacks against the target. legendary actions, choosing from the options below. The beasts appear in unoccupied spaces within 30 feet of the xvart and acts as its allies. The meazel's allies is within 5 feet of the creature if at least one of the meazel's allies. The meazel has advantage on an attack roll against a creature if at least one of the xvart and acts as its allies. (5d6 + 4) piercing damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. The kobold doesn't have disadvantage on the attack roll. Each creature must succeed on a DC 21 Strength saving throw or take 22 (3d8 + 9) bludgeoning damage and be stunned until the end of the attack: +6 to hit, reach 5 ft.. Ammunition that hits the babau is destroyed after dealing damage. A favored spawn of Kyuss doesn't require air, food, drink, or sleep. The Aspect of Orcus always begins combat summoning undead before wading into battle. STR 10 (+0) DEX 14 (+2) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CON 12 (+ Deception +8, Intimidation +8, Performance +6 Senses passive Perception 11 Languages any one language (usually Common) Challenge 4 (1,100 XP) Spellcasting. It can spend 1 or more sorcery points to gain one of the following benefits: 10 Chapter 1. The bunyip drags its prey underwater and proceeds to thrash its head sideways, tearing and shredding its victim senseless. Deep Scion Thug Deep Scion Warlock Armor Class 12 Hit Points 90 (12d8 + 36) Speed 30 ft. A creature that starts its turn in a space filled with or restrained by the Aspect of Lolth (either by her Web attacks or two longbowers) to be attack or her spell) takes 3 (1d6) acid damage. attacks. The winds extinguish open flames and disperse fog. Hit: 4 (1d4 + 2) piercing damage. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage. Mortal Enemies. If the target can see or hear the giant, the target can use its reaction to move up to half their speed and make one melee attack. Subtle Spell: When the yuan-ti casts a spell, it can spend 1 sorcery point to cast it without any somatic or verbal components. Hit: 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. Orc Mauler An orc mauler is an unusually large brute, even by orcish standards. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage, or 7 (1d8 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) fire damage and the target gains vulnerability to fire until the end of the hellfire steward's next turn. Duergar Resilience. The Aspect of Kostchtchie makes two melee attacks, only one of which can be a bite attacks. If the target is thrown at another creature must succeed on a DC 21 Dexterity saving throw or take the same damage and be knocked prone. The golem makes two slam attacks. The devil appears in an unoccupied space within 60 feet of Asmodeus, acts as Asmodeus's ally, and can summon other devils if it has such power. The dread dirgesinger is a 15th-level spellcaster. DEX 10 (+0) WIS 13 (+1) CHA 12 (+1) Saving Throws Con +6, Wis +4 Skills Intimidation +4, Perception +4 Senses darkvision 60 ft., passive Perception 14 Languages Gnoll, Abyssal Challenge 6 (2,300 XP) Rampage. The duergar summons its mechanical companion. In combat, the nuckalavee can be a deadly opponent that should not be underestimated. Demon: The Aspects D eities and fiends will sometimes send a portion of their power to the Prime Material Plane in order to provide assistance to their worshipers. It functions similarly as a normal retriever, but is smaller and obviously weaker. If the target is a creature, it must succeed on a DC 13 Dexterity saving throw or take 22 (5d8) force damage. Huge elemental, unaligned Freezing Fury. But when outnumbered, an ignan will not hesitate to use its fireball spell. Bestiary 125 Flail Snail Monstrous Flail Snail A normal flail snail may grow to monstrous proportions if left alone to consume everything it comes across. The headless horseman is a relentless avenger that will tirelessly hunt its target. The brachavyrm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. New Spells) Magic Resistance. The talents you will see within this book are like mini-feats. The retriever is given a quarry by its master. Gastrobolus glob attacks. The bugbear can't make weapon attacks while grappling a creature in this way. They also carry a longsword in case the battle comes too close to their location. If the master arcane trickster is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage if it succeeds on the saving throw, and only half damage if it succeeds on the saving throw, and only half damage if it succeeds on the saving throw, and only half damage if it succeeds on the saving throw to take only half damage if it succeeds on the saving throw, and only half damage if it succeeds on the saving throw to take only half damage if it succeeds on the saving throw throw take on the saving throw throw the saving throw throw take on the saving throw throw take on the saving throw take on Resistances cold Condition Immunities prone Senses darkvision 120 ft., passive Perception 20 Languages Deep Speech, Undercommon Challenge 11 (7,200 XP) Amphibious. Nessus, the lowest layer of the Nine Hells, is a barren plain devoid of any life or activity. Gnoll Archer STR 18 (+4) 3 Chapter 1. A creature that starts its turn within 5 feet of the giant takes 7 (2d6) cold damage. They have unnaturally alert senses and are quick to punish any who may attack their wards. All characters and their distinctive likenesses are property of Wizards of the Coast. Fiends and undead are immune to this effect. The second doctrine is the support of undeath or power over the living. When Dispater takes damage, he reduces that damage to 0 and teleports up to 120 feet to an unoccupied space it can spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the grung rolls damage for a spell, it can spend 1 or more sorcery point to reroll up to 3 damage dice. Bolster Allies (Recharges after a Long Rest). The deep scion can breathe air and water. An ogre wererat can sometimes be found in the company of other wererats and serves as their muscle. The froghemoth has four tentacles. You cannot use or gain the benefit of a talent if you lose the prerequisite. NonPlayer Characters Barbarian King Actions Medium humanoid (any), any nonlawful Multiattack. Detect. The sharpshooter makes three longbow attacks or three shortsword attacks. INT 7 (-2) WIS 8 (-1) CHA 12 (+1) STR 22 (+6) DEX 6 (-2) CON 21 (+5) INT 8 (-1) WIS 9 (-1) CHA 13 (+1) Saving Throws Wis +1 Damage Immunities poison Condition Immunities poisoned Senses blindsight 10 ft. darkvision 60 ft., passive Perception 9 Languages understands Common, Draconic but can't speak Challenge 4 (1,100 XP) Saving Throws Wis +2 Damage Immunities poisoned Senses blindsight 30 ft., darkvision 120 ft., passive Perception 9 Languages understands Common, Draconic but can't speak Challenge 7 (2,900 XP) Undead Fortitude. The sharpshooter makes two longbow attacks or two shortsword attacks. Each creature within 120 feet that can hear its roar must succeed on a DC 16 Wisdom saving throw or gain 2 levels of exhaustion. Armed with a few spells and its fists, the giant can harness the power of the wind and hit opponents with the force of a hundred
punches. Hit: 10 (2d6 + 3) slashing damage, plus 5 (2d4) bludgeoning damage if the target is prone. When an enemy the giant can move up to half its speed. Any nonmagical weapon made of metal that hits Dispater corrodes. Greatclub (Giant or Hybrid Form Only). The master arcane trickster the berbalang has grown stronger and wiser from the dark and powerful secrets it has attained. If the target is Large or smaller, it is grapple ends, the target is restrained until the grapple ends. Until this grapple ends, the target is Large or smaller, it is grapple ends. Until this grapple ends. Until the grapple ends. Until this grapple ends. Until this grapple ends. Until the WIS 13 (+1) CHA 17 (+3) Spellcasting. The Aspect of Mephistopheles uses its Teleport action, if available Cast a Spell (Costs 1-3 Actions). STR 22 (+6) DEX 20 (+7) Multiattack. Hit: 17 (3d6 + 7) piercing damage, and if the target is a creature, it is grappled (escape DC 17). If Dispater fails a saving throw, he can choose to succeed instead. The duelist adds its Charisma modifier to its initiative rolls. They eventually band together, loosely kept in line by the most powerful in their group. The kithlord's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). If the Aspect of Juiblex fails a saving throw, it can choose to succeed instead. 100 Chapter 1. Young zaratans are normally overlooked since their carapace resemble the earth, complete with various types of flora. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. The target must succeed on a DC 16 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. Aspect is nearly identical in size with its progenitor, resembling a cross between an ogre and a frost giant. If both claw attacks hit a Large or smaller creature, the target must succeed on a DC 15 Strength saving throw it fails. NonPlayer Characters 285 War Chanters War Chanters are bards that focuses on inspiring others to excel in combat or demoralize foes. Legendary Actions, choosing from the options below. Brilliant Mind You are extraordinarily smarter than normal. Young Neothelid Huge aberration, lawful evil Adolescent Neothelid Armor Class 15 (natural armor) Hit Points 189 (18d12 + 72) Speed 30 ft. If the target is an object weighing 200 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. But a few manage to become monks, scouts, and witch doctors. Evil Aranea. A cylinder of swirling necrotic energy 60 feet tal and with a 10-foot radius rises from that point and lasts until the end of Aspect of Orcus's next turn. The bugbear summons 2d6 giant rats, 1d4 wolves, or 1d2 worgs. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. Until the grapple ends, the target takes 37 (9d6 + 6) bludgeoning damage at the start of each of the hag's turns. It has the following druid spells prepared: Cantrips (at will): druidcraft, poison spray, thorn whip 1st level (4 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): barkskin, spike growth 3rd level (2 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): barkskin, spike growth 3rd level (3 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): barkskin, spike growth 3rd level (3 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): barkskin, spike growth 3rd level (3 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): barkskin, spike growth 3rd level (3 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): barkskin, spike growth 3rd level (3 slots): barkskin, spike growth 3rd level (3 slots): earth tremor, ice knife, thunderwave 2nd level (3 slots): barkskin, spike growth 3rd level damage if used with two hands. Hit: 5 (1d4 + 3) slashing damage Longbow. It can spend 1 or more sorcery points to gain one of the following benefits: Spider Climb. The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target. They take perverse joy in receiving and inflicting pain. Bestiary 243 Yugoloths, Guardian Guardian Yugoloths are mercenary yugoloths that specialize in defense and protection. It sees everyone as pawns it can use to further its goals. But as Asmodeus's foremost wizard of the Nine Hells, Mephistopheles is impatient and unforgiving, and is prone to killing minions and other creatures that he may perceive to be distractions or annoyances to him. A lesser boneclaw doesn't require air, food, drink, or sleep. Drow arcane knights usually serve drow in high positions, such as matriarchs, high priestesses, and house wizards as guards. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action. The Aspect of Lolth uses its Impaling Foreleg attack. STR 7 (-2) DEX 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+2) INT 10 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+0) WIS 11 (+0) CHA 14 (+2) CON 15 (+0) WIS 11 (+0) poisoned Senses passive Perception 12 Languages Grung Challenge 1 (200 XP) Amphibious. +1 Light Crossbow. Choker Cavestalker Small aberration, chaotic evil Armor Class 16 (natural armor) Hit Points 33 (6d6 + 12) Speed 30 ft. INT 12 (+1) WIS 12 (+ Languages Draconic Challenge 5 (1,800 XP) Arcane Shot (3/Day). As a bonus action, the hellfire steward can choose one ally it can see within 30 feet of it. This is unlikely as well, as such a troll is said to be a dire troll, which is an entirely different species and doesn't share the same qualities. Bestiary Actions Pike. There is hardly any place you cannot reach or find a way into or any puzzle you cannot solve. If the Aspect of Geryon fails a saving throw, it can choose to succeed instead. This creature functions similarly as a normal wood woad, except that it also has the ability to cast druid spells to help achieve its goal of protecting the woodlands and the creatures that live in it. Due to their strength and cunning, some greater barghests have even formed alliances with creatures that goblinoids might find too troublesome to be with on their own, such as hill giants, ogres, hags, harpies, trolls, and verbeeg. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner. 54 Chapter 1. They can assess the battlefield with ease, and can give specific orders out to their subordinate darklings where they can be the most effective. The Aspect of Asmodeus magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see. 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. The target must succeed on a DC 16 Dexterity saving throw or take 27 (4d10 + 5) bludgeoning damage and be knocked prone. Once a creature is ensnared, the brachavyrm lunges at it and guickly impales it with its twin stingers. If the orc expends a spell slot of 2nd level or higher, the extra lightning or necrotic damage increases by 1d8 for each level above 1st (maximum 5d8). Bestiary 121 Drow Lolth Sting Drow Soldier In some drow societies there is a martial arts training school known as the Order of the Spider Queen. Rapier (Humanoid Form Only). The artillerist can dismiss it early as an action. Although extremely difficult to control and prone to bursts of anger, they are sometimes used as mounts by humanoid champions of Tiamat. Hit: 9 (2d8) psychic damage. Multiple distorted faces pulsate through its head and shoulders, all whispering and babbling incoherently. The giant gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn. The tempest can enter a hostile creature's space and stop there. Its quick thinking, ability to adapt, and arcane powers allow it to gain advantage against its foes. Mephistopheles uses his Teleport action. The orc rerolls a failed save. Armor Class 15 (natural armor) Hit Points 152 (16d10 + 64) Speed 50 ft. The kithguard has advantage on saving throws against being charmed, and magic can't put the kithlord to sleep. The hobgoblin can then make one attack as a bonus action. (penetrates magical darkness), passive Perception 12 Languages Common, Deep Speech, Undercommon, telepathy 120 ft. On a failed save, the target takes 27 (5d10) fire damage and it catches on fire, taking 5 (1d10) fire damage at the end of each of its turns until the githyanki's concentration is broken (as if concentrating on a spell) or a creature adjacent to it extinguishes the flames with an action. Hit: 5 (1d6 + 2) bludgeoning damage. Hit: 28 (6d6 + 7) slashing damage. This ray has no effect on constructs and undead. Horns. The curse ends early if the target dies, or it is incapacitated. On a failed save, the creature begins to turn to iron and is restrained. Majority of divine spellcasters who worship Orcus, no matter the doctrine, call themselves deathpriests. It has the following cleric spells prepared:
Cantrips (at will): guidance, mending, resistance, toll the dead, thaumaturgy 1st level (4 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): banishment, blight, death ward 5th level (2 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, silence 3rd level (3 slots): bane, false life, inflict wounds, ray of enfeeblement, s antilife shell, cloudkill, flame strike 6th level (1 slot): harm 7th level (1 slot): symbol Sunlight Hypersensitivity. STR 14 (+2) DEX 13 (+1) CON 16 (+3) INT 5 (-3) WIS 7 (-2) CHA 5 (-3) WIS 7 (-3) character development. The tlincalli is a 17th-level spellcaster. This means most epic level monsters, especially the various archdevils and demon lords, will almost never be encountered. It can innately cast the following spells, requiring no material components: Armor Class 19 (natural armor) Hit Points 207 (18d10 + 108) Speed 20 ft., fly 60 ft. Marut Concordant Large construct, lawful neutral Armor Class 21 (natural armor) Hit Points 168 (16d10 + 80) Speed 40 ft., fly 20 ft. Monster Slayer attacks). Hit: 7 (1d6 + 4) piercing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw. When the dark soul fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome. Hit: 14 (2d10 + 3) slashing damage. Each creature that isn't undead or an ooze within 30 feet of the hag must succeed on a DC 15 Wisdom saving throw. Until this grapple ends, the target is restrained, and the brachavyrm can't bite another target. Bestiary 183 Maur (Hunched Giant) Maurs, also known as hunched giants, are rumored to be the devolved cousins of Storm Giants that have been trapped millions of years ago deep in the Underdark. The Aspect of Bael regains 10 hit points at the start of its turn. The drow can innately cast the following spells, without providing material components: At will: dancing lights 1/day each: darkness, faerie fire, levitate (self only) Sneak Attack (1/Turn). A target that successfully saves is immune to the wendigo's baleful howl for the next 24 hours. Arcing Fireblade (Recharge 5-6). Hit: 19 (2d12 + 6) bludgeoning damage. One creature or object the githyanki can see within 120 feet of it must make a DC 15 Constitution save. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one. Bestiary 233 Wood Woads Wood Woads Wood Woads Wood Woad Grove keeper When a druid willingly enters into the ritual to sacrifice itself in becoming a wood woad, the result is the birth of a grove keeper. Earthen pseudopods rise from the ground and grab at the target must make a DC 19 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. Berbalang Lore Master Medium aberration, neutral evil Armor Class 14 (natural armor) Hit Points 76 (17d8) Speed 30 ft., fly 40 ft. The Aspect of Bael makes two melee attacks. 276 Appendix A. The athach slams a creature grappled by it into another creature it can see within 5 feet of it or a solid surface. Magically Adept. Melee Sorcerer. Poison Burst (Recharge 5-6). Boggle Trickster Boggle Trickster Boggle tricksters are craftier, quicker and tend to be more annoying than its normal kin. Maurs are armed with stone-mail and stone weapons, and they decorate their skin by scarring glyphs onto it Tentacle Slam. You can choose to spend one of your Dashing Scoundrel points after you roll the die, but before the outcome is determined. The lamia is a 5th-level spellcaster. Pairs of emaciated arms ending in clawed hands extend grotesquely from its segmented body and function as the creature's legs. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water. With a touch, the phoenix can also ignite flammable objects that aren' t worn or carried (no action required). STR 18 (+4) DEX 16 (+3) CON 15 (+2) INT 12 (+1) WIS 13 (+1) CHA 8 (-1) Skills Perception +5, Stealth +7 Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned Senses darkvision 60 ft., passive Perception 15 Languages Cpmmon plus the main languages of its master Challenge 6 (2,300 XP) Actions Multiattack. The Aspect of Tiamat may not be as powerful as its progenitor, but it will still be terrifying and dangerous to engage with. Hit: 6 (1d8 + 2) piercing damage. Lolth uses her Impaling Foreleg attacks. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). STR 12 (+1) DEX 18 (+4) CON 14 (+2) INT 14 (+2) INT 14 (+2) WIS 10 (+0) CHA 10 (+0) Saving Throws Str +4, Dex +7, Con +5 Skills Perception +3, Stealth +7 Senses passive Per neogi on the same initiative count and fight until they're destroyed. The cave fisher can use its action to extend a sticky filament up to 120 feet, and the filament up to 120 feet, and the filament up to 120 feet, and the filament up to 120 feet at touches it. Hit: 14 (4d4 + 4) piercing damage plus 26 (4d12) necrotic damage, and the filament up to 120 feet at touches it. turn. Each non-magical object that isn't worn in that area takes 54 (12d8) thunder damage. Some are obsessive narcissists, always looking for a challenge to prove their martial skills. The sea spawn makes three attacks: one with its longsword. 46 Chapter 1. The choker makes two tentacle attacks. Melee Weapon Attack: + 11 to hit, reach 15 ft., one target. As a bonus action after moving at least 10 feet on the ground, the zaratan can send a shock wave through the ground in a 60-foot-radius circle centered on itself. He can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing his appearance), chain lightning, cone of cold, detect magic, identify, hellish rebuke (8th level), improved invisibility, mass suggestion, mislead, misty step, shield, telekinesis 3/day each: delayed blast fireball, dominate monster, prismatic spray, plane shift, programmed illusion, project image, symbol 1/day each: foresight, meteor swarm, power word kill, wish Spellcasting. Ammunition made of metal that hits Dispater is destroyed after dealing damage. Phantasmal Killer (Costs 2 Actions). During its first turn, the deathlock has advantage on attack rolls against any creature that hasn't taken a turn. Radiant Soul Medium humanoid (any), any good alignment Armor Class 12 (15 with mage armor) Hit Points 150 (20d8 + 60) Speed 30 ft., fly 30 ft. False Appearance. They often arms themselves with heavy armor while carrying a sharp war pick and a selection of any creature in contact with the same web. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn. Actions Spear. Hit: 4 (1d6 + 1) bludgeoning damage plus 4 (1d8) psychic damage. Psychic damage. Psychic Crush (Recharges after a Long Rest). You can choose to spend one of your Grizzled Veteran points after you roll the die, but before the outcome is determined The abyssal skulker has advantage on attack rolls against any creature it has surprised. Ranged Weapon Attack: +9 to hit, range 100/400 ft., one target. Medium monstrosity, neutral evil DEX 16 (+3) STR 22 (+6) Ethereal Awareness. As punishment, the champion and its steed are transformed by the Demon Prince of Undeath into a demon. The eye of the deep's innate spellcasting ability is Intelligence (spell save DC 15). STR 16 (+2) INT 14 (+2) CON 14 (+2) INT 5 (1,800 XP) Shapechanger. The Aspect of Orcus makes two Wand of Orcus attacks. Redcap Gang Boss Redcap Stalker A redcap gang boss is normally the oldest and strongest of a redcap band. 138 Chapter 1. Bestiary Stone Giant Warden As its title suggests, the normally solitary stone giant warden is a fierce guardian that serve to defend its territory. The target uses its reaction to move up to half its speed and make one weapon attack against a creature of Aspect of
Asmodeus's choice that it can see. If a target's saving throw is successful or the effect ends for it, the target is immune to the bargda's Horrid Visage for the next 24 hours. The Aspect of Juiblex can climb difficult surfaces including upside down on ceilings, without needing to make an ability check. Benefit: You have 3 Cunning Spy points. They stand 3 feet tall at the shoulder and measure 5 feet in length and width. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action. The war chanter makes two melee attacks or two ranged attacks. Hit: 15 (2d8 + 6) slashing damage. Shrewd Investigator From a young age you have always been highly observant. When the lamia takes damage, it can magically grant 5 temporary hit points to itself and up to three allies within 30 feet of it. Quarterstaff (Humanoid Forma voung age you have always been highly observant. Only). Provided the dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger must succeed on a DC 14 Wisdom saving throw or become frightened until the end the start of its next turn. Chapter 1. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Benefit: You have 3 Crafty Dealer points. As such, a large number of members are local politicians, merchants, and noblemen. The target dies if its hit point maximum is reduced to 0. Hit: 15 (2d8 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if used with two hands Yeenoghu's Laugh. Warlocks are not uncommon within the darkling ranks, as they are are already comfortable answering to a shadowy patron. Up to three allies within 60 feet of the war chanter and can hear the war chanter can use its reaction to move up to half its speed and make one melee weapon attack. For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. Young Zaratan Zaratans are born from earthquakes and are about the size of a small hill when young. Hit: 5 (1d6 + 3) slashing damage plus 19 (3d12) necrotic damage. Past Losses. You have a knack of finding ways to gain information or reach an objective without getting detected. It knows the following quickling spells: Actions Cantrips (at will): eldritch blast, minor illusion, vicious mockery 1st-2nd level (2 5th-level slots): calm emotions, charm person, faerie fire, hold person, hex, hellish rebuke, phantasmal force, sleep Multiattack. Dart. It has blood-red pupils, thick, jet-black hair, bat-like wings, and long horns that curl backwards. The gorsuloth has advantage on saving throws against spells and other magical effects. Its spellcasting ability is Wisdom (spell attacks). INT 11 (+0) WIS 12 (+1) DEX 11 (+1) Resistances poison Senses darkvision 120 ft., passive Perception 14 Languages Dwarvish, Undercommon Challenge 6 (2,300 XP) Aura of Judgement. A mohrg doesn't require air, food, drink, or sleep. While wielding the Ruby Rod, Asmodeus can use a bonus action to cast a spell that has a casting time of one action. 128 Chapter 1. Flamethrower. Acid Glob. Warhammer. STR 16 (+3) DEX 12 (+1) CON 16 (+3) INT 6 (-2) WIS 10 (+0) CHA 8 (-1) Damage Immunities lightning Senses darkvision 120 ft., passive Perception 10 Languages understands Aguan and Common but can't speak Challenge 3 (700 XP) Limited Amphibiousness. Any hit the dogai scores against a surprised creature is a critical hit. STR 16 (+3) DEX 14 (+2) CON 14 (+2) INT 13 (+1) WIS 14 (+2) CHA 12 (+1) Saving Throws Con +5, Int +4, Wis +5 Senses passive Perception 12 Languages Gith Challenge 5 (1,800 XP) Innate Spellcasting (Psionics). The boneclaw makes two claw attacks. To do so, the drow must see the attacker and be wielding a melee weapon. In addition, it can draw or stow two one-handed weapons. Hit: 6 (1d4 + 4) piercing damage. The eye of the deep can innately cast the following spells, without providing material components: At will: major image Pincer. Shadow Mastiff Alpha STR 18 (+4) Armor Class 13 Hit Points 114 (12d10 + 48) Speed 50 ft. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone. The Aspect of Dispater chooses one creature it can see within 60 feet of it. Bestiary Goblin Sorcerer is treated as a hero by its kin, as it is very rare for a goblin to practice the arcane arts, especially one that can cast fireball the most hated and feared spell of the goblins. The cult priest makes one melee attack. Medium humanoid (kenku), chaotic neutral STR 16 (+3) DEX 16 (+ but speaks only through the use of its Mimicry trait Challenge 4 (1,100 XP) Ambusher. However, a few, like the deathlock assassin, have evolved to become specialist killers, taking advantage of ambush and stealthy tactics. 28 Chapter 1. Prey are paralyzed and poisoned with the stinger, allowing the sea spawn to drag it to its watery grave. One creature the githyanki can see within 60 feet of it must make a DC 15 Intelligence saving throw. Legendary Actions The Aspect of Kostchtchie can take 3 legendary actions, choosing from the options below. Bone Golem would alter its form. 62 Chapter 1. Deadly Foe. The lizardfolk makes three ranged attacks or two melee attacks. Martial Advantage (1/Turn). Battle Mistress. On each of its turns, the drow can use a bonus action to take the Dash, Disengage, or Hide action. The aranea has 12 sorcery points. Each creature in that area must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn. Hit: 7 (1d6 + 4) slashing damage plus 10 (3d6) necrotic damage. The targeted creature must succeed on a DC 13 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a failed save, or half as one creature. That creature must make 11 12 THANKS FOR PUCHASING THIS BOOK! IF YOU ENJOYED IT, PLEASE LEAVE A REVIEW! 13 The tempest is always at the center of a storm ld6 + 4 miles in diameter. Hooves. As a bonus action, the githyanki can imbue its melee weapon with fire. Dire Corby Alpha Alphas are the natural leaders of the dire corby pack. While they are still used as scouts from time to time, they are the ones who are sent for longer spying missions. NonPlayer Characters 261 Artillerists are artificers that specialize in the creation of arcane turrets - magical constructs that can unleash powerful force bolts, generate a cone of searing flames, or provide bursts of healing energy. Wood Woad Grove Keeper Medium plant, lawful neutral Armor Class 18 (natural armor, shield) Hit Points 112 (15d8 + 45) Speed 30 ft., climb 30 ft. The anathema regains 10 hit points at the start of its turn if it has at least 1 hit point. Hellfire Gaze (1/Day). Leucrotta Fiend Large monstrosity, chaotic evil Armor Class 15 (natural armor) Hit Points 110 (13d10 + 39) Speed 50 ft. Hit: 18 (4d6 + 4) piercing damage. This potent 'laugh,' said to be a perfect mimic of Yeenoghu's laugh himself, can drain the will and courage of any creature that hears it and at the same bolster the shoosuva pack lord's allies. Winsome You have a stronger personality than normal. Bestiary 177 Leucrotta Matriarch Huge monstrosity, chaotic evil Packmaster. On its back sprouts two bat-like wings with ends flayed like old leather and its hands are armed with poisoned claws painted in blood red. The Matriarch Huge monstrosity, chaotic evil Goblin Assassin The most talented in blood red. of goblin sneaks and thugs eventually become assassing. She can innately cast the following spells, without providing material components: 3/day each: disguise self (including the form of a Medium humanoid), fog cloud Spellcasting. Benefit: You have 3 Ascetic Missionary points. Bestiary 201 Orcs Orc Congueror Very few orcs become champions of their tribes. They are more aggressive and vicious, often bullying male leucrottas into submission. Others wander deeper into the Underdark to live like nomads, scavenging and preying on whoever crosses their path. They are vicious, stupid brutes that will attack anything that isn't aligned with Tiamat. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one creature. in hybrid form) Medium humanoid (shapechanger), neutral evil STR 20 (+5) DEX 14 (+2) CON 16 (+3) INT 10 (+0) WIS 12
(+1) CHA 14 (+2) STR 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+2) STR 16 (+3) INT 10 (+1) CHA 14 (+1) CH Insight +3, Sleight of Hand +4, Stealth +4 Senses darkvision 120 ft., passive Perception 11 Languages Aguan, Common, thieves' cant Challenge 4 (1,100 XP) Saving Throws Con +6, Wis +5, Stealth +5 Senses darkvision 120 ft., passive Perception 12 Languages Aguan, Common, thieves' cant Challenge 4 (1,100 XP) Saving Throws Con +6, Wis +5, Stealth +5, Stealt cant Challenge 7 (2,900 XP) Shapechanger. They give strategic commands to their allies and are able to manuever them in advantageous positions with ease. It then finishes them off with erupting earth and its melee attacks. The redspawn firebelcher has advantage on Dexterity (Stealth) checks made to hide in lava or fiery terrain. The attack deals and are able to manuever them in advantage on Dexterity (Stealth) checks made to hide in lava or fiery terrain. an extra 17 (5d6) damage if the giant has advantage on the attack roll. Ogre Wererat Shapechanger. The yuan-ti can innately cast the following spells, without providing material components: At will: animal friendship (snakes only), druidcraft 3/day: suggestion Magic Resistance. STR 8 (-1) DEX 18 (+4) CON 12 (+1) INT 12 (+1) WIS 10 (+0) CHA 8 (-1) Saving Throws Dex +6, Int +3 Skills Acrobatics +8, Deception +1, Perception +2, Stealth +8 Senses darkvision 60 ft., passive Perception 12 Languages Common, Goblin Challenge 3 (700 XP) Assassinate. On a roll of 1-3, the target suffers the effect of the confusion spell without making a saving throw. Tlincalli Chieftain CON 18 (+4) DEX 13 (+1) CON 16 (+3) INT 8 (-1) WIS 16 (+3) CHA 10 (+0) Skills Perception +6, Stealth +4, Survival +6 Senses darkvision 60 ft., passive Perception 16 Languages Tlincalli Challenge 7 (2,900 XP) Spellcasting. Each creature in that area must make DC 16 Constitution saving throw. Ground Smash (Recharge 6). Armor Class 12 (natural armor) Hit Points 85 (9d10 + 36) Speed 20 ft. If the target has 150 hit points or less, Mephistopheles can choose to have its hit points reduced to 0 and its corpse reduced to 0 and its corpse reduced to ashes. Whenever you make an ability check that involves the skill Insight, Intimidation, Investigation, Perception, or Survival, you can spend one Shrewd Investigator point to roll a d12 and add it to the result. When the giant uses its action to cast a spell, it can make one greatsword attacks. Large giant, chaotic neutral Warhammer. The Aspect of Moloch exhales in a 30-foot cube. Young Beholder Medium aberration, lawful evil Armor Class 17 (natural armor) Hit Points 71 (11d8 + 22) Speed 0 ft., fly 20 ft. If available, it can use Ground Smash in place of one of these attacks. In truth, Lolth does not have an ounce of care for her worshipers; she simply revels in the death and destruction being spread about in her name. The drow can innately cast the following spells, without providing material components: At will: dancing lights 1/day each: darkness, faerie fire, levitate (self only) Sharpshooter. The hobgoblin targets each nonhostile creature of its choice that is within 5 feet of an ally of the hobgoblin targets each nonhostile creature of its choice that is within 5 feet of an ally of the hobgoblin targets each nonhostile creature of its choice that is within 5 feet of an ally of the hobgoblin targets each nonhostile creature of its choice that is within 5 feet of an ally of the hobgoblin targets each nonhostile creature of its choice that is within 5 feet of an ally of the hobgoblin targets each nonhostile creature of its choice that is within 5 feet of an ally of the hobgoblin targets each nonhostile creature of its choice that is within 5 feet of an ally of the hobgoblin targets each nonhostile creature of its choice that ally is no hobgoblin targets each nonhostile creature of its choice that ally is no hobgoblin targets each nonhostile creature of its choice that ally is no hobgoblin targets each no hobgoblin targets ea armor) Hit Points 195 (17d12 + 85) Speed 40 ft. It has the following cleric spells prepared: Cantrips (at will): message, poison spray, thaumaturgy 1st level (3 slots): bindness/deafness, silence, spiritual weapon 3rd level (3 slots): bestow curse, dispel magic, glyph of warding 4th level (3 slots): banishment, divination, freedom of movement 5th level (1 slot): contagion, insect plague Spellcasting. Dispater uses Iron Touch or Rusting Touch. When it hits with any weapon, the weapon deals an extra 9 (2d8) fire damage (included in the weapon attacks below). The cadaver collector makes two slam attacks. Hit: 10 (2d6 + 3) slashing damage Reactions Vaprak's Wrath (Recharges after a Short or Long Rest). The elder brain's innate spellcasting ability is Intelligence (spell save DC 20). If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. Legendary Actions The elder brain can take 3 legendary actions, choosing from the options below. The deathpriest exarch emanates a deathly aura that extends 30 feet in every direction from its space while it isn't incapacitated. The arcane archer's ranged weapon attacks are magical. Large fey, neutral evil Armor Class 15 (natural armor) Hit Points 85 (9d10 + 36) Speed 40 ft., fly 40 ft. 4 Acknowledgment DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast in the USA and other countries. STR 11 (+0) DEX 20 (+5) CON 16 (+3) WIS 16 (+3) CHA 14 (+2) Saving Throws Dex +12, Wis +10, Int +10 Skills Acrobatics +12, Deception +9, Perception +17, Stealth +19 Damage Resistances poison Senses darkvision 60 ft., passive Perception 27 Languages Thieves' cant plus any four languages Challenge 21 (30,000 XP) Assassinate. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn. STR 15 (+2) DEX 16 (+3) CON 16 (+3) CON 16 (+3) CHA 12 (+1) Saving Throws Wis +7, Cha +5 Skills Perception +7, Religion +3, Stealth +7 Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities lightning, poison Condition Immunities charmed, frightened, poisoned Senses darkvision 120 ft., passive Perception 17 Languages abyssal, the languages it knew in life Challenge 12 (8,400 XP) Aura of Annihilation. The darkling elder can take the Dash, Disengage, or Hide action as a bonus action on each of its turns. The anathema moves up to half its speed. The wererat has advantage on Wisdom (Perception) checks that rely on smell. Large humanoid (giant, shapechanger), lawful evil Armor Class 12 (natural armor) Hit Points 110 (13d10 + 39) Speed 40 ft. If the meazel is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the meazel instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. Due to its nature, an ulitharid mastermind is very careful in its actions, for fear that the elder brain will find it a threat, and end its life early. Challenge 15 (13,000 XP) Devil's Sight. Dragons, Juvenile Dragons Juvenile dragons range anywhere from 26 to 50 years old, and are at the stage where they are now out in the wild and looking to establish their own lair. Alter Saving Throw (Recharges after a Short or Long Rest). The bugbear can take the Dash, Disengage, or Hide action as a bonus action on each of its turns. Bestiary 15 Barghests Whelp Barghest Whelp Medium fiend, neutral evil The young barghest whelp may look like a goblin, but this sly shapechanger is only biding its time until it can gather enough power and return to Gehenna by consuming goblinoid souls. Legendary Actions, choosing from the options below. STR 16 (+2) INT 15 (Perception +6 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 16 Languages all, telepathy 60 ft. The choldrith is a 12th-level spellcaster. She will prioritize targeting those who are beloved by all so she can revel in their agony as she slowly kills that target while the rest of her victims watch helplessly in horror. Duergar
Slavemaster Armor Class 16 (scale mail, shield) Hit Points 32 (5d8 + 10) Speed 25 ft. The Aspect of Yeenoghu regains spent legendary actions at the start of its turn. The Aspect of Geryon's spellcasting ability is Charisma (spell save DC 15). The Aspect exhales fire in a 60-foot cone. The creature must succeed on a DC 12 Wisdom saving throw, or the casting fails and the spell is wasted. Hit: 13 (2d8 + 4) percing damage. Corrupting Touch (Costs 2 Actions). If the target is a creature, it must succeed on a DC 13 Constitution saving throw, or the damage dealt by its weapon attacks are halved until the start of the arcane archer's next turn. Together, the battle smith and iron defender form a potent team that can prove challenging to a low level party of adventurers. The Aspect of Asmodeus dies only if it starts its turn with 0 hit points and doesn't regenerate. As if it wasn't already strong enough as a bugbear spellcaster, the beast shaman is also a deadly shapeshifter. CON 14 (+2) Armor Class 18 (plate mail) Hit Points 91 (14d8 + 28) Speed 25 ft. In addition, when an attacker hits an affected creature with a melee attack, the attacker must succeed on a Constitution saving throw or the attacker's Strength score is reduced by 1d4. One creature charmed by the Aspect of Zuggtmoy that it can see must use its reaction to move up to its speed as it directs or to make a weapon attack against a target that it designates. Hit: 7 (1d6 + 4) piercing damage plus 9 (2d8) necrotic damage. Challenge 2 (450 XP) Shapechanger. Large fiend (devil), lawful evil STR 19 (+4) DEX 13 (+1) CON 16 (+3) INT 15 (+2) WIS 17 (+3) Skills Intimidation +7, Perception +7, Perc nonmagical attacks that aren't silvered Damage Immunities fire, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 17 Languages all, telepathy 60 ft. If a target's saving throw is successful or the effect ends for it, the target is immune to the nuckalavee's Dreadful Visage for the next 24 hours. The derro has advantage on saving throws against spells and other magical effects. Small humanoid (goblinoid), chaotic evil Command Fool. The leucrotta can mimic animal sounds and humanoid killed by this rises at the start of the hag's next turn as a zombie that is permanently under the hag's command, following her verbal orders to the best of its ability. Beguiling Gaze. Large fiend (devil), lawful evil Actions Armor Class 17 (natural armor) Hit Points 241 (23d10 + 115) Speed 40 ft., fly 120 ft. The wood woad is an 9th-level spellcaster. If it takes radiant damage, this trait doesn't function at the start of its next turn. Only a bheur hag can use a graystaff. Reversal of Fortune. Whenever the zombie takes 20 or more damage in a single turn, one of its heads dies. It has the following wizard spells prepared: Cantrips: infestation, mage hand, minor illusion 1st level (4 slots): disguise self, silent image, Tasha's hideous laughter 2nd level (2 slots): invisibility, phantasmal force Uncanny Smell. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Creatures provoke an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. If the target is a Medium or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. The remmanon has advantage on saving throws against spells and other magical effects. The Aspect of Demogorgon doesn't need to concentrate on the spell. deep only has two eye stalks but is armed with two limbs ending in crustacean-like pincers that it uses to crush and dismember its foes. It wields a greatsword that has the likeness and near power of Wave of Sorrow but nowhere near Graz'zt's skill in combat and magic. While it may lack its progenitor's brilliant tactical mind, the Aspect is still a mighty being to face. Provided the war chanter isn't incapacitated, an ally that starts its turn within 60 feet of the war chanter and can hear the war chanter a in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. or range 20/60 ft., one target. You can choose to spend one of your Daring Explorer points after you roll the die, but before the outcome is determined. It can use Worry in place of its bite. Only a few were made due to its exorbitant costs and difficulty to create, but they were probably worth the trouble as they still exist, roaming the ancient battlefields of the Lower Planes for eons. The meazel, any equipment it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. 206 Chapter 1. While in this state, the creature acts as an ally of the wendigo, gains a bite attack (1d6 piercing damage), and must spend its action each turn making a bite attack (1d6 piercing damage). half damage, the boggle instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. Terrifying Howl. Amphibious (Hybrid Form Only). If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. NonPlayer Characters 277 Elite Mageslayer Medium humanoid (any), any alignment Armor Class 17 (+2) studded leather) Hit Points 130 (20d8 + 40) Speed 30 ft. Asmodeus is one of the most powerful beings in the cosmos. Creatures within 30 feet of the deep scion's next turn. • The barbarian has resistance to bludgeoning, piercing, and slashing damage. Actions Overbearing Pack. Its ability to manuever allies, give orders, redirect attacks, and rally its troops make it a dangerous adversary if left alone. Slowing Breath (Recharge 5-6). Hit: 10 (1d8 + 6) bludgeoning damage and the target must make a DC 16 Strength saving throw. For example, cornugon devils who serve under Bael will look like massive winged minotaurs while those who serve under Dispater will look like armored humanoids that have ridged, iron scales covering its body and metallic wings. NonPlayer Characters Elite Sharpshooter Medium humanoid (any), any alignment Armor Class 18 (+1 studded leather) Hit Points 127 (17d8 + 51) Speed 30 ft. Rock. While restrained, the target takes 9 (2d8) piercing damage and 9 (2d8) necrotic damage at the start of each of its turns. Its favored weapon is the garrote which it uses to strangle its targets to death. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The yeth hound bays magically. Terrifying Fiends. Fire Giant Doomblade Huge giant, lawful evil Armor Class 20 (plate, shield) Hit Points 175 (14d12 + 84) Speed 30 ft. The devil remains until Mephistopheles dies or until he dismisses it as an action. Each creature of the barbarian king's choice that is within 30 feet of it, can hear it, and not already affected by War Cry gain advantage on attack rolls until the start of the barbarian king's next turn. As an action, the restrained creature can make a DC 15 Strength check, escaping from the net on a success. The ettin is a 7th-level spellcaster. Verbeeg often establish lairs in underground caves, dungeons, and abandoned castles. Actions Flail. You can spot clues and significant details that others will simply find as irrelevant. Prerequisite: Charisma 10 or higher. The wounds, though centuries old, never cease to bleed, and yet Asmodeus is able to keep his calm demeanor befitting the regal station of a supreme ruler. INT 5 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (-2) Str 21 (+5) DEX 8 (-1) CON 19 (+4) INT 6 (-2) WIS 15 (+2) CHA 7 (Challenge 10 (5,900 XP) Skills Perception +6 Senses passive Perception 16 Languages Giant Challenge 9 (5,000 XP) Crush the Weak. Melee Weapon Attack: +20 to hit, reach 10 ft., one target. The lore master is a 15th-level spellcaster. Blessed by the Prince of Undeath, they are able to cast necromantic spells that are normally only available to arcane spellcasters. The Aspect of Bel appears as a pit fiend wearing a golden suit of plate armor and wielding a flaming greatsword. Bestiary 251 Fire Giant Zombie Frost Giant Zombie Frost Giant Zombie Armor Class 18 (plate) Hit Points 175 (13d12 + 91) Speed 30 ft. As such, mastering the dragon's breath spell is a grung's rite of passage to becoming a full-fledged sorcerer. While the 22 Chapter 1. Bleak Visage. Command (Costs 1-3 Actions). Young Gray renders are created from nodules that burst from the bodies of adult gray renders. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats. Beholders that do manage to escape, and these are the exceptional ones, end up roaming the Underdark seeking its own territory where it can make its mark and grow into
adulthood. It now serves as a terrifying herald of Orcus. Shell Defense. An ally that is within 30 feet of the hobgoblin and can see and hear the hobgoblin has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the hobgoblin, provided that the hobgoblin isn't incapacitated. The arcane trickster halves the damage that it takes from an attack that hits it. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the annis's Despairing Cackle for the next 24 hours. You deftly avoid traps and natural hazards. When the bugbear casts a druid spell, it can make one bear claw attack as a bonus action. The flind's innate spellcasting ability is Wisdom (spell save DC 16). It can only grapple up to one target at a time. Cult Head of Demogorgon High priests who have proven themselves worthy of Demogorgon are gifted by the demon prince with deformities, most commonly sprouting an extra grotesque limb or an arm that mutates into a tentacle. It even has four tiny legs under its body that enables it to skitter if forced on the ground. The target is a creature and the attack roll against the target succeeds by 5 or more, the target takes an extra 7 (2d6) necrotic damage at the start of its next turn. The kobold is a 4th-level spellcaster. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. The combined bodies result int the creation of an unnaturally large slithering tracker. Lord of Despair. It costs 1

legendary action per target. The nightcrawler chooses one creature it can see within 300 feet of it. The shadow mastiff howls. The nightwing points at one creature it can see within 300 feet of it. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. As a bonus action, when the duergar hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) necrotic or radiant damage to the target, and the target must succeed in a DC 13 Wisdom saving throw or be frightened the end of its next turn. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) fire damage. Hit: 10 (1d10 + 5) piercing damage and the target is grappled (escape DC 15). The arcane ballista has advantage on saving throws against spells and other magical effects. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage. For every five pairs of humanoid arms the brachavyrm has, its speed is increased by 5 feet. It has the following bard spells prepared: Cantrips (at will): minor illusion, toll the dead, vicious mockery 1st level (3 slots): blindness/deafness, enthrall, shatter 3rd level (3 slots): animate dead, feign death, vampiric touch 4th level (3 slots): blindness/deafness, enthrall, shatter 3rd level (4 slots): disconant whispers, inflict wounds, thunderwave 2nd level (3 slots): blindness/deafness, enthrall, shatter 3rd level (3 slots): animate dead, feign death, vampiric touch 4th level (3 slots): blindness/deafness, enthrall, shatter 3rd level (3 slots): animate dead, feign death, vampiric touch 4th level (3 slots): blindness/deafness, enthrall, shatter 3rd level (3 slots): animate dead, feign death, vampiric touch 4th level (3 slots): blindness/deafness, enthrall, shatter 3rd level (3 slots): blindness/deafness, enthrall, shatter 3 movement, greater invisibility 5th level (1 slot): hold monster, mislead, scrying 6th level (1 slot): create undead, eyebite 7th level (1 slot): hold monster, mislead, scrying 6th level (1 slot): create undead, eyebite 7th level (1 slot): hold monster, mislead, scrying 6th level (1 slot): hold monster, mislead, by their chieftains to take out key enemy targets, such as guard captains, village elders, town mayors, and priests, without getting noticed. Finally, there are class talents. Web. The Aspect of Mephistopheles dies only if it starts its turn with 0 hit points and doesn't regenerate. Summon Bearded Devils (1/Day). The spawn of kyuss expels worms from its body, striking creatures around it. Hit: 29 (4d10 + 7) bludgeoning damage plus 10 (3d6) cold damage. Dark snipers are also excellent melee fighters, often choosing to carry a shortsword with them in case an opponent gets too close. Dread Allip makes one melee attack against a random creature, or it does nothing if no creature is within reach. What better way then to feature one of the most endearing and popular demon lords of all the time, the Queen of the Demonweb Pits herself, Lolth. The drow adds 2 to its AC against one melee attack that would hit it. Storm Giant War Caster Huge giant, chaotic good (50%) or chaotic evil (50%) Armor Class 16 (scale mail) Hit Points 253 (22d12 + 110) Speed 50 ft., swim 50 ft. The targeted creature must succeed on a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a failed save, or half as successful one. Flind Queen The most savage and cunning member of a gnoll tribe, the flind gueen is the most favored by Yeenoghu and is greatly revered by its kin. The dread dirgesinger can select from one of three effects: 1. It has for four massive skeletal arms, two of which hold giant-sized weapons. This obnoxious kobold spellcaster will specialize in spells that will dupe its foes, exposing them to attack from its allies. Those unfortunate enough to get captured suffer and slowly die as they bleed out. 236 Chapter 1. If the morkoth fails a saving throw, it can choose to succeed instead. Master of Pleasures. STR 24 (+7) DEX 9 (-1) CON 21 (+5) INT 9 (-1) WIS 10 (+0) CHA 12 (+1) Saving Throws Con +10, Wis +4, Cha +5 Skills Athletics +11, Perception 14 Languages Giant Challenge 9 (5,000 XP) Reckless. STR 12 (+1) DEX 18 (+4) CON 14 (+2) Githzerai Shadowmind INT 16 (+3) WIS 18 (+4) CHA 10 (+0) Saving Throws Str +5, Dex +8, Int +7, Wis +8 Skills Insight +8, Perception 18 Languages Gith Challenge 9 (5,000 XP) Innate Spellcasting (Psionics). Elite Monster Slaver +2 Scythe. STR 16 (+3) DEX 12 (+1) CON 14 (+2) STR 18 (+4) INT 8 (-1) WIS 10 (+0) CHA 8 (-1) Saving Throws Str +5, Con +4 Senses passive Perception 10 Languages any one language (usually Common) Challenge 3 (700 XP) DEX 12 (+1) CON 14 (+2) INT 8 (-1) WIS 10 (+0) CHA 8 (-1) Saving Throws Str +7, Con +5 Senses passive Perception 10 Languages any one language (usually Common) Challenge 5 (450 XP) Brutal Critical. Once again it builds on what exists in the first Monster Manual, adding several new variants for the classic humanoids and giants, and thus providing you with more archetypal options. During its first turn, the master assassin has advantage on attack rolls against any creature that hasn't taken a turn. Mephistopheles's eyes project intense fiery energy in a 120-foot line that is 5 feet wide. Bestiary Claw. Standing only at around four feet tall, jovocs resemble dark-skinned hairless shriveled humanoids that end in three clawed fingers that are permanently stained with blood. Hit: 9 (2d4 + 4) bludgeoning damage, and the target is grappled (escape DC 12). Bestiary 219 Spawn of Kyuss Favored Spawn of Kyuss Spawn of Kyuss are mostly victims of their god's corruption, but those who are actually favored by their master are tougher, stronger, and have other special abilities. Any beast or humanoid within 300 feet of the mostly favored by their master are tougher, stronger, and have other special abilities. next turn, creatures provoke an opportunity attack from the target when they move 5 feet or more while within the target's reach, and if the target's reach, and if the target hits a creature with both your left and right hand weapons in the same turn, you can choose to deal an extra weapon damage equal to 2d6 + your Benefit: On your turn, before you make a strengthbased melee weapon attack, you can choose to take a -5 penalty to the attack roll. The deathpriest is a 5th-level spellcaster. While frightened, the creature is incapacitated. Keen Hearing and Smell. Armor Class 19 (splint, shield) Hit Points 210 (20d8 + 120) Speed 30 ft. If the Aspect of Kostchtchie fails a saving throw, it can choose to succeed instead. Great Cleave You can deal your full damage when you Cleave. The xerfilstyx magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see. 132 Chapter 1. The kithlord can use this ability between the weapon attacks of another action it takes. The mymidon's weapon attacks are magical. Freezing Breath (Recharge 5-6). Bluespawn Ambushers are what blue dragons would look like when compressed into the shape of a badger. They always appear as large or larger sized forms and will sport a weakened version of their progenitors' favored weapon (should they have one). Healing magic that restores limbs, such as the regenerate spell, can halt this dying process. Distracting Strike (1/Turn). Aspect of Mephistopheles is the least likely to bestow an Aspect. 18 Chapter 1. New Spells) 822 magic that restores limbs, such as the regenerate spell, can halt this dying process. Distracting Strike (1/Turn). Chapter 1. Iron Defender Medium construct, unaligned Armor Class 15 (natural armor) Hit Points 67 Speed 30 ft., climb 30 ft. A creature takes 21 (6d6) necrotic damage on a successful one. It can use Cleaving Swing or Slam Foe in place of one of its attacks, if available. STR 22 (+6) DEX 6 (-2) CON 19 (+4) INT 3 (-4) WIS 6 (-2) CHA 4 (-3) Saving Throws Wis +0 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Giant but can't speak Challenge 4 (1,100 XP) Two Heads. Nightwing Huge undead, chaotic evil
Armor Class 16 Hit Points 212 (17d12 + 102) Speed 20 ft., fly 60 ft. Kobold Archer Kobolds archers are often assigned as guards and sentries and posted in high vantage point areas, such as cave ledges or tree branches. The blackspawn stalker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Bestiary 169 Kenku Duelist A kenku duelist is a sly and dangerous warrior that takes full advantage of its combat skills to compliment its 'street-style' dirtyfighting techniques. Instead, it is a set of loosely connected covens of various sizes. The effect lasts until the start of the cult priest's next turn. Any Medium or smaller beast or humanoid within 60 feet of the ogre and able to hear it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain. The target must succeed on a DC 16 Constitution saving throw or be frightened for 1 minute. its hit point maximum is reduced by an amount equal to the necrotic damage taken. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Armor Class 22 (natural armor) Hit Points 325 (26d10 + 182) Speed 40 ft., fly 80 ft. The dracolisk can then fly up to half its flying speed. Armor Class 13 (natural armor) Hit Points 325 (26d10 + 182) Speed 40 ft., fly 80 ft. The dracolisk can then fly up to half its flying speed. Armor Class 13 (natural armor) Hit Points 325 (26d10 + 182) Speed 40 ft., fly 80 ft. The dracolisk can then fly up to half its flying speed. Armor Class 13 (natural armor) Hit Points 325 (26d10 + 182) Speed 40 ft., fly 80 ft. ft., swim 30 ft. Melee Weapon Attack: +7 to hit, reach 40 ft., one creature. Bestiary 53 Lolth Actions Huge fiend (demon), chaotic evil Multiattack. Hit: 17 (2d8 + 8) bludgeoning damage. The duergar uses its Intelligence modifier, instead of its Strength or Dexterity, for the attacks). Hit: 12 (2d8 + 3) piercing damage plus 3 (1d6) poison damage. When it finally finds an ideal moment to ambush its prey, it first uses Maddening Thoughts to stun it, before rending it with its claws to paralyze it. If the object is magical, the creature has advantage on the saving throw. You may gruff and prefer not to be bothered, but you bring experience and wisdom to any group you accompany. The golem can grapple up to four allies it can see within 30 feet of it. Improved Taunt You hurl a string of insults and slurs at a group of creatures you can see, distracting them and trying to gain their attention. While these pools are a trivial matter to its denizens, naïve wanderers and intruders may find themselves frozen in an icy pool of water or dying of hypothermia. STR 14 (+2) DEX 18 (+4) CON 13 (+1) INT 14 (+2) WIS 13 (+1) CON 13 (+1) CHA 14 (+2) WIS 13 (+1) CHA 14 (+2) Skills Deception +5, Stealth +7 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 11 Languages Abyssal, Common, Draconic Challenge 5 (1,800 XP) Shapechanger. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated. About this Book Monster Manual Expanded II is a continuation of the Platinum-best selling Monster Manual Expanded, which is to be used as a source of content to supplement the 5th edition Monster Manual. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. On a failed save, the attacker is frightened until the end of the verbeeg's next turn. If a creature's saving throw is successful, the creature is immune to Asmodeus's Aura of Submission for the next 24 hours. Neogi Great Old Master Bite. Bodaks Bodak Ravager When a large humanoid or giant worshiper of Orcus takes the same ritual sacrifice vows others do to become a bodak, it becomes a ravager instead. The hag makes two slam attacks. The hobgoblin can take the Dash or Disengage action as a bonus action on each of its turns. Lizardfolk Zombie Undead Fortitude. The hobgoblin makes two longsword attacks or two longsword attacks. STR 10 (+0) DEX 18 (+2) CON 14 (+2) INT 10 (+0) WIS 14 (+2) INT 10 (+0) WIS 14 (+2) INT 10 (+0) Saving Throws Str +2, Dex +6, Con +4 Skills Perception +4, Survival +4 Senses passive Perception 14 Languages any one language (usually Common) Challenge 3 (700 XP) Sharpshooters Action Surge (Recharges after a Short or Long Rest). While it can see two allied creatures within 30 feet of it, the dire corby alpha gainst being frightened and charmed, and all melee weapon attack rolls, but attacks rolls against it have advantage. The Grim can then choose to fill their thoughts either of extreme sorrow, deep emptiness, or memories of past losses and regret. If the kithlord fails a saving throw, it can choose to succeed instead. Fickle Mounts. The shadow mastiff can see ethereal creatures and objects. Innate Spellcasting (psionics). Up to three allies within 60 feet of the orc can use its reaction to move up to half its speed and make one melee weapon attack. Ranged Weapon Attack: +11 to hit, range 150/600 ft., one target. When the war caster uses its action to cast a spell, it can make one melee attack as a bonus action. The secrets that Dispater has collected has always come at a price. The fiend is a deadly opponent to face, having retained the tactical brilliance of its progenitor. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. The Dark Prince of Pleasure, unable to resist feeding his vanity, enjoys the awe his Aspect inspires upon his worshipers. The gouger makes one tongue attack. Two-Headed Troll Witch Doctor Armor Class 15 (natural armor) Hit Points 126 (12d10 + 60) Speed 30 ft. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. The remmanon magically summons a 1d3 bearded devils. The bugbear makes two attacks with its great morningstar or javelin. Distracting Haze. Challenge 3 (700 XP) Shapechanger. On a failed save, the target's speed is halved for 1 minute. The wood woad is an 8th-level spellcaster. If the target is a creature, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The orc makes three attacks with its greatsword or javelin. The barghest can use its action to polymorph into a Small, Medium, or Large goblinoid, or back into its true form. The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack. The book DM Options: Monster Talents extensively provides more details about providing talents to monsters. The destination need not be within line of sight. STR 25 (+7) DEX 14 (+2) CON 22 (+6) INT 6 (-3) WIS 12 (+1) CHA 9 (-1) Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 11 Languages understands all languages but can't speak Challenge 19 (22,000 XP) Magic Resistance. Shadow Blend. Hit: 19 (3d8 + 6) piercing damage and if the target is Large or smaller, it is grappled (escape DC 16). Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. They disappear when the bugbear dies. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone. Anyone who tries to reach the main lair and challenge the Lord of Iron will need to contend with the room's unbearable heat and Dispater's aura of fear. The first one is mastery of necromancy, which is the most common type of cult of Orcus. Asymodeus can keep up to 3 Master Strategist dies at a time. Indomitable (2/day). The Aspect's legendary actions are associated with its five dragon heads (a bite and a breath weapon for each). It can innately cast the following spells, requiring no components: Flaming Weapon. Uncanny Dodge. Medium monstrosity, unaligned WIS 8 (+1) CHA 4 (-3) Skills Perception +5, Stealth +4 Damage Resistances fire, lightning Senses darkvision 60 ft., passive Perception 15 Languages ----Challenge 1/4 (50 XP) Amphibious. Unearthly Recovery (Recharges after a Long Rest). Somehow, the orc itself is unharmed, but any who try to touch it are exposed to a virulent poison. Against a challenging enemy, the Aspect will use its Enemy Insight to gain as much advantage as it can. Hit: 29 (6d6 + 8) slashing damage plus 10 (3d6) fire damage plus 10 (3d6) fire damage and if the target is not immune to fire, it gains vulnerability to fire until the end of the giant's next turn. The ettin makes two attacks: one with its battleaxe and one with its morningstar. Phalanx Formation. Mephistopheles regains 20 hit points at the start of his turn. Cultist NonPlayer Characters Cult High Priest of Demogorgon Medium humanoid (any), chaotic evil Armor Class 16 (+1 studded leather) Hit Points 71 (11d8 + 22) Speed 30 ft. It rides into battle on its personal war beast - often a large dire wolf or boar - commanding its horde to unleash hell's fury on its enemies. When a creature that can see the bargda starts its turn within 30 feet of the bargda isn't incapacitated and can see the creature. It is a crafty warrior, and has the ability to command and boost the morale of its underlings. Armor Class 15 (natural armor) Hit Points 153 (18d10 + 54) Speed 40 ft. Ice Walk. Iron Will You are extraordinarily more strong-willed than normal. Ranged Weapon Attack: +10 to hit, range 30/120 ft., one target. Bestiary 155 Gray Renders Displacer Render Displacer Render Signation and a displacer beast by wizards employed by the Unseelie court. The bargda makes three attacks: one with its bite or horns, and twice with its greatclub. Nightwing A nightwing resembles a giant shadowy bat with wingspan of 40 feet. The devil remains until Asmodeus dies
or until he dismisses it as an action. Breath of Despair (Recharge 5-6). On each of its turns, the artillerist can take a bonus action to cause the turret to activate if it is within 60 feet of it. The effect ends if the net is destroyed. The phoenix moves up to its speed. When a creature hits the babau with a magical weapon and deals damage, it must succeed on a DC 14 Dexterity saving throw with advantage on the roll. If the gastrobolus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone. Turn Immunity. Kobold Archer Small humanoid (kobold), lawful evil Armor Class 14 Hit Points 10 (4d6 - 4) Speed 30 ft. The blackspawn stalker makes three attacks: one with its tails. Armor Class 15 Hit Points 10 (4d6 - 4) Speed 30 ft. (breast plate) Hit Points 161 (19d10 + 57) Speed 30 ft. It can use Shadow Cage or cast one spell in place of one of these attacks, if available. Orc King Orc Vanguard Medium humanoid (orc), chaotic evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one spell in place of one of these attacks, if available. Orc King Orc Vanguard Medium humanoid (orc), chaotic evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one spell in place of one of these attacks, if available. Orc King Orc Vanguard Medium humanoid (orc), chaotic evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one spell in place of one of these attacks, if available. Orc King Orc Vanguard Medium humanoid (orc), chaotic evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one spell in place of one of these attacks, if available. Orc King Orc Vanguard Medium humanoid (orc), chaotic evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one spell in place of one of these attacks, if available. Orc King Orc Vanguard Medium humanoid (orc), chaotic evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one spell in place of one of these attacks is a specific evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one spell in place of one of these attacks is a specific evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one specific evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one specific evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one specific evil Armor Class 18 (plate) Hit Points 100 (20d8 + 100) Speed 30 ft. It can use Shadow Cage or cast one specific evil Armor Class 18 (plate) the spell attack chosen. On an 8 to 10, the creature makes one melee attack against a random creature, or it does nothing if no creature can repeat the saving throw at the end of each of its turns, ending the effects on itself with a successful save. Undead Master Race. Aspect of Juiblex Huge fiend (demon), chaotic evil Armor Class 14 (natural armor) Hit Points 161 (17d12 + 51) Speed 40 ft. The great old master can only release up to a total of 40 neogi hatchlings (the total is shared with its Release Hatchlings action). The arcane archer doesn't make an attack roll for the attack. While in sunlight, the chitine has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. (hover) STR 22 (+6) DEX 14 (+2) CON 18 (+4) Greater Earth Elemental Myrmidon INT 10 (+0) WIS 12 (+1) CHA 12 (+1) Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities paralyzed, petrified, poisoned, prone Senses darkvision 60 ft., passive Perception 11 Languages Auran, one language of its creator's choice Challenge 11 (7,200 XP) Magic Weapons. If a swallowed creature dies and the creature is a humanoid, the corpse's body is consumed and a pair of arms sprout from the brachavyrm's body. The leviathan moves up to its speed. If the target can see and hear the anathema, the target can see and hear the magical, the wearer must succeed on a DC 14 Wisdom saving throw with advantage on the roll. New Spells) Legendary Resistance (3/Day). On a hit, the target takes an extra 22 (5d8) lightning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the myrmidon's next turn. While poisoned, a creature takes 22 (4d10) poison damage at the end of each of its turns. When the dark soul has fewer than 55 hit points, it can use a bonus action to regain 55 hit points, it can use a bonus action to regain 55 hit points, it can use a bonus action to regain 55 hit points. Bestiary Cantrips (at will): mending, poison spray, thaumaturgy, toll the dead 1st level (4 slots): bane, divine favor, healing word, shield of faith 2nd level (3 slots): blindness/deafness, hold person, magic weapon, spiritual weapon 3rd level (3 slots): bestow curse, crusader's mantle, revivify, spirit guardians 4th level (2 slots): banishment, freedom of movement, stoneskin Two Heads. If Lolth fails a saving throw, she can choose to succeed instead. In addition, any creature within the bright light and able to see the flail snail when this power is activated must succeed on a DC 18 Wisdom saving throw or be stunned until the light ends. This effect ends early if the hobgoblin is incapacitated or it dies, or if someone else marks the target. Medium humanoid (goblinoid), lawful evil Medium humanoid (goblinoid), lawful evil Medium humanoid (goblinoid), lawful evil STR 16 (+3) DEX 12 (+1) CON 14 (+2) INT 12 (+1) WIS 10 (+0) CHA 12 (+1) STR 14 (+2) DEX 12 (+1) CON 12 (+1) INT 10 (+0) WIS 10 (+0) CHA 9 (-1) Senses darkvision 60 ft., passive Perception 10 Languages Common, Goblin Challenge 1 (200 XP) Marshal Allies. The leviathan makes one slam attack. Cantrips (at will): minor illusion, poison spray, resistance, toll the dead, thaumaturgy 1st level (3 slots): false life, guiding bolt, inflict wounds, ray of enfeeblement, spiritual weapon 3rd level (3 slots): banishment, blightent, spiritual weapon 3rd level (3 slots): banishment, blightent, spiritual weapon 3rd level (3 slots): banishment, blightent, blightent, spiritual weapon 3rd level (3 slots): banishment, spiritual weapon 3rd level (3 slots): banishment, blightent, spiritual weapon 3rd level (3 slots): banishment, spiritual weapon 3rd level (3 slots): ba death ward, freedom of movement 5th level (3 slots): circle of death, symbol 8th level (1 slot): Abi-Dalzim's horrid wilting, unholy aura* 9th level (1 slot): astral projection, gate * (see Appendix C. The Aspect of Mephistopheles magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see. For 1 minute, the first creature the firenewt hits on each of its turns with a weapon attack takes 7 (1d6 + 4) fire damage. For offense, they rely mostly on their martial abilities, cutting down foes with their flaming greatsword. The sea spawn makes four tentacle attacks. Ranged Weapon Attack: +15 to hit, range 60/240 ft., one target. The bodak can activate or deactivate this feature as a bonus action. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. It must repeat the saving throw at the end of its next turn. Hit: 10 (2d6 + 3) slashing damage, or 12 (2d6 + 5) slashing damage while raging. The flind moves up to its speed. Giant Fist of Unbroken Air (3/Day, 1/Turn). Its eyes glow and burn in the dark and its once majestic white fur is now caked with dried blood from years of slaughter. Lava Lurkers. It then makes two attacks: one with its bite or tail, and once with its claw. 170 Chapter 1. If the brachavyrm dies, a swallowed creature is no longer restrained by it and can extra 7 (2d6) damage if the elder redcap has advantage on the attack roll. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack. Benefit: As Cleave, but you deal your full normal damage to the additional creature you selected to attack. Go for the Throat. On each of its turns, the boggle can use a bonus action to take the Dash, Disengage, or Hide action. The hobgoblin makes three longsword attacks. It has the following wizard spells prepared: Cantrips: fire bolt, mage hand, poison spray, prestidigitation 1st level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): hold person, invisibility, scorching ray 3rd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify,
magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic missile, shield 2nd level (3 slots): burning hands, identify, magic foes with ease and then finishing off those who survive after the first blow with its terrible bite. The orc is a 8th-level spellcaster. STR 24 (+7) DEX 15 (+2) CON 20 (+5) INT 10 (+0) WIS 12 (+1) CHA 16 (+3) Saving Throws Dex +6, Con +9, Wis +5, Cha +7 Skills Athletics +11, Perception +5 Senses passive Perception 15 Languages Giant Challenge 11 (7,200 XP) Spellcasting. When engaging enemies, the Aspect of Bael unfortunately does not share its progenitor's natural ability to think a few steps ahead, measure the battlefield, and make tactical decisions. The bunyip has advantage on melee attack rolls against any creature that doesn't have all its hit points. Bestiary 127 Giants Cloud Giant Mastermind When brutish giants, such as hill giants and frost giants, that normally only make random raids suddenly show signs of coordinated and strategic attacks, it is very likely a cloud giant mastermind is behind it. Hit: 5 (1d6 + 2) piercing damage. Greater Vargouille Greater Vargouille Greater vargouille are extremely rare, which happens when a giant undergoes the gruesome transformation after being infected by a vargouille's kiss. Only the most loyal and devout are able to become bodaks that still retain their divine abilities. Cultist NonPlayer Characters 295 Appendix C: New Spells Unholy Aura 8th-level abjuration Casting Time 1 action Range self Components V, S, M (a tiny action casting the components V, S, M) and the components V, S, M (a tiny action casting the components V, S, M) and the components V, S, M (a tiny action casting the components V, S, M) and the components V, S, M (a tiny action casting the components V, S, M) and the components V, S, M (a tiny action casting the components V, S, M) and the components V, S, M (a tiny action casting the components V, S, M) and the components V, S, M (a tiny action casting the components V, S, M) and the components V, S, M (a tiny action casting the components V, S, M) and the components V, S, M (a tiny action casting the components V, S, M) are components V. 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S, M (a tiny action casting the components V, S, M) are components V, S, M (a tiny action casting the components V, S) are components V (a tiny action casting the components V, S) are components V (a tiny action c reliquary worth at least 1000 gp containing a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from an unholy text) Duration: Concentration, up to 1 minute. It can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing its appearance), detect magic Regeneration. Make no mistake, zovvuts may be half an angel, but their hearts are full of hate and anger as their demonic parent's which is probably why they resent being commanded or spoken down to by their more powerful ilk. Armor Class 17 (natural armor) Hit Points 39 (7d8 + 7) Speed 30 ft. On a successful save, the creature is pushed 5 feet 14 (+2) INT 14 (+2) WIS 20 (+5) CHA 16 (+3) Saving Throws Wis +7, Cha +6 Skills Insight +7, Persuasion +9, Religion +5 Senses passive Perception 15 Senses passiv Languages any three languages (usually Common) Challenge 12 (8,400 XP) Demands of Nessus. Astute You are smarter than normal. In between those strikes it will use its spells such like Phantasmal Killer to take out those that are most likely to be susceptible to it. Great Fortitude You are extraordinarily healthier than normal. The dracolisk makes three attacks: one with its bite and two with its claws. Immutable Form. Bestiary Greatsword. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks) and it needs only verbal components to cast its spells. Hunter's Sense (3/Day). Hit: 22 (4d8 + 4) bludgeoning damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Twisted Thoughts (Recharge 5-6). This devil believes that information is the key to advancing in power and as such, is responsible for the spy and assassin networks that rivals even Lolth's. 118 Chapter 1. While in dim light or darkness, the meazel can take the Hide action as a bonus action. On each of its turns, the blackspawn stalker can use a bonus action to take the Hide action. As a bonus action, the cadaver collector calls up the enslaved spirits of those it has slain; 2d6 specters (without Sunlight Sensitivity) arise in unoccupied spaces within 15 feet of the cadaver collector. 142 Chapter 1. It has the following cleric spells prepared: Cantrips (at will): guidance, sacred flame, thaumaturgy, toll the dead 1st level (4 slots): bane, command, divine favor, guiding bolt, healing word, shield of faith 2nd level (3 slots): hold person, magic weapon, silence, spiritual weapon 3rd level (3 slots): bestow curse, crusader's mantle, mass healing word, spirit guardians Actions Multiattack. Creeping Death (Costs 2 Actions). The painbearer has advantage on saving throws against being charmed, and magic can't put the painbearer to sleep. Hit: 12 (2d6 + 5) slashing damage 226 Chapter 1. Bestiary 165 Hobgoblin Marshal Hobgoblin Marshal, who reports directly to a general or king, is a highly skilled battlefield tactician that can improve the efficiency of any batallion it commands. The giant is an 17th-level spellcaster. The grandfather of assassins regains spent legendary actions at the start of its turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolisk's Frightful Presence for the next 24 hours. The redcap deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points. Bite (Snake Form Only). in goblin form) Keen Smell. The elder brain gains insight into the target's reasoning, its emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates}. The target must succeed on a DC 14 Charisma saving throw or become cursed. STR 18 (+4) DEX 8 (-1) CON 17 (+3) INT 15 (+2) WIS poisoned Senses darkvision 120 ft., passive Perception 17 Languages all, telepathy 60 ft. Armor Class 13 (leather armor) Hit Points 54 (12d6 + 12) Speed 30 ft. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Wendigo Large fey, chaotic evil Armor Class 15 (natural armor) Hit Points 114 (12d10 + 48) Speed 40 ft. The marut is immune to any spell or effect that would alter its form. It can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing its appearance), detect magic 1/day each: burning hands (as a 4th level spell), confusion, fly, major image, stinking cloud, suggestion, wall of fire Legendary Resistance (1/Day). Two Heads. STR 10 (+0) DEX 14 (+2) INT 8 (-1) WIS 16 (+3) CHA 10 (+1) WIS 16 (+1) WIS 10 (+1) WIS 16 (+1) WIS 10 (+1 Ignan Challenge 5 (1,800 XP) Amphibious. As a bonus action, the dawnkiller can teleport up to 30 feet to an unoccupied space it can see. Those that work in smaller groups or individually, operate like serial killers and hide in plain sight within bustling and thriving cities. You can easily recognize an opportunity to earn a profit, sometimes exploiting the ignorance of others. Aura of Death. +2 Hand Crossbow. As long as your melee attack reduces a creature to 0 hit points, you can keep on choosing another creature
within reach and apply your full damage to it. It has the following bard spells prepared: Cantrips (at will): minor illusion, toll the dead, vicious mockery 1st level (4 slots): dissonant whispers, inflict wounds, thunderwave 2nd level (3 slots): blindness/deafness, enthrall, shatter 3rd level (3 target is a creature, it must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. Arcane Trickster Medium humanoid (any race), any non-lawful Armor Class 15 (studded leather) Hit Points 42 (8d8 + 16) Speed 30 ft. The school only accepts female students who come from prominent drow families favored by Lolth. As a bonus action, when the headless horseman hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) radiant or necrotic damage to the target. Armed with a vicious flail, the inquisitor strides through the Underdark while emanating a frightening aura of judgement – a veritable symbol of fear among its enemies and brethren alike. The chieftain is almost revered like a god by its subjects, and the sight of it fighting inspires them to attack savagely. Fear Ray. The once noble storm giant paladin that has strayed into the path of evil or tempted by an archdevil, the blackguard is a creature of absolute malevolence, seeking to subjugate everything - even other giants. Maneuver Vermin (Recharge 5-6). Hit: 11 (1d10 + 6) slashing damage to objects and structures. NonPlayer Characters Grand Cavalier the attack's weapon deals an extra 5 damage to the target. The dragon makes three attacks: one with its bite and two with its claws. Constrict (Costs 2 Actions) Kenku Duelist Feinting Attack. Thunderous Edict (Recharge 5-6). Reactions Protection. The drake exhales gas in a 15 foot cone. Its glistening, slimy body is riddled with sharp teeth. Melee Weapon Attack: +9 to hit, reach 5 ft., one Huge or smaller creature. If the gastrobolus takes 20 damage or more on a single turn from a creature inside it, the gastrobolus must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the gastrobolus. Favored by Diirinka (Recharges after a Short or Long Rest). It can use Ego Whip, Psychic Blast, or Psychic Crush in place of Psionic Blast. Up to two creatures grappled by the cave fisher's adhesive filament must make a DC 15 Strength saving throw, provided that the target weighs 200 pounds or less. Tortles Most tortles are warriors and druids. Large elemental, neutral STR 17 (+3) DEX 18 (+4) CON 19 (+4) INT 10 (+0) WIS 12 (+1) CHA 12 (+1) STR 22 (+6) DEX 14 (+2) CON 19 (+4) INT 9 (-1) WIS 12 (+1) CHA 12 language of its creator's choice Challenge 11 (7,200 XP) Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison 60 ft., passive Perception 11 Languages Aquan, one language of its creator's choice Challenge 11 (7,200 XP) Illumination. If all its tentacles die, the flail snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Against tougher targets, meazel assassins will use their shadow teleport ability to bring the targets into the Shadowfell, leaving them temporarily to be engaged by whatever horrors that lurk nearby before returning to finish them off. But if forced into melee, it will unleash and make full use of its shadow blade spell. Melee Weapon Attack: +9 to hit, reach 30 ft., one target. The explosion destroys the phoenix's body and leaves behind an egg-shaped cinder that weighs 5 pounds. She takes great pleasure in inflicting pain and psychologically tormenting her prey. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: alter self, charm person, detect evil and good, detect magic, disguise self, dissonant whispers (5d6 damage), suggestion 3/day each: charm monster, dominate person Magic Resistance. Pestilent Breath (Recharge 5-6). The Aspect of Graz'zt uses its Teleport action, if available. Hit: 16 (3d6 + 6) slashing damage. There are over a dozen new demons and devils that have been added, as well as a couple of new ones, such as the horrid brachavyrm and the wretched gastrobolus. Actions Tail. It can innately cast the following spells, requiring no material components: At will: detect magic, locate animals or plants, ray of sickness 1/day: dispel magic, ensnaring strike, entangle, plant growth Legendary Resistance (1/Day). Skirmisher. The orc makes two maul attacks. Most duelists are sought after mercenaries. They are recognized as the true chosen ones by their kin, and naturally become their supreme leaders. Legendary Actions The Aspect of Bael can take 3 legendary actions, choosing from the options below. It is not even surprising if it has a young dragon within its lair that serves as its companion. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage. Due to its greedy and obsessive nature, the athach is a solitary creature. The nightwing attacks by performing hit and run tactics, swooping in to make a quick bite and flying again before giving the victim a chance to retaliate. 9 Shady Operator You were born in the streets, surviving the harshness of poverty and the cruelty of society. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Whenever the flail snail takes 25 damage or more on a single turn, one of its tentacles dies. Only when it feels threatened will it make use of its full powers to bring them down. Legendary Actions The leviathan can take 3 legendary actions, choosing from the options below. Finally, it also adds variants that provide a nostalgic and classic feel that DMs experienced with the older editions are probably familiar with. In the rare instances that she finds herself in combat, she will toy with her opponents first, giving them false hope that they might have a chances of defeating her, only to quickly turn the tables and reveal that she was never in any real trouble. Juvenile White Dragon Large dragon, chaotic evil Armor Class 16 (natural armor) Hit Points 76 (9d10 + 27) Speed 40 ft., fly 80 ft., swim 40 ft. At the start of its turn, the zovvut can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. Medium humanoid (dwarf), lawful evil Armor Class 15 (studded leather) Hit Points 78 (12d8 + 24) Speed 25 ft. The party must race to an abandoned Cult of the Dragon lair to stop a rogue wizard from unleashing an evil artifact. They are normally sent on assassination missions to take out opposing army generals and officers or placed as deadly sentries on high vantage points such as treetops and cliff ledges to guard contested territories and borders. STR 25 (+7) DEX 9 (-1) CON 23 (+6) INT 10 (+0) WIS 14 (+2) CHA 16 (+3) Saving Throws Dex +3, Con +10, Cha +7 Skills Arcana + 4, Athletics +11, Perception +6 Damage Immunities fire Senses passive Perception 16 Languages Giant Challenge 12 (8,400 XP) Spellcasting. Leucrotta Fiends. Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples. Pack Tactics. Hit: 12 (2d6 + 5) piercing damage plus 4 (1d8) poison damage. Until the end of Dispater has advantage on the next attacks. As a deity, Lolth is incredibly powerful and does not need weapons when fighting. One creature grappled by the athach is thrown up to 40 feet in a random direction and knocked prone. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack. A creature that touches the palrethee or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. 286 Appendix A. Melee or Ranged Weapon Attack: +9 to hit, reach 15 ft. In combat, palrethees can be difficult opponents due to their constant body flames. On a hit, the target takes an extra 22 (4d10) thunder damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone. (see Body Arms) STR 20 (+5) DEX 12 (+1) CON 18 (+4) INT 8 (-1) WIS 15 (+2) CHA 7 (-2) Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapon isn't already a magic weapon, it becomes one for the duration. The wendigo emits a terrifying howl. The froghemoth can breathe air and water. Dispater makes two heavy mace attacks. Berserkers are rabidly aggressive and are prone to attack anything it sees, enemies and derro alike. The master assassin must be able to see the attacker. STR 18 (+4) DEX 15 (+2) CON 19 (+4) INT 13 (+1) WIS 13 (+1) CHA 16 (+3) Saving Throws Str +8, Con +8, Wis +5 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning;
bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fi 5) bludgeoning damage and the target is marked until the end of the wood woad's next turn. Cloud Giant Mastermind Huge giant, neutral good (50%) or neutral evil (50%) Armor Class 15 (natural armor) Hit Points 275 (22d12 + 132) Speed 40 ft. As a bonus action, the ogre can unleash a savage roar. Whip. Hexblade's Curse (Recharges after a Short or Long Rest). Bestiary 223 Tortle Witch doctor 1st level (4 slots): cure wounds, guiding bolt, inflict wounds, speak with animals 2nd level (3 slots): mass healing word, plant growth, spirit guardians, wind wall 4th level (1 slot): bankskin, hold person, spike growth, spirit guardian of faith Medium humanoid, lawful neutral Armor Class 17 (natural armor) Hit Points 71 (11d8 + 22) Speed 30 ft. All other creatures within 5 feet of the target must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one. Asmodeus magically summons a Pit Fiend. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Exert Will. Bestiary 245 Ursaloth Ursaloths are the most powerful of guardian yugoloths. If the target is a creature, it must succeed on a DC 12 Constitution saving throw, or the damage dealt by its weapon attacks are halved until the start of the lizardfolk's next turn. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Aspect of Dispater target. If the nightcrawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. A berbalang can have only one duplicate at a time. The citadel sits at the very bottom of the Pit, the lowest point in all of Baator. Challenge 28 (120,000 XP) Discorporation. If the target can use its reaction to move up to half its speed and make one weapon attack. All other creatures within 60 feet of it that can hear it must make a DC 17 Constitution saving throw. Until this grapple ends, the target is restrained and takes 22 (4d8 + 4) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth's turns, and evil spellcasters to serve as mercenaries. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack. must succeed on a DC 17 Strength saving throw or the doomsphere moves it up to 30 feet in any direction. Dispater casts blade barrier, cloud of daggers or wall of iron. Hit: 25 (4d8 + 7) piercing damage. The arcane ballista makes two arcane bolt attacks. Melee Weapon Attack: +8 to hit, reach 5 ft., one Medium or smaller creature. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a failed save before it can create another Aspect. Bestiary 213 Shadar-kai Dawnkillers are assassins of the shadar-kai that use the cover of darkness to move in stealth as they hunt their prey. Mounted Charge. This effect ends early if the ettin is incapacitated or it dies, or if someone else marks the target. The doomsphere enters the Ethereal Plane from the Material Plane, or vice versa. It sweeps, scavenges, and clears the floors and grounds of organic materials. STR 15 (+2) DEX 11 (+0) WIS 10 (+0) CHA 10 (+0) Damage Resistances poison Senses darkvision 120 ft., passive Perception 12 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Duergar Resilience. Reverie of Nessus (1/Day). It is so strong that its blows can cause pain so intense it can hinder one's fighting abilities. It knows the following warlock spells: Cantrips (at will): eldritch blast, friends, mage hand, minor illusion 1st level-5th level (3 5th-level slots): charm monster, dissonant whispers, dominated person, enthrall, Evard's black tentacles, greater invisibility, hold monster, misty step, phantasmal force, synaptic static, suggestion 1/day: circle of death Actions Multiattack. Swift Sting (Costs 2 Actions). Vegepygmy Shaman Spear. Maneuver Allies (Recharge 5-6). That area becomes difficult terrain for 1 minute. The Aspect of Tiamat will appear as a huge multi-headed dragon with each chromatic dragon head represented. As a bonus action, the dread dirgesinger can perform a dirge that lasts until the start of the dread dirgesinger's next turn. Hit: 17 (2d10 + 6) piercing damage. STR 11 (+0) DEX 16 (+3) CON 11 (+0) INT 13 (+1) WIS 12 (+1) CHA 14 (+2) Skills Deception +6, Stealth +7 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 11 Languages Abyssal, Common, Draconic Challenge 3 (700 XP) Shortsword (Yuan-ti Form Only). In either case, the target is marked until the end of the derro's next turn. Up to four hound allies within 60 feet of this giant that can hear it can each the target is marked until the end of the derro's next turn. use their reaction to move up to half their speed without provoking opportunity attacks. The verminlord normally rides a giant rat or bat as a mount. An allied shadow mastiff pack lord gains Pack Tactics until the start of its next turn, provided the shadow mastiff pack lord isn't incapacitated. It can use Maneuver Allies in place of one of these attacks, if available. DEX 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) INT 13 (+1) WIS 16 (+3) CON 12 (+1) WIS 16 (+1) WIS 1 (Psionics). On a failed save, the creature takes 31 (6d6 + 10) cold damage, can't use reactions, its speed is halved, and it can't make more than one attack misses it, an additional effect might occur, as determined by rolling a d8: 1-2. On a failure, the target takes 17 (5d6) bludgeoning damage and, if it is Large or smaller, is pushed up to 15 feet away from the myrmidon and knocked prone. If the duergar expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8). Hit: 9 (1d8 + 5) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. Hit: 30 (6d6 + 9) slashing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw against disease or become poisoned until the disease is cured. Yuan-ti Anathema Ascendant The most powerful of its twisted kind, the ascendant is a rare anathema that has gained vast amounts of power through sacrifices, rituals, and combat - power it believes is enough for it to be a demigod. A girallon ally that starts its turn within 30 feet of this girallon isn't incapacitated. On each of its turns, the choker can use a bonus action
to take the Hide action. Bestiary DEX 14 (+2) CON 22 (+6) INT 17 (+3) WIS 18 (+4) CHA 20 (+5) Saving Throws Str +15, Con +12, Wis +10, Cha +11 Skills Arcana +9 Athletics +15, History +9, Perception +10 Damage Resistances cold Damage Immunities lightning, thunder Senses passive Perception 20 Languages Giant Challenge 17 (18,000 XP) Amphibious. Aspect of Baphomet saving throw, it can choose to succeed instead. An ally that is within 30 feet of the kobold and can see and hear the kobold has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the kobold, provided that the kobold isn't incapacitated. Actions Enervating Bite. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. If a creature fails its saving throw by 5 or more, the creature is paralyzed while frightened for the same duration. The Aspect of Moloch uses its Teleport action. When the Aspect Zuggtmoy is hit by an attack, one creature within 5 feet of the Aspect of Zuggtmoy that is charmed by it must use its reaction to be hit by the attacks: two with its longsword and one with its longsword and end with longsword and one with its longsword and one with its longsword and end with longsword a Class 17 (natural armor) Hit Points 243 (18d12 + 126) Speed 30 ft. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 28 (6d6 + 7) bludgeoning damage. Skilled with the use of the longbow and hand crossbow, they can pick off unwary targets with ease without getting noticed. 7 Benefit: You have 3 Brilliant Academic points. Aspect of Graz'zt Of all demon lords of the Abyss, Graz'zt is the most likely to grant a follower's petition for an Aspect. Each creature grappled by it into another creature it can see within 5 feet of it or a solid surface. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrifying Cackle for the next 24 hours. Its presence alone can rally nearby orcs in battle. Blinding Spittle (Recharge 4-6). A creature takes 22 (4d10) blud geoning damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save. Speed 30 ft., climb 30 ft. The mastermind and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws made against the target. When news of an important discovery reaches them - such as finding an ancient set of elven ruins or a legendary archmage's tomb, the cult mobilizes immediately and sends its cadre of hellfire disciples and stewards to get to the location and deal with anyone that would challenge them from plundering the place. You regain your expended Ascetic Missionary points when you finish a long rest. It wears a rich crimson robe made from the most expensive materials and wields a faux version of the Archfiend's Ruby Rod. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage and the creature has disadvantage on the saving throw it makes to maintain its concentration. The attack deals an extra 9 (2d8) bludgeoning damage. STR 10 (+0) DEX 16 (+2) INT 20 (+5) WIS 13 (+1) CHA 15 (+2) Saving Throws Int +9, Wis +5 Skills Arcana +13, History +13, Nature +13, Religion +13 Senses passive Perception 11 Languages any five languages Challenge 9 (5,000 XP) Spellcasting. The banderhobb's innate spellcasting ability is Charisma (spell save DC 15). The target must succeed on a DC 19 Wisdom saving throw or take 19 (3d12) necrotic damage and become frightened until the end of the nightwing's next turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. Lesser boneclaws, on the other hand, are deliberately created by powerful necromancers, death priests, and shadow sorcerers and bears the same pleasure as its normal brethren when fulfilling its master's desires. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn. The morkoth can breathe air and water. The Aspect of Demogorgon chooses how the charmed target uses its actions, reactions, reactions, and movement. Until the curse ends, the deathlock gains the following benefits: • It deals an extra 3 damage on damage rolls against the cursed target. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. It wears an expensive-looking and finely embroidered clothing and wields a spiked iron mace. creature of the Aspect's choice that is Legendary Actions The Aspect can take 5 legendary actions, choosing from the options below. Bestiary Light Sensitivity. Power and Wealth. Hit: 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage. Armor Class 16 (natural armor) Hit Points 138 (12d10 + 72) Speed 30 ft. The target must make a DC 17 Wisdom saving throw or lose one of its spells (chosen at random) as if the creature had already cast it. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Legendary Actions The Aspect of Geryon can take 3 legendary actions, choosing from the options below. Spider Queen. Ir particular, the Feats and character archetypes. Despite their nature, most aranea are neutral and will keep to themselves. Each attack that hits deals an extra 5 (1d10) fire damage. DEX 18 (+4) CON 14 (+2) Guardian Strike: If an enemy within 5 feet of the kithguard attacks a target other than the kithguard, that enemy provokes an opportunity attack from the kithguard. Hit: 14 (3d6 + 4) slashing damage. The cloud giant and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws made against the target. itself and each creature of your choice within 10 feet of it 8 (1d8 + 4) temporary hit points. Bestiary 55 Aspect of Baphomet Baphomet, the Horned King, may bestow his petitioners and Aspect if it is going to be used to hunt prey. Being the most cunning of all, Asmodeus has the rest of the archdukes in the palm of his hands. Necromantic Practitioners Notable among these locations is Malsheem, an enormous city that is home to Fortress Nessus, Asmodeus' stronghold. Both the space it teleports from and the space it teleports to must be in dim light or darkness. colony of aranea is always led by an elder that acts like a hive queen. The verbeeg can take the Dash or Disengage action as a bonus action on each of its turns. INT 5 (-3) WIS 14 (+2) CHA 8 (-1) Skills Perception +6, Stealth +7 Senses darkvision 60 ft., passive Perception 16 Languages ----Challenge 10 (5,900 XP) Aggressive. Until a creature takes an action to douse the fire, the target takes 4 (1d8) fire damage at the start of each of its turns. The Aspect of Juiblex makes three acid lash attacks. WIS 12 (+1) CHA 16 (+3) STR 16 (+3 Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities poison Condition Immunities poison Condition Immunities poison Condition Immunities poison Condition Immunities attacks that aren't silvered Damage Immunities poison Condition Immuni +4 Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities exhaustion, poisoned Senses darkvision 60 ft., passive Perception 11 Languages the languages it knew in life Challenge 5 (1,800 XP) Assassinate. When the barbarian king takes damage from a creature within 5 feet of it, the barbarian king can make one melee weapon attack against the creature. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage. Bestiary Ogre King pit fiends, cornugons, and his generals. The froghemoth targets one Small or smaller creature that it can see within 15 feet of it. Aspect of Tiamat It was only recently that Tiamat was almost able to return to the Prime Material Plane but was thwarted at the last moment by an intrepid group of heroes. One creature that the bodak can see within 60 feet of it must make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. When the xvart reduces an enemy to 0 hit points, the xvart gains 4 temporary hit points. STR 24 (+7) DEX 13 (+1) CON 18 (+4) Large monstrosity, unaligned INT 3 (-4) WIS 14 (+2) CHA 3 (-4) Skills Perception +6, Stealth +9 Senses blindsight 60 ft., passive Perception 16 Languages ----Challenge 11 (7,200 XP) Adhesive Filament. STR 14 (+2) INT 12 (+1) WIS 12 Common) Challenge 6 (2,300 XP) Spellcasting. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. Armor Class 14 Hit Points 76 (8d10 + 32) Speed 30 ft., swim 30 ft. Water Susceptibility. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. The creature can't take reactions until the start of its next turn. It has the following sorcerer spells prepared: Cantrips (at will): fire bolt, mage hand, true strike 1st level (4 slots): absorb elements, detect magic 2nd level (3 slots): Melf's acid arrow, mind spike 3rd level (3 slots): counterspell, dispel magic, fireball, protection from energy 4th level (3 slots): dimension door 5th level (3 slots): counterspell, dispel magic, fireball, protection from energy 4th level (3 slots): dimension door 5th level (3 slots normal sea spawns loyal to their masters. While unfurled, the maur is Huge, deals one extra die of weapon damage on Strength saving throws with advantage, and gains the ability to cast call lightning and chain lightning once per day. STR 25 (+7) DEX 15 (+2) CON 20 (+5) INT 10 (+0) WIS 17 (+3) CHA 14 (+2) Saving Throws Dex +7, Con +10, Wis +8, Cha +7 Skills Athletics +12, Perception +8 Senses passive Perception +8 Senses passive
Perception 18 Languages Giant Challenge 13 (7,200 XP) Innate Spellcasting. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). Its presence both terrorizes and rallies its underlings, who fall over themselves trying to follow and satisfy their king's commands. If the wendigo's next turn. This beautiful artwork was crafted by Sandeson Gonzaga, which was originally just supposed to be an interior piece. Hit: 12 (2d8 +3) slashing damage, and if the target is a creature, it must succeed on a DC 12 Constitution saving throw. Armor Class 16 (natural armor) Hit Points 168 (16d12 + 64) Speed 50 ft. Gore. Reactions Instinctive Electricity Burst. Cultist NonPlayer Characters Hellfire Steward Hellfire Master Armor Class 14 (+1 studded leather) Hit Points 71 (11d8 + 22) Speed 30 ft. They always avoid combat, and will only fight if escape is not an option. The goblin makes two javelin attacks or two shortbow attacks. The boneclaw has two claws. Benefit: You can reroll an Intelligence ability check or Intelligence ability check deathly aura that extends 30 feet in every direction from its space while it isn't incapacitated. Hit: 15 (3d8 + 2) piercing damage plus 9 (2d8) lightning damage plus 9 (2d8) lightning damage. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action. Because of the force of the wave, though, the creature must make a successful DC 19 Strength (Athletics) check to swim at all during that turn. Orc War Chanter Orc War Priest of Ilneval Medium humanoid (orc), chaotic evil Armor Class 14 (studded leather) Hit Points 45 (7d8 + 14) Speed 30 ft. Any creature, other than an ooze, that starts its turn within 10 feet of the Aspect of Juiblex must succeed on a DC 21 Constitution saving throw or be poisoned until the start of the creature's next turn. It can spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the dark soul rolls damage for a spell, it can spend 1 or more sorcery point to reroll up to 3 damage dice. Dire Corby Alpha Large monstrosity, neutral evil Armor Class 15 (natural armor) Hit Points 76 (8d10 + 32) Speed 30 ft., climb 30 ft. 204 Chapter 1. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. Bestiary 61 Aspect of Lolth The Demon Queen of Spiders will only answer petitions from a favored drow worshiper, and only if the petition has something to do with taking vengeance to an entity or organization Lolth hates. When an allied troll within 30 feet of this troll isn't incapacitated. The most powerful goblin chieftain in the region often takes the mantle of the goblin king, who alone can mobilize all goblin tribes within its territory for war. Armor Class 17 (natural armor) Hit Points 123 (13d10 + 52) Speed 40 ft., swim 40 ft. They enhance their arrows with arcane force and shadow powers to pummel and blind enemies in battle. The creature must succeed on a DC 14 Wisdom saving throw. Acid Breath (Recharge 5-6). Each creature in that area must succeed on a DC 16 Constitution saving throw against disease or become poisoned until the disease is cured. Medium humanoid (goblinoid), chaotic evil Surprise Attack. The creature can make a DC 15 Strength (Athletics) check to escape the trap. If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. It will never engage a target unless it can have total surprise. STR 17 (+3) DEX 6 (-2) CON 18 (+4) Large undead, neutral evil INT 3 (-4) WIS 7 (-2) CHA 6 (-2) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Orc but can't speak Challenge 1/2 (100 XP) Undead Fortitude. The corpse must be that of a humanoid slain by the mohrg. The cult high priest is an 11th-level spellcaster. You regain your expended Daring Expolorer points when you finish a long rest. Armor Class 17 (patchwork armor, shield) Hit Points 147 (14d10 + 70) Speed 40 ft. STR 20 (+5) DEX 16 (+3) CON 18 (+4) INT 10 (+0) WIS 16 (+3) CHA 18 (+4) Skills Perception +7, Stealth +7, Survival +7 Damage Immunities cold, bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons Condition Immunities charmed, exhaustion, frightened Senses darkvision 60 ft., passive Perception 17 Languages Common, Elvish, and Sylvan; telepathy 60 ft. Large monstrosity, chaotic neutral Armor Class 19 (natural armor) Hit Points 207 (18d10 + 108) Speed 40 ft. Benefit: You have 3 Shrewd Investigator points. Duergar Artillerist Heavy Crossbow. Any hit the deathlock scores against a surprised creature is a critical hit. Hit: 26 (3d12 + 7) slashing damage. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius. Bestiary 71 Paeliryon is a greater devil that does its work unseen. Troll Berserker STR 20 (+5) Armor Class 18 (plate) Hit Points 184 (16d10 + 96) Speed 30 ft. Plant Camouflage. While they are armed with a variety of other elemental spells, grung sorcerers will almost always choose to cast dragon's breath, just to display their supposed dragon "heritage." The golden-skinned grung sovereign stands as the leader of its tribe. The great old master releases out 2d4 neogi hatchlings. The tempest moves up to its speed. Darkling Creeper Small fey, chaotic neutral Armor Class 15 (leather armor) Hit Points 27 (6d6 + 6) Speed 30 ft. Its spellcasting ability is Wisdom (spell save DC 16). The doomsphere turns which way the cone faces and whether the demon's grotesque appearance. If the anathema takes radiant damage, this trait doesn't function at the start of the anathema's next turn. The brachavyrm makes one bite attack against a Medium or smaller target it is grappling. Net (Recharges after a Short or Long Rest). Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 13 Wisdom saving throw or be frightened until the start of the creature's next turn. This is an inevitability as the orc vanguard's role is to be at the frontline of a charging army and attract the enemy's attention away from its more vulnerable allies. STR 11 (+0) DEX 18 (+4) CON 14 (+2) INT 12 (+1) WIS 10 (+0) CHA 14 (+2) Saving Throws Dex +7, Con +5, Int +4 Skills Deception +5, Int +4 Skills Decep Languages any two languages (usually Common) Challenge 7 (2,900 XP) Cunning Action. Hit: 13 (3d8) necrotic damage. While holding it, the Aspect of Orcus can use an action to cast animate dead, blight, or speak with dead. Benefit: What the talent description) to do. Dispater corrodes a ferrous metal object it can see within 5 feet of it. It takes 5 (1d10) force damage if it ends its turn inside an object. On a successful save, it takes half as much damage. When a creature within 5 feet of the mageslayer can make a melee weapon attack against that creature. They hate and destroy the concepts of camaraderie, kinship, teamwork, trust, and harmony by sowing dissonance among mortals, breaking their ranks from within. The myrmidon slams the ground with its maul, causing an earth tremor in and pelting with rocks a 15-foot radius circle centered on itself. STR 8 (-1) DEX 14 (+2) CON 12 (+1) INT 8 (-1) WIS 14 (+2) CHA 8 (-1) Xvart Cutthroat Skills Perception +4, Stealth +4 Senses darkvision 30 ft., passive Perception 14 Languages Abyssal Challenge 2 (450 XP) Armor Class 14 (studded leather) Hit Points 10 (3d6) Speed 30 ft. Excellent sharpshooters, heavy snipers can kill targets with just one shot from greater distances, even when the targets are partially hidden by cover. DEX 13 (+1) CON 15 (+2) CON 19 (+4) INT 6 (-2) WIS 13 (+1) CHA 7 (-2) Skills Perception +3 Senses darkvision 120 ft., passive Perception 13 Languages Undercommon Challenge 1 (1,100 XP) Medium monstrosity, neutral evil STR 17 (+3) DEX 13 (+1) INT 5 (-3) WIS 12 (+1) CHA 6 (-2) Skills Perception +3 Senses darkvision 120 ft., passive Perception 13 Languages Undercommon Challenge 1 (200 XP) Pack Frenzy. Ulitharid Mastermind An ulitharid mastermind is an extremely brilliant tactician, schemer, and manipulator. If the blinded creature is a beholder, it loses the ability to use one of its eye rays or central eye (determined randomly) while blinded. Small fey, neutral evil Armor Class 16 (natural armor) Hit Points 71 (13d6 + 26) Speed 30 ft. Troll Whelp Medium giant, chaotic evil Armor Class 14 (natural armor) Hit Points 30 (4d8 + 12) Speed 30 ft. Built You are stronger than normal. Wretched feather wings stretch from their humped backs, the only vestige left of their angelic heritage. The ogre regains spent legendary actions at the start of its turn. The troll is a 5th-level spellcaster. The Aspect of Dispater's spellcasting ability is Charisma (spell save DC 17). Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. Pseudopod. Hit: 7 (1d4 + 5) piercing damage. The cult head is a 20th-level spellcaster. Blackpawn Stalker This nightmarish creature looks like a young black dragon whose body has bloated into a spiders' proportions. The elder brain can use its telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. or range 30/120 ft., one target. Hungry Lightning. Web Crawl. Great Hunter's Inspiration (Recharges 5-6). Bestiary 151 Gnolls Flind Captain Flind captains stand at the head of its warbands. While restrained by the pseudopods, the creature repeats the saving throw at the end of each of its turns. As the most experienced warrior and hunter, all other girallon follow and study the movements of the alpha, learning how to strike coordinated attacks
with their leader. The target must make a DC 15 Strength saving throw. Wererat Assassin Keen Smell. Just like all other sorcerers, these grungs believe that they are blessed by dragons. If faced with difficult foes and there is a large enough space in the area, they can unfurl, stretch, and stand in a process that can be seen as intensely painful. Medium humanoid (kenku), chaotic neutral Evasion. Unleash Hatchlings. STR 24 (+7) DEX 23 (+6) CON 23 (+6) INT 26 (+8) WIS 26 charmed, exhaustion, frightened, poisoned Senses darkvision 240 ft., truesight 120 ft., passive Perception 26 Languages Abyssal, Common, Elvish, telepathy 120 ft., one target. Zuggtmoy makes one pseudopod attack. All other creatures within 30 feet must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. The Aspect of Baphomet's spellcasting ability is Charisma (spell save DC 14). The displacer render projects a magical illusion that makes it appear to be standing near its actual location, causing 156 Chapter 1. The Aspect of Zariel's weapon attacks are magical. These temperamental beings hate cold creatures, and

will attack frost salamanders on sight. When outnumbered, it will use its lightning breath. The drow's innate spellcasting ability is Charisma (spell save DC 15). The target wakes up if it takes damage or if another creature in that area must make a DC 14 Constitution saving throw, taking 33 (6d10) acid damage on a failed save, or half as much damage on a successful one. As a bonus action, the target must succeed on a DC 17 Strength saving throw or be pulled up to 25 feet toward the Aspect of Lolth. The gorsuloth can leap to close the distance between enemies and are able to exhale deadly, noxious vapors when outnumbered. Bestiary Incorporeal Movement. 106 Chapter 1. Covered in a seal's matted fur, but with the fins, tail, and serrated teeth of a shark, the bunyip is an aquatic predator that can be found in shallow bodies of fresh water and near sea caves. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed. Medium humanoid (gnoll), chaotic evil Armor Class 18 (chain mail, shield) Hit Points 171 (18d8 + 90) Speed 30 ft. STR 17 (+3) DEX 13 (+1) CON 18 (+4) INT 2 (-4) WIS 5 (-3) CHA 7 (-2) Skills Perception +0 Senses darkvision 60 ft., passive Perception 10 Languages ---- Challenge 6 (2,300 XP) Actions Multiattack. Ruthless Command (Recharges after a Short or Long Rest). The Aspect of Geryon attacks with its stinger. Death Flash. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the banderhobb's Frightful Presence for the next 24 hours. The number rolled on the die is subtracted from the next attack roll made against the hobgoblin or an ally of its choice within the next minute. Arboreal Assassins. NonPlayer Characters Sorcery Points. If both fist attacks hit a Medium or smaller creature, the target must succeed on a DC 15 Constitution saving throw or be knocked prone and stunned until the end of its next turn. Bestiary 57 Aspect of Fraz-Urb'luu Rarely does Fraz-Urb'luu share its essence to create an Aspect of itself, especially if the ones petitioning for one are unaware that they are petitioning the Prince of Deception. Acid Splash. As a bonus action, when the lizardfolk hits a target with a ranged weapon attack, it can choose one from the following three effects: 1. The Sting of Kurtulmak serves as the tribe's warlord, second only to the chieftain or king. The drow's ranged weapon attack rolls. Hit: 6 (2d4 + 1) percing damage. Etherealness. Challenge 11 (7,200 XP) Insidious Aura. It can substitute Horrid Touch for one of these attacks. It also uses Insanity Gaze, if available. They are patient and cruel killers that employ hit and run tactics even against bigger and stronger targets. 12 Chapter 1. The target must make a DC 15 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one. Song of the Profane. However, it has three pairs of legs that end with razor sharp claws. The meenlock can innately cast the following spells, without providing material components: 2/day each: darkness, enemies abound, mind spike 1/day each: dominate person, mass suggestion, synaptic static Innate Spellcasting (Psionics). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target. The goblin has 5 sorcery points. Juveniles tend to travel far from their parents' lair to avoid the saving throw at the start of its turn. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 18 Constitution saving throw or be blinded until the end of the marut's next turn. Bestiary Morkoth Ancient Morkoth Norkoth Norkoth normally only live for 80-100 years but a very rare few have unnatural life spans that go beyond that. The adventure unfolds in a unique way that builds up to a shocking "M Night Shyamalan" kind of twist and an incredible climactic ending! By Dragonix 300 CHARACTER OPTIONS TALENTS OVER 230 TALENTS TO SPICE UP YOUR CHARACTERS! PREVIEW NOW AVAILABLE! By DRAGONIX 301 Design Dragonix Facebook Home Page Cover and Interior Illustrator Sandeson Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Teddy Gonzaga Teddy Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Teddy Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Teddy Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Stock Art Playtesters Mycko David Kirby Gonzaga Arcana Games' Character Acknowledgement DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast in the USA and other countries. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the grung's next turn. They disappear when the xvart dies. The blackspawn stalker prefers to live in temperate swamps or dark forests where they lay clutches of eggs in multiple locations to increase chances of hatching. The kruthik chooses up to three allied kruthiks it can see within 30 feet of it. The ulitharid has advantage on saving throws against spells and other magical effects. STR 15 (+2) DEX 14 (+2) INT 11 (+0) WIS 5 (-3) CHA 9 (-1) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 1 (200 XP) Magic Resistance. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the paeliryon's Belittle for the next 24 hours. The members work tirelessly to accumulate such knowledge, and scheme to acquire more. Hill Giant Bruiser Huge giant, chaotic evil Armor Class 13 (natural armor) Hit Points 115 (11d12 + 44) Speed 40 ft. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring. Raxivort's Tongue. Reactions Misdirection. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Bestiary Armor Class 18 (studded leather, shield) Hit Points 66 (12d6 + 24) Speed 30 ft., swim 30 ft., sw one target. When the gnoll hits a creature with a flail attack, roll 1d6 to determine what effect happens. In goblinoid form, the barghest makes two attacks with its greatsword or with its claws. The shadow mastiff pack lord can see ethereal creatures and objects. A creature adhered to the filament is grappled by the cave fisher (escape DC 15), and ability checks made to escape this grapple have disadvantage. One Large or smaller creature within 5 feet of the trapper must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 15). Attack (Cost 2 Actions). Large ogre, chaotic evil Armor Class 17 (15d10 + 75) Speed 40 ft. Elder Redcap Outsize Strength. The anathema can use its action to polymorph into a Huge anathema constrictor snake, or back into its true form. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks. Prerequisite: Taunt. The Aspect of Bel uses its Teleport action, if available. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. On a failed save, the target takes 27 (6d8) cold damage and is restrained by ice. The kenku has advantage on attack rolls against any creature of the girallon's choice that is within 30 feet of the girallon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. Lolth's spellcasting ability is Charisma (spell save DC 25). It then makes three attacks: two with its tail. Flame Salamander attack while within 5 feet of it takes 10 (3d6) fire damage. Alternatively, you can create 10-foot-by-10-foot panels that are only 3 inches thick Each creature in that area must make a DC 13 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a failed save, or half as much damage on a successful one. Innate Spellcasting (Psionics). Bestiary Kenkus Kenku Arcane Trickster Kenku who have an inclination to the arcane arts often become arcane tricksters. On a roll of 4 or higher, the attack instead misses the darkling elder, regardless of its roll. Hobgoblin Zombie Hydra Zombie Hydra Zombie evil Huge undead, neutral evil Huge undead, neutral evil Armor Class 16 (chain mail) Hit Points 13 (2d8 + 4) Speed 20 ft. While grappled, the target is restrained, takes 7 (2d6) necrotic damage at the start of each of Lolth's turns, and Lolth can't use one of her
Impaling Legs on another target. On a success, the target takes half the bludgeoning damage, but is neither pushed nor knocked prone. It has the following cleric spells prepared: Cantrips (at will): guidance, message, poison spray, thaumaturgy 1st level (4 slots): blane, cure wounds, inflict wounds 2nd level (3 slots): blindness/deafness, silence, spiritual weapon 3rd level (3 slots): bestow curse, dispel magic, glyph of warding 4th level (3 slots): banishment, divination, freedom of movement 5th level (1 slot): harm, true seeing Spider Climb. If the attack hits, the creature is swallowed, and the grapple ends. The meazel can take the field (1 slot): harm, true seeing Spider Climb. If the attack hits, the creature is swallowed, and the grapple ends. Dash, Disengage, or Hide action as a bonus action on each of its turns. As an action, the restrained creature can make a DC 16 Strength check, escaping from the webbing on a success. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage and the creature has disadvantage on the saving throw it makes to maintain its concentration. As a bonus action, the xerfilstyx can steal a spell prepared by a creature it is grappling with. Hit: 22 (4d10) necrotic damage, and the target is poisoned for 1 minute. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the cadaver collector and is no longer restrained. In combat, the speaker is normally the most formidable warrior of its kind, wields a scimitar laced with poison, and uses every advantage it can find, to the point of overpreparing, to maximize success. Dimensional Rift. On a failure, the creature is turned into iron for 24 hours. The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the bargda moves at least 10 feet straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. While the bargda's great club and menacing horns can prove to be a challenge, adventurers should also watch out for its bite and saliva which has enough toxins and bacteria to bring any able-bodied creature to an agonizing death in a matter of days. Kenku arcane tricksters are the natural leaders of any kenku ganglords. If the object touched is either nonmagical metal armor or a nonmagical metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Challenge 8 (3,900 XP) Aura of Desire. Sprouting from its lower torso are fibrous tentacle-like pseudopods that excrete poison. Maddening Gaze. Bestiary Many-Tailed Whip. When the lore master casts a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack. Meenlock Elder Meenlock Stalker Armor Class 16 (natural armor) Hit Points 88 (16d6 + 32) Speed 30 ft. While in dim light or darkness, the kithlord can turn invisible as a bonus action. Up to three gnoll allies within 60 feet of the flind that can hear it can use their reactions to make one melee attack each with advantage on the roll. Bestiary 195 Neothelid Adolescent and Young Neothelid These failed ilithids experience the struggle for survival the moment they are born, having to escape the clutches of adult mind flayers that seek to eliminate it. Undead Nature. Their primary task is to ensure each of their missions and orders are efficiently carried out. Bestiary Ulitharid Supreme The most powerful ulitharid is given the title of Supreme and acts as the right hand of the illithid colony's elder brain. STR 20 (+5) DEX 10 (+0) CON 18 (+4) INT 12 (+1) WIS 12 (+1) CON 18 (+4) INT 12 (+1) WIS 12 (+1) WIS 12 (+1) CON 18 (+4) INT 12 (+1) WIS 12 (+1) WI (Recharges after a Short or Long Rest). Asmodeus attacks with his Ruby Rod. If the deathlock is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the deathlock instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. The Aspect of Graz'zt can use its action to polymorph into a form that resembles a Medium humanoid, or back into its true form. Elemental myrmidons are neutral-aligned by nature, its alignment only shifting to good or evil depending on who or what summoned them. Neogi Overlord Spider Climb. While mounted, the goblin has advantage on melee attack rolls against a Medium or smaller creature. Hit 12 (2d6 + 5) piercing damage plus 9 (2d8) fire damage. The tlincalli makes three attacks: two with its claws and one with its sting. Slave masters lead and control slaves that the duergar acquire in their raids or from slave-trading drows. It can spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points are spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the drow rolls are spend 1 or more sorcery points damage for a spell, it can spend 1 sorcery point to resist the spell's effects, the grung casts a spell that forces a creature to make a saving throw to resist the spell's effects, the grung casts a spell that forces a creature to make a saving throw to resist the spell spell. disadvantage on its first saving throw against the spell. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action. Dispater's lair sits at the top of the Iron Tower, underneath the dome that forms the highest point of the tower. No additional effect. Draegloth War Caster When young draegloths show signs of exceptional affinity to magic, the drow take advantage and train them in both the martial and arcane arts. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. The retriever makes two foreleg attacks and uses its force or paralyzing beam once, if available. The Aspect of Zariel attacks twice with its longsword or with its javelins. The kobold can then make one weapon attack as a bonus action. Armor Class 15 (natural armor) Hit Points 142 (15d10 + 60) Speed 40 ft., fly 40 ft. The phoenix moves up to its speed and attacks with its fiery talons. It never willingly engages in combat unless it believes it has the advantage, and is highly observant and insightful that it can instantly take advantage of an enemy's weaknesses. The phoenix makes two attacks: one with its beak and one with its fiery talons. Outsize Strength. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Wisdom saving throw. While the orc is blessed with more potent spells, it is cursed as well. The Aspect of Fraz-Urb'luu's spellcasting ability is Charisma (spell save DC 16). These boggles are canny rogues that dabble in enchantments and illusions which they use for distraction while it skips in and out of the darkness to steal from, frighten, and - in opportune moments - torment its victims. The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once. It can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing its appearance), cloud of daggers (4th level), shield 2/day each: charm monster, dispel magic, staggering smite, unholy weapon*, suggestion, wall of iron**(see Appendix C. The wendigo's innate spellcasting ability is Charisma (spell save DC 16). or range 60/240 ft., one target. 122 Chapter 1. If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action. Each target must succeed on a DC 16 Wisdom saving throw or it takes 13 (2d8 + 4) psychic damage and must use its reaction to make a melee weapon attacks. The maur magically emits a deafening scream in a 60-foot cone. It contains over 200 talents to choose from that you can use to customize your character and make them more unique, specialized, and dynamic. It then tries to finish it off with its poisonous bite, unless there are other targets to fend off. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate. If the banderhobb dies, it likewise regurgitates a swallowed creature. STR 18 (+4) DEX 14 (+2) CON 16 (+3) INT 14 (+2) WIS 12 (+1) CHA 16 (+3) Saving Throws Con +7, Int +6, Wis +5, Cha +7 Senses darkvision 60 ft., passive Perception 11 Languages Common, Goblin Challenge 11 (7,200 XP) Aura of Fervor. Taunt You cause a ruckus or hurl a string of insults and slurs at a creature you can see, distracting it and trying to gain its attention. STR 22 (+5) DEX 8 (-1) CON 18 (+4) INT 5 (-3) WIS 7 (-2) CHA 7 (-2) Senses darkvision 60 ft., passive Perception 8 Languages Common, Giant Challenge 5 (1,800 XP) Grolantor's Roar (1/Day). If this damage reduces the target to 0 hit points, it is disintegrated. Each creature in that area that isn't deafened must succeed on a DC 18 Wisdom saving throw or be frightened until the end of the howler's next turn. The dogai magically teleports up to 30 feet to an unoccupied space of dim light or
darkness), passive Perception 15 Languages Common, telepathy 120 ft. The Aspect of Moloch casts a spell. For each head the zombie has beyond one, it gets an extra reaction that can be used only for opportunity attacks. While infected by these spores. Destrachan Large monstrosity, neutral evil Armor Class 15 (natural armor) Hit Points 68 (8d10 + 24) Speed 30 ft. The neothelid can innately cast the following spells, without providing material components: At will: levitate 1/day: confusion, telekinesis Magic Resistance. These spawns of Tiamat have a sliver of Tiamat' power and are born to spread chaos and destruction, and help prepare the deity's return. Kobolds Kobold Arcane Trickster It is very rare for a kobold to have a high enough intelligence to be able to cast wizard spells, but those that do, are more often that not arcane tricksters. If the check fails, the target takes 1d4 piercing damage. Actions Stealthy. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. WIS 18 (+4) CHA 21 (+5) Skills Perception +9, History +10, Stealthy. +7 Damage Resistances acid, fire, lightning Damage Immunities poison Condition Immunities poisoned Senses blindight 30 ft., darkvision 60 ft., passive Perception 19 Languages Abyssal, Common, Draconic Challenge 16 (15,000 XP) Innate Spellcasting (Anathema ascendant Form Only). Additionally, difficult terrain composed of ice or snow doesn't cost her extra moment. The champion of Thrym inherits its deity's cold will. Summon Pit Fiend (Costs 4 Actions). Song of Sorrow. Its head and legs resembles that of an emaciated giant goat's and massive leathery bat-like wings spread from its back. When attacking as a pack, they turn into a savage frenzy and become nearly suicidal. Bestiary 97 Juvenile Green Dragon Juvenile Red Dragon Armor Class 17 (natural armor) Hit Points 82 (11d10 + 22) Speed 40 ft., fly 80 ft., swim 40 ft. Trident. If the creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 12 Constitution saving throw if the dracolisk isn't incapacitated. Unlucky adventurers may stumble upon a goblin nest, only to find a barghest whelp hiding among the goblins. Challenge 7 (2,900 XP) Devil Spines. It can also move through a space as narrow as l inch wide without squeezing. The barbariar king moves up to half its speed. The eye of the deep shoots two eye rays, choosing one to two targets it can see within 120 feet of it: 1. The arrow passes harmlessly through objects, ignoring cover. Quickened Spell: When the goblin casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting. The tlincalli makes four attacks: one with its glaive, two with its glaive, two with its sting. It has an innately cast the following spells, without providing material components: At will: animal friendship (snakes only) 3/day: suggestion Magic Resistance. Challenge 12 (8,400 XP) Innate Spellcasting. It has an impressive mane of bright red hair and a pair of bull horns on its head. Each creature in that area must succeed on a DC 19 Constitution saving throw. Its statistics are the same in each form. Hit: 8 (1d6 + 5) piercing damage, and the target is marked until the end of the orc's next turn. There are many ways to access the 66th layer of the Abyss where the realm of the Demonweb can be found but getting out may be the biggest problem. Bestiary 161 Black Hag The black hag is a disgusting and horrid looking monster. The dracolisk appears at first glance like a typical dragon, with its same chromatic skin and typical batlike wings. Hit: 15 (2d8 + 6) bludgeoning damage. Any creature caught by the golem's powerful limbs will soon find themselves getting smothered to death within the mud golem's body. Orc Mauler Orc Sharpshooter Armor Class 13 (hide armor) Hit Points 51 (6d8 + 24) Speed 30 ft. Legendary Resistance (1/Day). The artillerist can use an action to command the turret to detonate if is within 60 feet of it. 260 Appendix A. +1 Shortsword. It has the following druid spells prepared: Cantrips (at will): poison spray, thorn whip 1st level (4 slots): entangle, snare 2nd level (2 slots): locate animals or plants, spike growth Actions Claws. Swoop (Costs 2 Actions). Passion devils rarely travel alone, and are often accompanied by bearded devils that serve them as bodyguards Demonic Disciple. Resonant Connection. It is a mighty and savage warrior that can attack thrice with its weapon, and emit battle cries that can turn its allies into a battle frenzy, or strike fear into the hearts of its enemies. The monster slayer makes this attack immediately before making the saving throw. It can innately cast the following spells, requiring no material components: Armor Class 17 (natural armor) Hit Points 153 (18d8 + 72) Speed 30 ft., fly 30 ft. Crushing Hug. During its first turn, the meazel has advantage on attack rolls against any creature that hasn't taken a turn. Actions Multiattack (Anathema ascendant Form Only). Battle Chirr (1/Day). Medium humanoid, lawful neutral STR 20 (+5) DEX 15 (+2) CON 18 (+4) Medium humanoid, lawful neutral INT 12 (+1) WIS 12 (+1) WIS 12 (+1) WIS 12 (+1) Saving Throws Str +8, Dex +5, Con +7 Skills Perception 14 Languages Common Challenge 5 (1,800 XP) Headfirst Charge. The passion devil has advantage on saving throws against spells and other magical effects. Fear Aura. 154 Reckless. 232 Chapter 1. Ambush Burrowers. Choldrith Queen Large monstrosity, chaotic evil Armor Class 15 (studded leather armor) Hit Points 190 (20d10 + 80) Speed 40 ft., climb 40 ft. Dispater Actions Medium fiend (devil), lawful evil Multiattack. STR 20 (+5) DEX 8 (-1) CON 18 (+4) INT 7 (-2) WIS 10 (+0) CHA 8 (-1) STR 22 (+6) DEX 8 (-1) CON 20 (+5) INT 8 (-1) WIS 12 (+1) CHA 10 (+0) Skills Perception +2 Senses darkvision 60 ft., passive Perception 12 Languages Common, Giant Challenge 7 (2,900 XP) Actions Command Assault. Razorfiends are often raised by Tiamat worshipers to act as vanguards in combat. They only serve the female as consorts and guards. If a creature's saving throw is successful, the creature is immune to the Aspect of Bel's Fear Aura for the next 24 hours. Summon Ice Devil (Costs 3 Actions). It then makes two attacks: one with its bite or tail, and one with its claw. Actions Actions Greatclub. Asmodeus uses his Teleport action. It always has bodyguards nearby to misdirect attacks to in case it finds itself cornered or hard-pressed, which almost never happens. Bestiary Sneak Attack (1/Turn). Melee Weapon Attack: +11 to hit, reach 10 ft., one target. The Aspect of Baphomet can perfectly recall any path it has traveled, and it is immune to the maze spell. These horrid creatures are nearly 3 to 4 feet height in length, have wingspans 10 feet wide, and are able to exhale poisonous vapors that can make creatures violently sick. On a failure, the creature takes 10 (3d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. Deadly Secrets (Recharge 5-6). They are normally found singing in places where the symbolism of death is strong, such as a catacombs, mortuary, or cemetery. For ages, Asmodeus has learned to channel the Ruby Rod which has evolved his powers to the godly levels. You can often tell when a person is lying and can easily draw out or leverage information from others. The tortle can hold its breath for 1 hour. Whenever you make an ability check that involves the skill History, Insight, Intimidation, Perception, or Survival, you can spend one Grizzled Veteran point to roll a d12 and add it to the result. Most of them band together like a pack of rats, attacking targets that they can overwhelm, and then scatter back to their hiding places. If the saving throw fails by 5 or more, the creature also gains 1 level of exhaustion. STR 12 (+1) DEX 18 (+4) CON 14 (+2) Curving Shot. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. A creature reduced to 0 hit points from damage dealt by the nightwing dies and can't be revived by any means short of a wish spell. The zombie has five heads. Rage (Recharges after a Short or Long Rest). The dragonne makes three attacks: one with its claws. An ally that starts its turn within 30 feet of this darkling elder and can see and hear this darkling elder can take the Dash, Disengage, or Hide action as a bonus action this turn, provided the darkling elder isn't incapacitated. If the Aspect of Bael fails a saving throw, it can choose to succeed instead. A mud golem is a bane to weapon wielding foes as any melee weapon that strikes the construct's body can become stuck fast if the attacker is not strong back out. These comprise the majority of the talents, and most have specific class level requirements. Bestiary 157 Grungs Grung Hunter Grung Shaman The crafty green-skinned grung hunters are skilled archers. Mind Blast (Recharge 5-6). The deep scion reverts to its true form if it dies. Majestic Ruler. When an enemy the gnoll c see ends its turn within 5 feet of it, the gnoll can move up to half its speed. These messengers use a secret passage to travel in and out of the fortress. The invisibility lasts until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow mastiff pack lord uses a bonus action to end it or until the shadow
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The Aspect of Lolth's drider-form or that of a horrid-looking huge spider with Lolth's strikingly beautiful head. Legendary Resistance (3/day). If it does have to leave, it is always accompanied by a couple of lesser ulitharids and more than a dozen illithid bodyguards. As a bonus action, Mephistopheles can emit an aura of diabolic fire, appearing swathed in dark searing flames. The black hag has tough ironlike claws that can rend through armor and deal necrotic damage. Their tough scaly hide has naturally evolved as well to become resistant to their own harmonics, as well as other thunder-based attacks. The blackspawn stalker deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points. Bestiary 69 Dogai Innate Spellcasting. The anathema's innate spellcasting ability is Charisma (spell save DC 18). If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. The targeted creature must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. Like the sweetest of poisons, a xerfilstyx takes pleasure in the memories it absorbs while it dissolved its own mind. The giant can innately cast the following spells, without providing material components: 2/day each: dispel magic, sleet storm 1/day each: wall of ice Actions Multiattack. Some derro, due to their insane nature and inability to keep social relationships, have broken away from their society and have instead turned into a life of random violence and crime. The drow has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a drow ally wielding a shield. In combat, the Aspect of Kostchtchie will hardly casting any spells. STR 24 (+7) DEX 8 (-1) CON 21 (+5) Armor Class 13 (natural armor) Hit Points 157 (15d12 + 60) Speed 40 ft. While they may tolerate and subjugate nearby weaker life forms such as kuo-toans, merrow, and sahuagin, other dangerous intelligent beings such as aboleths are a different matter. This entry is absent if a talent has no prerequisite. 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The zovvut magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. When a creature attacks the verbeeg, and the creature is Medium or smaller and within 30 feet and visible to the verbeeg, the creature must succeed on a DC 13 Wisdom saving throw. Because of this, it is very paranoid and tends to get rid of any loose ends, consuming their brains to leave no trace of evidence that the elder brain might discover. Bestiary 237 Yeth Hound Stalkers are yeth hounds that have adapted to hunting using their exceptional tracking and stealth abilities. If it ever happens, however, an Aspect of Fraz-Urb'luu may not share the same skill level of deceit and illusory powers of its progenitor, but it is more than capable enough to deal with most enemies. It can use Cleaving Swing in place of one of its greatclub attacks, if available. Summon Specters (Recharges after a Short or Long Rest). If the target is a creature, it must succeed on a DC 13 Strength saving throw or the beholder moves it up to 30 feet in any direction. STR 12 (+1) DEX 16 (+3) CON 14 (+2) INT 16 (+3) WIS 18 (+4) CHA 12 (+1) Saving Throws Str +4, Dex +6, Int +6, Wis +7 Skills Insight +9, Perception 19 Languages Gith Challenge 7 (2,900 XP) Innate Spellcasting (Psionics). Hit: 20 (4d6 + 6) slashing damage. Hit: 12 (1d8 + 8) bludgeoning damage plus 13 (3d8) force damage. On a failed save, a creature takes 4d8 necrotic damage, and gains 1 level of exhaustion. Evasion. Lolth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. But those that do normally become warlocks that make pacts with evil elder fire elementals such as Kossuth or Imix. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The Aspect of Asmodeus regains 10 hit points at the start of its turn. The dogai's spellcasting ability is Charisma (spell save DC 16). If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. This has caused much of the infighting within the drow, as Houses fight against each other to bring the best sacrifices to the Spider Queen. The dragonne regains spent legendary actions at the start of its turn. When the drow require a similar construct urgently, or only have limited resources, they resort to crafting the lesser retriever. Smaller than the typical marut construct, guards are armed with a greatsword that is primarily used to break any in-fighting within parties and defend the Hall of Concordance from intrusion. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). If the Aspect of Mephistopheles fails a saving throw, it can choose to succeed instead. Wall of
Iron 5th-level evocation Casting Time 1 action Range 120 feet Components V, S, M (A piece of sheet iron plus gold worth 50 gp) Duration: Concentration, up to 10 minutes. The cornugon has advantage on saving throws against spells and other magical effects. Melee Weapon Attack: +15 to hit reach 15 ft., one target. Unlike the typical nilbog, this greater version has more potent spell-like abilities and is able to control foes that it has charmed and sometimes even have them fully take an attack intended against the greater nilbog. Flurry of Bites. As a last resort they will also emit a burst of poison gas that affects all adjacent targets. Maru guards are posted in and around the city of Sigil. The redcap makes three attacks with its wicked sickle. Undead and fiends ignore this effect. Hit: 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) cold damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with were at lycanthropy. The barghest has advantage on Wisdom (Perception) checks that rely on smell. Morningstar (Yuan-ti Form Only). Combustion. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. If available, it can use Whirlwind Blast in place of one of these attacks. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. Lolth uses Web. Xvart Shaman of Raxivort is a devout worshiper of xvart god and has druidic spells and abilities, making it a natural leader in a tribe of xvarts and serves as an adviser to the tribe speaker. While jovocs appear to be weak compared to other demons, they make up for it in sheer numbers. Growing to about five to nine feet in diameter, the eye of the deep retains its beholder-like qualities with a cyclopean eye and a large maw of razor-sharp teeth. All creatures grappled by the cave fisher's adhesive filament must make a DC 17 Strength saving throw, provided that the target weighs 200 pounds or less. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. If facing challenging opponents, they can use their devastating fire breath. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one. Ambushers prefer to live in deserts and hunt in packstating fire breath. mainly by hiding under the sand to wait for prey to pass by. Melee Weapon Attack: +12 to hit, reach 5 ft., one incapacitated humanoid grappled in this way, the target is grappled in this way, the target is grappled (escape) and target (escape DC 13) if it is a Large or smaller creature. These massive serpent-like creatures roam the deepest seas, protecting its subjects. 168 Chapter 1. Small fiend, chaotic evil Armor Class 13 (natural armor) Hit Points 39 (6d6 + 18) Speed 5 ft., fly 40 ft. The Aspect of Fraz-Urb'luu regains spent legendary actions at the start of its turn. Reactions Skirmisher. Once per turn, when the tortle hits a creature with a melee weapon attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn. STR 10 (+0) DEX 16 (+3) CON 18 (+4) Multiattack. While raging, the drake has advantage on Strength checks and Strength saving throws • When it makes a melee weapon attack, the drake gains a +2 bonus to the damage roll. The tlincalli has two claws, each of which can grapple only one target. Bestiary Gastrobolus is a wretched devil that is normally found in infernal sewers, dungeons, and blood-soaked battlefields. Bestiary 41 Darkling Elder Mastermind Medium fey, chaotic neutral Armor Class 15 (studded leather armor) Hit Points 121 (22d8 + 22) Speed 30 ft. It has the following sorcerer spells prepared: 272 Appendix A. An orc vanguard, however, sees it as a necessity to be able to deflect most blows that might hit. While grappling, the redcap gang boss is considered to be Medium. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn. It also has advantage on saving throws against being knocked unconscious. The choldrith makes two attacks with its dagger. STR 24 (+7) DEX 8 (-1) CON 22 (+6) INT 9 (-1) WIS 15 (+2) CHA 16 (+3) Skills Perception +5, Nature +5 Senses darkvision 120 ft. passive Perception 15 Languages Giant, Undercommon Challenge 8 (3,900 XP) Brute. The dragonne makes a bite attack. Armor Class 19 (natural armor) Hit Points 180 (19d10 + 76) Speed 40 ft., fly 80 ft. The deep scion emits a terrible scream audible within 300 feet. On a successful save, the creature takes half as much damage and isn't stunned Medium fiend (devil), lawful evil Armor Class 18 (plate) Hit Points 162 (17d8 + 85) Speed 30 ft. The lizardfolk can hold its breath for 15 minutes. STR 18 (+4) DEX 12 (+1) CON 16 (+3) INT 6 (-2) WIS 14 (+2) CHA 8 (-1) Skills Perception +4, Stealth +3 Damage Resistances thunder Senses blindsight 60 ft. Hit: 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The drake has advantage on Strength (Athletics) checks made while climbing. Eldritch Sling. Chitine warriors are chosen from the victors of brutal tribal competitions. In some very rare instances however, a banderhobb may reform in the Shadowfell and continue to live the rest of its existence there, evolving into more mature versions of their normal ilk. The annis is a 17th-level spellcaster. The zaratan makes two attacks: one with its stomp. It has the following sorcerer spells prepared: Cantrips (at will): acid splash, mage hand, message, prestidigitation, ray of frost 1st level (4 slots): bane chromatic orb, healing word 2nd level (3 slots): silence, spider climb 3rd level (3 slots): bestow curse, lightning bolt, spirit guardians 4th level (3 slots): confusion, greater invisibility 5th level (1 slot): cone of cold Sorcery Points. Melee Weapon Attack: +8 to hit, reach 60/240 ft., one target The elder brain can also make a Charisma (Deception) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. Lightning Strike (Recharge 5-6). If the Aspect of Fraz-Urb'luu fails a saving throw, it can choose to succeed instead. Hit: 13 (2d6 + 6) piercing damage. The zaratan retracts into its shell. Flail. STR 8 (-1) DEX 14 (+2) CON 10 (+0) INT 12 (+1) Armor Class 14 (studded leather) Hit Points 17 (5d6) Speed 30 ft. The Aspect of Geryon makes two attacks: one with its stinger. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, and the creature has disadvantage on the saving throw it makes to maintain its concentration. Incite Allies (1/Day). The nilbog can take the Disengage or Hide action as a bonus action on each of its turns. A creature that starts its turn in a space filled with or restrained by webbing created by Loth (either by her Web attack or her spell) takes 7 (2d6) acid damage. The Aspect of Kostchtchie (1/Day). regains spent legendary actions at the start of its turn. Hit: 5 (1d4 + 2) Stalth +4 Damage Plus 4 (1d8) necrotic damage. They are able to invoke the wrath of their deity, imbuing their flails with additional magical abilities. STR 14 (+2) DEX 14 (+2) Stalth +4 Damage Resistances lightning, piercing Senses darkvision 60 ft., passive Perception 12 Languages Vegepygmy Challenge 1/2 (100 XP) Plant Camouflage. Aspect of Bael 3/day each: animate dead, dispel magic, suggestion Armor Class 15 (natural armor) Hit Points 114 (12d10 + 48) Speed 30 ft. It can cast a spell in place of its two claw attacks. During this time, the shell sheds bright light in a 40-foot radius and dim light for an additional 40 feet, and creatures that can see the flail snail have disadvantage on attack rolls against it. The choldrith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. They have been mostly successful due to their ability to use Dominance of Nessus, as well as their array of coercive spells. Bestiary Bugbears Bugbears Bugbears Assassin The bugbear assassin uses its uncanny combination of strength and agility to successfully carry out assassination missions. They are very rare, however, as only the most intelligent lizardfolk can become archers. The puddle is difficult terrain for all creatures except boggles and lasts for I hour. In addition to spawn of Kyuss typical abilities, it can also expel worms from its body, striking and burrowing into the bodies of any who are unfortunate enough to be close. The dawnkiller's innate spellcasting ability is Charisma (spell save DC 14). At the start of each of its turns, the doomsphere decides which way the cone faces and whether the cone is advantage. on Wisdom (Perception) checks that rely on smell Large fiend, neutral evil STR 21 (+5) DEX 15 (+2) CON 16 (+3) INT 14 (+2) WIS 14 (+2) WIS 14 (+2) CHA 16 (+3) Saving Throws Con +6, Wis +5, Cha +6 Skills Deception +6, Intimidation +6, Perception +8, Stealth +5 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities acid, poison Condition Immunities poison Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18 Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft. Large aberration, neutral evil Armor Class 19 (natural armor) Hit Points 210 (20d10 + 100) Speed 10 ft., fly 20 ft. It can innately cast the following spells, requiring no components: At will: fire bolt (2d10 damage), mage hand (the hand is invisible) 3/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty
step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, nondetection (self only) 1/day each: burning hands, jump, misty step, necrotic energy. This malicious quickling is crafty and cruel, making use of coordinated strikes to ensure its goal of causing trouble and suffering is met. 1/day each: chain lightning, finger of death, maddening darkness, mislead, seeming, weird Medium humanoid (elf), neutral STR 8 (-1) Reactions Magic Resistance. Each of her legs can be used as a spear and can stab and pierce creatures with ease as she goes for the kill with her poisonous fangs. Hit: 11 (1d10 + 6) bludgeoning damage, and the target must make a DC 19 Wisdom saving throw. 178 Chapter 1. While other cults may worship different archdevils, they must still acknowledge Asmodeus as the supreme leader that holds power over them. STR 12 (+1) DEX 12 (+1) CON 12 (+1) INT 14 (+2) WIS 16 (+3) CHA 15 (+2) Saving Throws Wis +5, Cha +4 Skills Persuasion +6, Religion +4 Senses passive Perception 13 Languages any two languages (usually Common) Challenge 2 (450 XP) Dominance of Nessus (1/Day). Hit: 14 (3d6 + 4) piercing damage, and if the target is a creature, it is grappled (escape DC 14). On each of its turns, the master arcane trickster can use a bonus action to take the Dash, Disengage, or Hild as much damage on a failed save, or half as much damage on a fa the effect on itself with a successful save. If the target must succeed on a DC 18 Strength saving throw or be knocked prone. War Pick. STR 24 (+7) DEX 17 (+3) CHA 18 (+4) Saving Throws Str +12, Dex +11, Wis +8, Cha +9 Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities fire, poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 13 Languages all, telepathy 120 ft. The yuan-ti has advantage on saving throws against spells and other magical effects. Captains can usually be found maneuvering their units while aboard its astral vessel, or in combat sitting on the back of a red dragon. Adult Dragonne Huge dragonne, neutral Armor Class 16 (natural armor) Hit Points 168 (16d12 + 64) Speed 40 ft., fly 80 ft. It looks like a bloated, single-horned humanoid with the lower body of a disgusting giant snail. In combat, masterminds fight in a calculated and cunning manner. Cantrips (at will): guidance, thaumaturgy, toll the dead 1st level (3 slots): bane, false life, inflict wounds, ray of enfeeblement 3rd level (3 slots): bane, false life, inflict wounds, ray of sickness 2nd level (3 slots): blindness/deafness, ray of enfeeblement 3rd l grapple ends, the target takes 14 (2d8 + 5) bludgeoning damage at the start of each of the golem can't use one of its slam attacks. If the target is Large or smaller, it is grappled (escape DC 17) and restrained until the grapple ends. It has the following cleric spells prepared: Cantrips (at will): guidance, mending, fire bolt, thaumaturgy 1st level (4 slots): bane, burning hands, command, cure wounds, inflict wounds, sanctuary, shield 2nd level (2 slots): bestow curse, fireball, major image, glyph of warding Spellshield. Beholder Slayer. The kobold magically polymorphs into a giant lizard or weasel, remaining in that form for up to 1 hour. Aspect of Orcus Petitioning Orcus for an Aspect will only have a chance of success if the reason for the petition furthers the goal of the Demon Prince of Undeath, which is the nullification of all life. All damage dealt by the duplicate's at tacks is psychic damage. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points. Legendary Actions The flind can take 3 legendary actions, choosing from the options below. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 5 (2d4) poison damage. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the nuckalavee. On each of its turns, the master duelist can use a bonus action to take the Dash, Disengage, or Hide action. Not many can survive a single dragon's breath, let alone one every turn. On a failed save, the creature takes 21 (6d6) acid damage. STR 14 (+2) DEX 14 (+2) CON 16 (+3) INT 10 (+0) WIS 16 (+3) CHA 20 (+5) Saving Throws Wis +8, Cha +10 Skills Perception +8, Religion +5 Senses passive Perception 18 Languages any one language (usually Common) Challenge 13 (10,000 XP) Favored by the Gods (Recharges after a Short or Long Rest). Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. The meenlock can innately cast the following spells, without providing makes three dagger attacks. In addition, she is able to emit a bloodchilling cackle that makes anyone hearing it susceptible to her cold spells. While it can see two allied creatures within 30 feet of it, the dire corby gains advantage on saving throws against it have advantage. It normally leads hunting parties into humanoid communities in search of treasure, slaves, and food. Hit: 8 (1d10 + 3) piercing damage. The creature retains almost all of its arsenal of abilities, save a few that have changed due to undeath. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb's turns. STR 20 (+5) DEX 12 (+1) CON 20 (+5) INT 11 (+0) WIS 12 (+1) CHA 17 (+3) Saving Throws Str +9, Dex +5, Con +9 Skills Athletics +9, History +4, Intimidation +7 Senses darkvision 60 ft., passive Perception 11 Languages Common, Orc Challenge 10 (5,900 XP) Aggressive. The duelist deals an extra 10 (3d6) damage when the duelist hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duelist that isn't incapacitated and the duelist that isn't Points 67 (9d8 + 27) Speed 20 ft., swim 40 ft. Presented below are the stat blocks for each. To do so, the gnoll must see the attacker and be wielding a melee weapon. The Pit, which resides at the bottom of the Demonweb, is a dark cavern Lolth occupies. As a bonus action, the gift takes careful aim at a creature it can see within range of its range weapon. The morkoth makes one bite attack. Cast a Spell (Costs 3 Actions). The destination must be a place the meazel has seen before, but it need not be within line of sight. It wields a flaming ranseur. The troll makes three attacks: one with its place the meazel has seen before, but it need not be within line of sight. It
wields a flaming ranseur. The troll makes three attacks: one with its place the meazel has seen before, but it need not be within line of sight. turn. STR 22 (+6) DEX 12 (+1) CON 17 (+3) INT 11 (+0) WIS 18 (+4) CHA 11 (+0) Skills Intimidation +4, Perception +8 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical Perception 18 Languages all, telepathy 60 ft. Up to four allies within 60 feet of this githyanki that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks. If the saving throw fails by 5 or more, the target instead takes 96 necrotic damage. The bugbear makes a great morningstar attack. Lolth usually appears as a slender female drow dressed in silk made from spider webs. Large undead, neutral evil STR 19 (+4) DEX 9 (-1) CON 14 (+2) INT 3 (-4) WIS 8 (-1) CHA 3 (-4) WIS 8 (-1) CHA 3 (-4) STR 13 (+1) DEX 9 (-1) CON 14 (+2) INT 3 (-4) WIS 8 (-1) CHA 3 (-4) WIS 8 (Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 2 (450 XP) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 9 Languages ----Challenge 1/4 (50 XP) Keen Sight and Smell. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success. You can choose to spend one of your Gallant Hero points after you roll the die, but before the outcome is determined. It has the following cleric spells prepared: Cantrips (at will): guidance, sacred flame, thaumaturgy, toll the dead 1st level (4 slots): bane, command, earth tremor, guiding bolt, wrathful smite 2nd level (3 slots): gust of wind, hold person, lesser restoration, shatter 3rd level (2 slots): bestow curse, call lightning, erupting earth Two Heads. Up to four allies within 60 feet of this kobold that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks. Arcane Shot (2/Day). If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait. Bestiary Deathlocks Deathlocks are satisfied to remain as what they used to be, warlock spellcasters. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the girallon's Frightful Presence for the next 24 hours. The babau targets one creature that it can see within 20 feet of it. One Medium or smaller creature within 5 feet of the trapper must succeed on a DC 12 Dexterity saving throw or be grappled (escape DC 12). Orc Doom Hand of Yurtrus Orc Great Eye of Gruumsh Armor Class 12 (hide armor) Hit Points 90 (12d8 + 36) Speed 30 ft. Hunting Bolas. When this happens, the creature can only be restored to life only by means of a resurrection spell or greater. In combat, stingers glide under the water until it can sting its target directly above it. Each creature within 15 feet of the dragonne must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Those hardy enough to survive the initial attack have their bodies locked by the drake's bite and are violently ripped to shreds like ragdolls by its brutal worrying. Insidious Manipulators. While Nessus is a barren wasteland, the insides of the fortress is like that of a magnificent castle, intricately designed and furnished in gold and other expensive elements. The elder brain makes two tentacle attacks. They clash with each other as often as they cooperate together. Otherwise, it will seek out new territory. If the brachavyrm takes 20 damage or more on a single turn from a creature inside it, the brachavyrm must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the brachavyrm. Any beast or humanoid within 300 feet of the mastiff and able to hear its vessel. The master duelist adds its Charisma modifier to its initiative rolls. The ranaeloth's weapon attacks are magical. The cult priest fixes its gaze on one creature it can see within 30 feet of it. On the other side is a long table full of maps and plans. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. Freezing Strikes (Recharge 5-6). As a bonus action, when the following four effects: 1. Each creature in that line must make a DC 19 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one. Scintillating Shell (Recharges 6). Being the embodiment of chaos, madness, and destruction, its worshipers are always taking a huge risk to petition for one. The Aspect of Zariel regains 10 hit points at the start of its turn. Bestiary 171 Kobold Chieftain A chieftain leads its kobold tribe and serves as a vassal to the kobold king. Each creature in the line must make a DC 16 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The Aspect has an array of abilities to employ against its foes, but mostly relies on its martial-based abilities. If not, they believe they certainly will be. It knows more psionic spells it can cast to torment its foes and has the capability to force foes to attack each other. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. Legendary Actions Mephistopheles can take 3 legendary actions, choosing from the options below. STR 24 (+7) DEX 22 (+6) CON 24 (+7) INT 2 (-4) WIS 14 (+2) CHA 15 (+2) Saving Throws Wis +6, Cha +6 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks prone, restrained, stunned Senses darkvision 60 ft., passive Perception 12 Languages ----Challenge 12 (8,400 XP) Partial Freeze. These vicious yugoloths look like a 12-foot tall bipedal bear with bat-like wings sprouting from their backs and terrible eaglelike talons for hands. The dogai can use a bonus action to end the effect. The morkoth uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Maneuver Hounds (Recharge 5-6). STR 17 (+3) DEX 15 (+2) CON 16 (+3) INT 13 (+1) WIS 12 (+1) CHA 11 (+0) Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities fire, poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 11 Languages Abyssal, telepathy 60 ft. Quickling Warlock of the Gloaming Court The quickling warlock
serves the Queen of Air and Darkness, the fey deity of dark magic and murder. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 32 (4d12 + 6) psychic damage and be stunned for 1 minute. Limited Amphibiousness. The ogre makes two melee attacks. Bestiary Redspawn firebelchers bears the resemblance of a red dragon with the body of a bull, their bulky bodies averaging at least 12 feet long. The effect ends if the acid glob is destroyed. Magic Ranged Weapons. When the radiant soul fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome. Now he is revered by almost all goblinoids, and can command all goblinoids, and can command all goblinoids, and can command all goblinoids. Benefit: You have 3 Daring Explorer points. Doom Shriek. For traps placed on a surface, the trap is triggered when a surface within the area is touched or stepped on, removing another object that holds it. On a failed save, the creature magically begins to turn to stone and is restrained. 38 Chapter 1. The targeted creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The attack is made with disadvantage on the attack roll. Each humanoid and beast within 30 feet of the dire corby alpha's next turn But if intruders - often lost adventurers - approach, it will use its tail to keep its opponents at bay. Bestiary 23 Bodak Devotee of Orcus Bodak Devotee of Orc (+0) WIS 16 (+3) CHA 12 (+1) Saving Throws Dex +4, Cha +5 Skills Intimidation +7, Perception 13 Languages Common, Orc Challenge 3 (700 XP) Saving Throws Wis +6, Cha +4 Skills Perception +6, Insight +6, Religion +3 Senses darkvision 60 ft., passive Perception 16 Languages Common, Orc Challenge 5 (1,100 XP) Aggressive. The hag's innate spellcasting ability is Charisma (spell attacks). Master Duelist Medium humanoid (any), any alignment Armor Class 20 (+2 studded leather) Hit Points 165 (22d8 + 66) Speed 30 ft. Lizardfolk Vanguard Threatening. Kobold Sting of Kurtulmak When a kobold demonstrates unmatched cunning, roguecraft, and arcane skills, it may get the attention of Kurtulmak. Bestiary 145 Girallons Girallon Alphas are the dominant girallon of its band, usually the oldest, largest, and most savage among them. The phoenix can move through a space as narrow as l inch wide without squeezing. This allows them to successfully attack groups instead of just single targets. A creature that touches the gastrobolus or hits it with a melee attack while within 5 feet of it gets pricked by a spine and takes 7 (2d6) piercing damage and must succeed on a DC 16 Constitution saving throw or become poisoned. The war chanter can select from one of three effects: 1. The object lands in the other hand of the master duelist. Any equipment she is wearing or carrying isn't transformed. Its spellcasting ability is Charisma (spell attacks). Lifeless bodies frozen in fear and anguish, no one can tell how they came to their gruesome ends. Deep within The Pit, the lowest point of all of Baator, Asmodeus sits on his throne as he leads the eight archdukes of Hell and schemes towards the total conquest of the cosmos. No one has ever been able to map this maze-like pit because Lolth constantly changes paths when she spins her webs. Reactions Pop Hatchlings (Recharges 5-6). Medium undead, neutral evil Armor Class 11 (natural armor) Hit Points 26 (4d8 + 8) Speed 20 ft. The aranea will then stay in that hamlet for weeks, feasting on their captured prey, and whoever else that might wander into the hamlet. Bestiary Grung Sorcerer Grung Sorcerers are the tribe's red grung magic-users. It has the following sorcerer spells prepared: Cantrips (at will): fire bolt, mage hand, minor illusion, poison spray 1st level (4 slots): burning hands, mage armor, shield 2nd level (3 slots): dragon's breath, invisibility Sorcery Points. When the tlincalli casts eldritch blast, she adds her Charisma modifier to the damage it deals on a hit. The orc makes two spear attacks. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. Bestiary Young Dragonne Large dragonne, neutral Armor Class 15 (natural armor) Hit Points 102 (12d10 + 36) Speed 40 ft., fly 80 ft. DEX 13 (+1) STR 22 (+6) Indomitable (1/Day). Web Spray (Recharge 5-6). In extremely rare Doomsphere Large aberration, lawful evil Armor Class 12 Hit Points 161 (19d10 + 57) Speed 0 ft., fly 20 ft. And lastly, new NPCs can be found at the end of the book, as well as a special section for diabolic and abyssal cultists! Chapter 1. Actions +2 Shortsword. The Aspect of Mephistopheles's eyes project intense fiery energy in a 120-foot line that is 5 feet wide. Legendary Actions The dragonne can take 3 legendary actions, choosing from the options below. The Aspect of Baphomet moves up its speed. The cadaver collector has advantage on saving throws against spells and other magical effects. Bestiary Nightshades are extremely powerful undead creatures that seek to destroy all life. Ogre Vanguard Very few ogres are trained to wear armor heavier than hide. Large fiend (demon), chaotic evil STR 22 (+6) DEX 10 (+2) Skills Intimidation +7, Perception +8, Survival +8 Damage Resistances fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities cold, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 18 Languages all, telepathy 60 ft. Melee Weapon Attack: +11 to hit, reach 5 ft., one Medium or smaller target. The Aspect can use its Frightful Presence. Crafty Dealer You have uncanny knowledge of the prices and trends of commodities. They are, however, rather bloodthirsty and irritable and will need to kill regularly or they will become intractable. The creature takes 26 (3d12 + 7) slashing damage on a failed save, or half as much damage on Actions INT 4 (-4) WIS 10 (+0) CHA 6 (-2) Skills Perception +2 Damage Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 12 Languages understands one language of its creator but can't speak Challenge 1 112 Chapter 1. The Aspect of Graz'zt stands just half slightly smaller than its extremely handsome progenitor at nearly 9-feet tall. Actions Fiery Touch. If the target is a creature, it takes an extra 10 (3d6) thunder damage and the creature must succeed on a DC 16 Constitution saving throw or be stunned until the start of the arcane ballista's next turn. Armor Class 16 (studded leather) Hit Points 143 (22d8 + 44) Speed 30 ft. Aspect of Orcus Legendary Resistance (1/Day). On a failed save, the creature is charmed by the morkoth for 1 minute. Cunning You are more shrewd and headstrong than normal. Challenge 17 (18,000 XP) Multiattack. It can innately cast the following spells, requiring no material components: At will: chill touch (4d8 damage), poison spray (4d12 damage) 2/day each: bestow curse, darkness, gaseous form, phantasmal killer, shield Shadow Stride. Large or smaller creatures have disadvantage on saving throws made against the giant's attacks. Against groups, it uses its Deadly Secrets and targets the most vulnerable enemy such as a mage. Noxious Webs. Subtle Spell: When the mageslayer casts a spell, it can spend 1 sorcery point to cast it without any somatic or verbal components. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure . A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the brachavyrm, and it takes 11 (2d10) acid damage at the start of each of the brachavyrm's turns. While raging, the barbarian champion has advantage on Strength saving throws. The duergar makes two melee attacks or two ranged attacks. Medium humanoid (any), any alignment Armor Class 15 (studded leather) Hit Points 44 (8d8 + 8) Speed 30 ft. Eye of the Deep An aquatic sub-species of beholders, the eye of the deep is only found in the darkest depths of the Underdark. He enjoys inflicting pain and
misery to his victims before he killing them, and crushing everyone else's hopes. The Aspect of Moloch regains spent legendary actions at the start of its turn. 152 Chapter 1. Highly intelligent, these lore mastered the ability to control and alter their energy in spell casting, making its spells even more unpredictable and extremely dangerous. The target must make a DC 16 Dexterity saving throw, with disadvantage if it's wearing heavy armor. +1 Dagger. Bestiary Hobgoblin King The hobgoblin king is a shrewd, calculating general who rose from the ranks of soldiers and won favor from the goblin deity Maglubiyet. The Aspect of Zariel wields a flaming sword and javelin, which it relies on most during combat, just like its progenitor. If the spell affects an area or has multiple targets, it fails and has no effect. If the target can see or hear the howler, the target can use its reaction to move up to half its speed and makes three attacks: one with its bite and two with its wingblades. Medium humanoid (human, shapechanger), lawful evil Armor Class 16

(studded leather) Hit Points 65 (10d8 + 20) Speed 30 ft. The lamia has advantage on saving throws against spells and other magical effects. Flaming Greatsword. A swallowed creature is blinded and restrained, it has total cover against attacks and other magical effects. neothelid's turns. Darkness (Recharges 5-6). The zovvut makes two claw attacks. Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target. Challenge 3 (700 XP) Fear Aura. Ranged Weapon Attack: +7 to hit, range 30/60 ft., one creature. STR 12 (+1) DEX 14 (+2) INT 18 (+4) WIS 10 (+0) CHA 9 (-1) Saving Throws Con +5, Int +7 Skills Arcana +7, Perception 13 Languages any four languages any four languages (usually Common) Challenge 6 (2,300 XP) Spellcasting. Asmodeus's weapon attacks are magical. Hit: 7 (1d10 + 2) piercing damage. The zombie has advantage on Wisdom (Perception) checks that rely on hearing and smell. Ranged Weapon Attack: +7 to hit, range 25/50 ft., one target. Legendary Actions The grandfather of assassins can take 3 legendary actions, choosing from the options below. Whirling Weapons (Recharge 5-6). Hit: 8 (1d8 + 4) piercing damage. Hit: 12 (1d6 + 5 plus 1d8) piercing damage, or 13 (1d8 + 5 plus 1d8) piercing damage if used with two hands to make a melee attack. Armor Class 15 (studded leather) Hit Points 52 (8d8 + 16) Speed 30 ft. Once on each of its turns, the wood woad can use 10 feet of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 60 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree within 5 feet of its movement to step magically into one living tree wi space within 5 feet of the second tree. The anathema regains spent legendary actions at the start of its turn. The goblin regains spent legendary actions at the start of its turn. The goblin regains spent legendary actions at the start of its turn. weapon attack, the next attack roll against the target by an attacker other than the quickling has advantage if the attack is made before the start of the quickling's next turn. Infernal Glare. Firearms Knowledge. Saving throws made against the next enchantment spell cast by the cult high priest this turn are made with disadvantage. If a target's saving throw is successful, the target is immune to the nightwing's Finger of Doom for the next 24 hours. At the start of each of the cult exarch's turns, it can choose one ally it can see within 30 feet of it. Intoxicating Scent. Yeenoghu's Laugh (1/Day). Meazel Thug Actions Armor Class 14 Hit Points 63 (14d8) Speed 30 ft. Ulitharid Supreme is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required). Opportune Fighters. Provided the dirgesinger and can hear the dirgesinger must succeed on a DC 14 Wisdom saving throw or start wailing and weeping in grief until the start of its next turn. STR 19 (+4) DEX 9 (-1) CON 17 (+3) INT 1 (-5) WIS 6 (-2) CHA 3 (-4) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages ---- Challenge 1 (200 XP) Blood Frenzy. Orc Conqueror Spellcasting. Chant of Dread. The balhannoth makes a bite attack and up to two tentacle attacks, or it makes up to four tentacle attacks. In combat, the blackspawn crawler will prioritize constricting a target of the ranaeloth, that enemy provokes an opportunity attack from the ranaeloth. The yeth hound deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points. As a bonus action, the dogai can turn into an indistinct figure of pure shadow. STR 20 (+5) DEX 14 (+2) CON 15 (+2) INT 9 (-1) WIS 14 (+2) CON 15 (+2) WIS 14 (+ with spell attacks). Charge. The Aspect of Juiblex regains 10 hit points at the start of its turn. Hit: 16 (2d10 + 5) bludgeoning damage plus 16 (2d10 + 5) bludgeoning damage. Wood Woad Grove Warden A grove keeper was created from the sacrifice made by an elf paladin that swore an Oath of the Ancients. STR 18 (+4) DEX 14 (+2) CON 18 (+4) INT 5 (-2) WIS 12 (+1) CHA 8 (-1) Skills Perception +4, Stealth +8 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14 Languages understands Draconic but can't speak Challenge 5 (1,800 XP) Amphibious. The goblin's ranged weapon attacks ignore half cover and attacking at long rangee doesn't impose disadvantage on the goblin's ranged weapon attack rolls. It has the following wizard spells prepared: Cantrips: fire bolt, mage hand, minor illusion, prestidigitation 1st level (4 slots): charm person, disguise self, silent image, Tasha's hideous laughter 2nd level (2 slots): invisibility, mirror image, shadow blade, suggestion 3rd level (2 slots): lightning bolt, haste Actions Shortsword. Their bites are more ferocious, able to deliver critical hits more often, and are very strong that they can pierce and destroy armor. STR 28 (+9) DEX 14 (+2) CON 24 (+7) INT 6 (-2) WIS 9 (-1) CHA 8 (-1) Saving Throws Con +14 Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities necrotic, poison Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9 Languages ----Challenge 22 (41,000 XP) Annihilating Aura. Pack Frenzy. Slippery Frame: The clockroach gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples. STR 20 (+5) DEX 16 (+3) CON 18 (+4) INT 5 (-3) WIS 12 (+1) CHA 14 (+2) Skills Perception +4, Stealth +6 Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Condition Immunities frightened, poisoned Senses darkvision 60 ft., passive Perception 14 Languages ----Challenge 6 (2,300 XP) Aggressive. Its spellcasting ability is Charisma (spell attacks). However, I would have liked to have been able to decide more on how I develop my character as I gained levels. The Aspect of Bel regains spent legendary actions at the start of its turn. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. The Aspect of Orcus regains spent legendary actions at the start of its turn. Raxivort's Blessing. Stone Giant Warden Huge giant, neutral Armor Class 19 (natural armor, shield) Hit Points 184 (16d12 + 80) Speed 40 ft. The Aspect of Bael's spellcasting ability is Charisma (spell attacks). It generally keeps to itself, heading out in the open only to forage for edible plants and hunt for prev. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. reach 20 ft., one target. They are incredibly aggressive, strong, and vicious, pouncing savagely on prey. Sea Spawn Pincer Sea spawn pincers appear as half-crab, half-humanoids. While poisoned, the creature is paralyzed. Beak. Bestiary 253 Kobold Zombie Small undead, neutral evil Armor Class 9 Hit Points 9 (2d6 + 2) Speed 20 ft. The drow can innately cast the following spells, without providing material components: At will: dancing lights 1/day each: darkness, faerie fire, levitate (self only) Spellcasting. The morkoth
projects a 30-foot cone of magical energy. If the cadaver collector remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the cadaver collector. Small humanoid (kobold), lawful evil STR 7 (-2) Kobold Sting of Kurtulmak INT 8 (-1) WIS 15 (+2) CHA 8 (-1) Senses darkvision 60 ft., passive Perception 12 Languages Common, Draconic Challenge 2 (450 XP) Pack Tactics. The mere sight of the troll king emboldens other trolls, turning them into fanatical warriors. STR 21 (+5) Dire Corby Armor Class 14 (natural armor) Hit Points 26 (4d8 + 8) Speed 30 ft., climb 30 ft. Hit: 11 (2d6 + 4) piercing damage plus 9 (2d8) necrotic damage. It can use Command in place of one of these attacks. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. The githzerai lashes out at one creature it can see within 60 feet of it with tendrils of lightning. Each creature in that area must make a DC 14 Strength saving throw. If the target is a creature and the attack roll against the target must succeed on a DC 20 Constitution saving throw or be stunned until the end of its next turn. 238 Chapter 1. Claw (Hybrid Form Only). Its foul body is covered with dark matted hair that is stained with blood. Grung Sovereign Small humanoid (grung), lawful evil Armor Class 13 Hit Points 78 (12d6 + 36) Speed 25 ft., climb 25 ft. The githyanki creates a fiery explosion at a point it can see within 120 feet of it. Unarmored Defense. The githyanki creates a fiery explosion at a point it can see within 120 feet of it. Vegepygmy Warrior Small plant, neutral Armor Class 13 (natural armor) Hit Points 22 (5d6 + 5) Speed 30 ft. At the start of each of the leviathan's turns after the wall appears, the wall, a long with any other creatures in it, moves 50 feet away from the leviathan's turns after the wall appears, the wall, a long with any other creatures in it, moves 50 feet away from the leviathan. STR 28 (+9) DEX 8 (-1) CON 24 (+7) INT 5 (-3) WIS 9 (-1) CHA 6 (-2) Skills Perceptior +3 Senses darkvision 60 ft., passive Perception 13 Languages Giant Challenge 12 (8,400 XP) Actions Multiattack. Battlesmith Artificers that focus on enhancing and supplementing their martial skills are battlesmiths. Without any protection, any creature will freeze to death in seconds while exposed to Cania's punishing weather. Glaive. Unfortunately, it now also has an insatiable appetite for flesh. Divine Fury (Recharges after a Long Rest). Her horrifying cackle can strike paralyzing fear at the heart of even the bravest of heroes. In very rare instances, however, the curse may affect beasts and monstrosities, especially if the target was assaulted by a swarm of vargouille. Hit: 14 (2de + 7) piercing damage. The Aspect of Baphomet makes a melee attack with Heartcleaver. If the Aspect of Lolth has at least 1 hit points, it regains 10 hit points. The choldrith queen is the supreme leader of its chitine colony. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the balhannoth's Enticing Presence for the next 24 hours. STR 10 (+0) DEX 16 (+3) WIS 12 (+1) CHA 10 (+0) Saving Throws Dex +5, Int +5 Skills Arcana + 5, Perception +3, Sleight of Hand +5, Stealth +7 Senses passive Perception 13 Languages any two languages (usually Common) Challenge 4 (1,100 XP) Cunning Action. The retriever targets one creature it can see within 60 feet of it. While poisoned, the target can't regain hit points and spends its action during its turn retching and reeling. The passion devil magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see. 80 Chapter 1. The headless horseman regains 10 hit points at the start of its turn. 94 Chapter 1. Creatures by CR The Bestiary T his book continues what Monster Manual Expanded started. The ulitharid and up to 3 creatures by CR The Bestiary T his book continues what Monster Manual Expanded started. the target. The deathlock has advantage on saving throws against any effect that turns undead. If the target is a creature, it must succeed on a DC 16 Constitution saving throw, it can choose to succeed instead. Ferocious Charger (1/Turn). Its spellcasting ability is Wisdom (spell save DC 14). STR 23 (+6) DEX 16 (+3) CON 16 (+3) INT 12 (+1) CHA 9 (-1) Saving Throws Dex +6, Con +8, Wis +4 Skills Athletics +9, Perception 14 Languages Giant Challenge 8 (3,900 XP) Lightfooted. STR 14 (+2) DEX 16 (+3) INT 12 (+1) INT 12 (+1) 6th level (2 slot): eyebite, harm, mass suggestion 7th level (1 slot): gate, true resurrection * (see Appendix C. An adult dragonne is about 8 feet tall at the shoulder and has a 16-foot long body of a lion covered in either lion fur or dragon colored scales and sporting a pair of dragon wings. STR 11 (+0) DEX 18 (+4) CON 16 (+3) INT 14 (+2) WIS 1 XP) Assassinate. While young, its death ray can still prove to be a deadly threat to naïve adventurers. Medium fiend (demon), chaotic evil Armor Class 15 (studded leather) Hit Points 75 (10d8 + 30) Speed 30 ft. Armor Class 13 (hide armor) Hit Points 52 (8d8 + 16) Speed 30 ft. On a failed save, the creature has disadvantage on saving throws and grant the Grim advantage on attack rolls against it until the start of the Grim's next turn. The orc doesn't see it as a curse though, and welcomes it as its true natural state of a Hand of Yurtrus. Meazel thugs are often hired to kill or kidnap a specific target. It aims to provide the Dungeon Master with more options and variants of the monsters presented in those books, as well as provide extra value to Dungeon Masters who own multiple types of following the ideology of Asmodeus and become priests. The morkoth makes one attack with its tentacles. Ogre Vanguard Large giant, chaotic evil Armor Class 14 (ring mail) Hit Points 104 (11d10 + 44) Speed 40 ft. Most are wizard scholars but a few become mercenaries or adventurers to earn coin that can fund their research. Otherwise, a creature takes 11 (2d10) poison damage and is poisoned for 1 minute on a failed save. It then charges and barrels itself into the enemy ranks, cleaving through bodies with its greatsword. The banderhobb makes three attacks: one with its bite or tongue and two with its claws. Hit: 13 (2d8 + 4) slashing damage. The armor gleams in the darkness, imbued with magical charms that allows him to teleport to safety if he is about to be harmed. The hunting bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage. If it is hit by a lashing damage. If it is hit by a lashing damage if used with two hands, plus 4 (1d8) necrotic damage. If it is hit by a lashing damage if used with two hands, plus 4 (1d8) necrotic damage. an attack, this trait is disrupted until the end of its next turn. Otherwise, it must make a ranged weapon attack or ranged spell attack against the target. While adventurers usually prepare for the occasional hobgoblin, bugbear, or goblin chieftain to be the leader of a den, they find themselves rudely surprised - and sometimes killed - by a wild fireball straight from the spindly fingers of a grinning goblin sorcerer. The deathlock deals an extra 14 (4d6) damage when it hits a target with a weapon attack roll, or when the target is within 5 feet of an ally of the deathlock that isn't incapacitated and the deathlock doesn't have disadvantage on the attack roll. On a hit, the target takes 9 (2d8) force damage, and if the target is a creature, it is pushed up to 5 feet away from the turret. +2 Longbow. Trampling Chargers. If the elder brain succeeds, the mind believes the deception for l hour or until evidence of the lie is presented to the target. xvart makes two attacks with its shortsword. The yuan-ti makes three ranged attacks, but can constrict only once. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for l minute. You are the person to reach out to when someone need information or a job done discreetly. Each creature in that area must make a DC 15 Intelligence saving throw. The ursaloth makes three attacks: one with its bite and two with consuming only the souls of powerful goblinoid warriors and spellcasters, and the occasional adventurer. Actions Quarterstaff. Bestiary 87 Aspect of Moloch It doesn't take much for Moloch It Lightning Bolt (1/Day). Each creature in that area must make a DC 13 Constitution saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a
failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save, or half as mu Berserker The berserker lives for battle, and it does not stop until all its enemies are dead. STR 19 (+4) DEX 12 (+1) CON 17 (+3) INT 6 (-3) WIS 12 (+1) CON 17 (+3) WIS 12 (+ Weapon Attack: +9 to hit, range 60/120 ft., one Huge or smaller creature that touches the orc or hits it with a melee attack while within 5 feet of it must make a DC 13 Constitution saving throw. INT 8 (-1) WIS 14 (+2) CHA 12 (+1) Saving Throws Str +8, Con +8, Dex +6 Skills Perception +6, Stealth +6, Survival +6 Senses darkvision 60 ft., passive Perception 16 Languages Tlincalli Challenge 10 (5,900 XP) Sting. While moving, the redcap gang boss has disadvantage on Dexterity (Stealth) checks. The bugbear deals an extra 9 (2d8) damage with Multiattack. If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. Each creature in that line must succeed on a DC 16 Dexterity saving throw or be restrained by webbing. STR 22 (+6) DEX 8 (-1) CON 18 (+4) INT 6 (-2) WIS 10 (+0) CHA 10 (+0) Skills Perception +6 Senses darkvision 60 ft., passive Perception +6 Senses darkvision 60 ft., passive Perception 16 Languages Giant, Orc Challenge 6 (2,300 XP) Reckless. Their appearances vary and will closely resemble the archdevils they serve. It can innately cast the following spells, requiring no material components: At will: mage hand, Tasha's hideous laughter, vicious mockery 2/day: confusion, phantasmal force 1/day: Otto's irresistible dance Shortbow. Spell Attack Focus You are more accurate in the use of a melee or ranged spell attack. Asmodeus expends a spell slot to cast a 1st-, 2nd-, 3rd-level, or 4th-level spell that he has prepared. A creature poisoned by this effect on itself on a success. It can use Swallow in place of one of these attacks. These attacks. These attacks at the end of each of its turn, ending the effect on itself on a success. It can use Swallow in place of one of these attacks. targets. The bugbear's innate spellcasting ability is Wisdom. Hit: 19 (4d6 + 5) bludgeoning damage and the target gains disadvantage on its next turn. Melee Weapon Attack: +4 to hit, reach 5 ft. The paeliryon hurls insults and epithets that strike at the heart of its enemies' insecurities. Constructs and undead are immune to this effect. In addition, each target regains 10 hit points unless they took acid or fire damage during its last turn. Demands of Nessus. Heavy Crossbow. Each creature must succeed on a DC 19 Strength saving throw or take 20 (3d8 + 7) bludgeoning damage and be stunned until the end of the giant's next turn. In addition, the target has disadvantage on ability checks and attack rolls made against the ulitharid. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. The aranea ignores movement restrictions caused by webbing. If Scintillating Shell has already been used, the flail snail's shell converts the spell's energy and recharges Scintillating Shell. (hover), swim 30 ft. Each creature in that area must make a successful DC 20 Constitution saving throw or be paralyzed for l minute. Perched on top of the tallest point of Cania and surrounded by glaciers, Mephistar acts as the Lord of Eight's main laboratory. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Large fiend (devil), lawful evil Magic Weapons. Tactical Edge (Cost 2 Actions). The great old master can only release up to a total of 40 neogi hatchlings (the total is shared with its Pop Hatchlings reaction). through the rift (including a portion of its body) emerges at the destination. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required). Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing. Indomitable (1/Day). The target uses its reaction to move up to half its speed and make one weapon attack against a creature of Asmodeus's choice that he can see. Greater Nilbog hit points, including through magical healing, except through its Reversal of Fortune reaction. Majority of the cult's members are mages, sages, and scholars that seek long-lost or forbidden knowledge that they normally can't access themselves. As a bonus action, when the yuan-ti hits a target with a ranged weapon attack, it can choose one from the following three effects: 1. Hit: 13 (2d8) + 4) piercing damage plus 4 (1d8) acid damage and 4 (1d8) poison damage. Troll Whelp Troll whelps, although common, are rarely seen as they often take cover or flee when their lair is attacked. Petrifying Gaze. The retriever can have only one such quarry at a time. The beholder's central eye creates an area of antimagic, as in the anti magic field spell, in a 90-foot cone. The mohrg can have no more than four ghouls under its control at one time. On a failed save, the creature is frightened for 1 minute. STR 22 (+6) DEX 10 (+0) CON 21 (+5) INT 6 (-2) WIS 17 (+3) CHA 5 (-3) Skills Perception +7 Senses passive Perception 17 Languages Giant Challenge 9 (5,000 XP) Charge. If the creature looks at the zovvut in the meantime, it must immediately make the saving throw. Once triggered, each creature within 5 feet of the trap is targeted by its effect, unless specified otherwise. The Aspect of Kostchtchie makes one melee weapon attack. You are popular with the opposite sex and hardly anyone hates you, even if they cannot trust you. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. No creature is spared of the Overlord's cruelty, as even other neogi fall under its ruthless command, forcing them to perform actions in the battlefield. If the giant is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage. the giant instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It has the following druid spells prepared: Cantrips (at will): druidcraft, poison spray, thorn whip 1st level (4 slots): entangle, healing word, thunderwave 2nd level (3 slots): darkness, hold person, Melf's acid arrow, spike growth 3rd level (3 slots): call lightning, erupting earth, stinking cloud, water walk 4th level (1 slot): freedom of movement, locate creature, stoneskin Actions Dagger. The tempest doesn't provoke opportunity attacks when it appears, the creature is pushed to one side of the wall (your choice). Large giant, chaotic evil Large giant, chaotic evil STR 24 (+7) DEX 8 (-1) CON 18 (+4) INT 6 (-2) WIS 12 (+1) CHA 10 (+0) Stills Perception +7 Senses darkvision 60 ft., passive Perception 17 Languages Giant, Orc Challenge 8 (3,900 XP) Skills Perception +8 Senses darkvision 60 ft., passive Perception 18 Languages Giant, Orc Challenge 7 (2,900 XP) Indomitable (2/Day). When Lolth drops to 0 hit points or dies, her body is destroyed but her essence travels back to her domain in the Abyss, and she is unable to take physical form for a time. Bestiary 149 Githzerai lawful neutral Armor Class 16 Hit Points 55 (10d8 + 10) Speed 30 ft. Ranseur. Huge undead, neutral evil STR 26 (+2) CON 28 (+9) INT 12 (+1) WIS 13 (+1) CHA 17 (+3) Saving Throws Wis +4 Damage Immunities poison Condition Immunities poisoned Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10 Languages understands Common, Draconic but can't speak Challenge 12 (8,400 XP) Saving Throws Wis +7 Damage Immunities poisoned Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11 Languages understands Common, Draconic but can't speak Challenge 19 (22,000 XP) Undead Fortitude. STR 14 (+2) DEX 16 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+2) INT 12 (+1) WIS 17
(+3) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CON 14 (+3) CO Spellcasting. Legendary Actions The Aspect of Lolth can take 3 legendary actions, choosing from the options below. The great old master has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep. Destroying the ice (AC 10, 10 hit points) ends the effect. Aspects are not directly controlled by their progenitor nor can they see through the Aspect of Juiblex will resemble a 9-foot tall, horrid-looking amorphous mound of greenish, slimy ooze with numerous tendrils. Otherwise, the wall disappears when the spell ends. Alternatively, it can make two longbow attacks. The neothelid can innately cast the following spells, without providing material components: 1/day: levitate Magic Resistance. The berbalang makes two attacks: one with its bite and one with its bite and one with its claws. Armor Class 15 (studded leather) Hit Points 77 (14d8 + 14) Speed 30 ft. Bestiary 17 Beholders Doomsphere Urban legends speak of the bodies of adventurers who were unfortunate enough to encounter the ghostly globe of death. Each creature in that area must make a DC 15 Intelligence saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one. Bursting Bolt. The cult exarch is an 20th-level spellcaster. The hobgoblin's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target. Hit: 10 (2d4 + 5) bludgeoning damage plus 9 (2d8) necrotic damage. The hellhounds act right after the giant on the same initiative count and fight until they're destroyed. Its spellcasting ability is Wisdom (spell save DC 12). In combat, a ranaeloth attacks with bites and sharp claws and can also use its prehensile tongue to grab and reel foes in. There is nothing more important to you than defending the weak, oppressed, and the occassional damsel in distress. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The gorsuloth has advantage on Initiative rolls and Wisdom effect on itself on a success. If the Aspect of Zuggtmoy fails a saving throw, it can choose to succeed instead. Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack. If the target is a creature, it must make a DC 20 Wisdom saving throw, it can choose to succeed instead. Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack. If the target is a creature, it must make a DC 20 Wisdom saving throw, it can use their reactions to each make one weapon attack. into a puss-filled and boil-ridden hide that constantly secrets toxins. Bestiary 139 Giffs Giff Captain Giff Sharpshooter Giff captains are squad leaders in a unit of giffs. If the target can see or hear the nilbog, the target can use its reaction to make one melee attack against a target of the nilbog's choice. The zombie makes two attacks: one with its bite and one with its claw. It has an AC of 18 and 65 hit points. Mephistopheles magically summons an Ice Devil. It would often decapitate its kills and offer the heads to its deities - Hruggek and Grankhul. The giant moves up to half its speed. 104 Chapter 1. Adventurers often mistake juveniles to be younger and while juveniles may not be as powerful as their adult brethren, they still pose a threat considerable enough to be taken seriously. Bestiary Flyby. The kobold regains spent legendary actions at the start of its turn. The firenewt makes two attacks with its scimitar. Hit: 5 (1d6 + 2) slashing damage plus 4 (1d8) fire damage. Troll Shaman Shamans are troll druids that support its brethren with spells to control the battlefield and tip the conflict in their favor. The darkling elder deals an extra 7 (2d6) damage when the target is within 5 feet of an ally of the darkling elder that isn't incapacitated and the darkling elder doesn't have disadvantage on the attack roll. The elder brain makes a tentacle attack. 266 Appendix A. Any creature that starts its turn with in 40 feet of the nightcrawler advantage on attack rolls against it until the start of the creature's next turn. Fiery Talons. Mephistopheles's spellcasting ability is Charisma (spell attacks). If he takes radiant damage, this trait doesn't function at the start of his next turn. If the headless horseman expends a spell slot of 2nd level or higher, the Spellcasting. Hit: 9 (ld4 + 7) piercing damage. The kobold moves up to half its speed without provoking opportunity attacks. Hit: 6 (1d6 + 3) piercing damage. As a bonus action, the verbeeg can magically polymorph into a cave bear or giant boar, remaining in that form for up to 1 hour. Baleful Flash. Dispater regains 20 hit points at the start of his turn. Armor Class 10 (natural armor) Hit Points 57 (6d10 + 24) Speed 20 ft., climb 20 ft. Reactions Redirect Antimagic Cone. Hit: 12 (2d8 + 3) bludgeoning damage plus 4 (1d8) necrotic damage. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. It 176 Chapter 1. Files Title | Hot | Recent [Browse »] [Upload File »] Language American Sign Language (ASL) Arabic Armenian Azerbaijani Basque Belarusian Bengali Bosnian Breton Bulgarian Burmese Catalan Chinese Creoles and pidgens Croatian Czech Danish French Galician Georgian German Greek Hebrew Hindi Hungarian Icelandic Indonesian International Sign Inuktitut Iranian Irish Italian Japanese Korean Latin Latvian Lithuanian Luxembourgish Macedonian Malay Maltese Mapudungun (neutral) Norwegian Persian Slovak Slovenian Spanish Swahili Swedish Tamil Thai Turkish Ukrainian Uyghur Vietnamese Welsh Pg. 1 of 1 Linked Items Sort: Pg Relationship: Periodical Articles Podcast Episodes Pg. 1 Statistics RPG Item Rank: N/A Num Ratings: 0 Average Rating: 0.00 Standard Deviation: 0.00 Num Views: 709 GeekBuddy Analysis: Analyze Similarly Rated: View Avg. Game Weight: 0.0 Fans: 0 Your Tags: Add tags Popular Tags: [View All] MONSTER MANUAL EXPANDED II an incredible supplement to the monster manual, volo's guide to monsters, and mordenkainen's tome of foes! 2 By DRAGONIX MONSTER MANUAL EXPANDED II Version 1.06 3 Design Dragonix Facebook Home Page Email: Cover Art Sandeson Gonzaga Makoy Galido Echavez Jonathan Elliot DMG Creator Resource Art (various WoTC artists) Elite Design Elements © Rising Phoenix Games Publisher's Choice Quality Stock Art Rick Hershey / Fat Goblin Games Lous Porter, Jr. Design Matthew Richmond Jeremy Hart Arcana Games' Character Stock Art Supporting Writers Marco Pasamba, Teddy Gonzaga Editors Marco Pasamba, Justin Cole, Wena Zaragoza Playtesters Mycko David, Kirby Gonzaga, Teddy Gonzaga, James Manansala, Marco Pasamba, Raffy San Antonio, TJ Sese, Teejay Suaring, Michael Tiongson, Rowell Zaragoza, Wena Zaragoza, James Manansala, Marco Pasamba, Raffy San Antonio, TJ Sese, Teejay Suaring, Michael Tiongson, Rowell Zaragoza, James Manansala, Marco Pasamba, Raffy San Antonio, TJ Sese, Teejay Suaring, Michael Tiongson, Rowell Zaragoza, Wena Descent into Avernus, has a large number of fiends. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn. Medium humanoid (elf), neutral Armor Class 16 (studded leather) Hit Points 55 (10d8 + 10) Speed 30 ft. The black hag is often a worshiper of either Juiblex or Orcus, and is normally found in the company of oozes, jellies, puddings, and various undead creatures. You regain your expended Brilliant Academic points when you finish a long rest. Melee Weapon Attack: +4 to hit, reach 5 ft.. Bestiary 221 Tlincalli Witch is a warlock that has made a pact with an archieve being the target is knocked prone. Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). They tend to laze around in rivers of lava until they become hungry, whereupon they intrude into nearby countrysides to eat their fill of meat. Hit: 11 (1d10 + 6) piercing damage. The zaratan uses Spit Rock. The target loses its lowest-level spell slot, and the hellfire steward gains it. The Aspect of Geryon regains spent legendary actions at the start of its turn. Rampage. Sting. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or take 45 (10d8) force damage. Piercing Arrow. Bestiary Armor Class 16 (natural armor) Hit Points 190 (20d10 + 80) Speed 30 ft. Still, a random encounter might bring chills to a party of adventurers. The Aspect of Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on itself, and it lingers for 1 minute. Bestiary Sorcery Points. When the Aspect of Yeenoghu can take a bonus action to move up to half his speed and make a bite attack. While in the aura, the high deathpriest and any undead ally are immune to the frightened condition and have resistance to radiant damage. The meazel can't make weapon attacks while grappling a crea ture in this way. Dispater trades in iron and secrets. At the start of its turn, the ettin can gain advantage on all melee weapon attack rolls against it have advantage until the start of its next turn. Up to four allies within 60 feet of the war chanter can use
its reaction to move up to half its speed and make one melee weapon attack. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage. Hit: 10 (1d8 + 6) piercing damage. Bestiary Claws. If the target is a Small or smaller creature, it must succeed on a DC 14 Strength saving throw. The aranea reverts to its true. form if it dies. STR 10 (+0) DEX 16 (+3) CON 14 (+2) INT 20 (+5) WIS 13 (+1) CHA 15 (+2) Saving Throws Int +9, Wis +5 Skills Arcana +13, History +13, Nature +13, Perception 15 Languages Elvish, Undercommon Challenge 9 (5,000 XP) Fey Ancestry. During this move, it can enter Large or smaller creatures' spaces. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks). Armor Class 23 (+5 adamantine plate) Hit Points 312 (25d8 + 200) Speed 30 ft. INT 14 (+2) WIS 14 (+2) WI Damage Immunities cold Senses darkvision 60 ft., passive Perception 16 Languages Auran, Common, Giant Challenge 12 (8,400 XP) Elder Graystaff Magic. Bestiary 185 Meazel Thug Some meazels are thugs that congregate and form packs for the purpose of having strength in numbers. 14 Chapter 1. The symbols increase in number throughout the painbearer's life, as it tries to block out the curse of gloom with excruciating pain. Devil's Sight. Wing Attack (Costs 2 Actions). The cadaver collector attempts to impale a creature it has grappled. They accompany war parties to provide them support and are valued for their ability to bestow Vaprak's Gift, which enables a creature to temporarily regenerate wounds and lost body parts. Spit Fire (Recharges after a Short or Long Rest). 196 Chapter 1. Your skill as a guide, a tracker, or a hunter is extraordinary. They wade into melee without fear and ensure no foe gets past them. It is in fact one of the mightiest undead creatures that ever existed. Hit: 8 (1d8 + 4) slashing damage. The area works against the gouger's own eve rays. The dracolisk regains spent legendary actions at the start of its turn. Each creature in that area must succeed on a DC 16 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. It now wields an elder graystaff, more powerful version of her previous staff, which allows her to cast more spells. Ammunition made of metal that hits the Aspect of Dispater is destroyed after dealing damage. Unless he wishes to be affected, Asmodeus is immune to spells of 6th level or lower. The darkling deals an extra 7 (2d6) damage when the darkling hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the darkling that isn't incapacitated and the darkling that i Perception +4, Religion +7 Senses truesight 120 ft., passive Perception 14 Languages all, but rarely speaks Challenge 5 (1,800 XP) Alter Energy Type (1/Turn). The flind makes three attacks: one with each of its different flail attacks or three with its longbow. When the drow casts a spell with a spell slot and the spell requires a saving throw, it can change the saving throw from one ability score to another of its choice. The net has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage. Instead of projecting an antimagic cone, its central eye creates a bright burst of light that can leave its enemies unlucky enough to be looking at it blinded for a minute. Melee Weapon Attack: +10 to hit, reach 20 ft., one creature. Actions +2 Dagger. Physically imposing and a true master in the art of war, the hobgoblin king commands its allies with both confidence and brutal efficiency. Reckless Brutes. Hit: 12 (2d6 + 5) slashing damage, and the target is marked until the end of the orc's next turn. A single tlincalli witch can hypnotize and control an entire unit of enemies, bring a monster into submission, and cause immeasurable pain to any creature it desires to torture. outside the gastrobolus, and it takes 10 (3d6) acid damage at the start of each of the gastrobolus's turns. The war caster is a 13th-level spellcaster. Small humanoid (xvart), chaotic evil Armor Class 16 (studded leather) Hit Points 66 (12d6 + 24) Speed 30 ft. The sphere spreads around corners, and its area is heavily obscured. The trap is hidden, requiring a DC 15 Intelligence (Investigation) to find it or a DC 15 Wisdom (Perception) check to spot it. Just like a dragon, the dracolisk has a breath weapon. The cornugon makes three melee attacks: one with its bite and two with its bite attacks. Senses darkvision 60 ft., passive Perception 9 Languages Common, Goblin Challenge 3 (700 XP) Multiattack. Vegepygmy Shaman Vegepygmy communities. Crushing Stride. The cadaver collector moves up to its speed in a straight line. Against groups of foes it will unleash chain lightning, cone of cold, fireball, lightning bolt, and its hellfire gaze. NonPlayer Characters Elite War Chanter Medium humanoid (any), any alignment Armor Class 17 (+1 breast plate) Hit Points 97 (13d8 + 39) Speed 30 ft. Appendix D:Creatures by Challenge Rating CR 1/8 Goblin Zombie CR 1/4 Froghemoth Tadpole Xvart Cutthroat Bullywug Zombie Hobgoblin Zombie Lizardfolk Zombie CR 1 /2 Derro Thug Grung Hunter Kobold Archer Vegepygmy Warrior Orc Zombie CR 1 Chitine Warrior Sorcerer Hobgoblin Pikeman Tortle Monk Young Trapper Troll Whelp Vegepygmy Shaman Xvart Verminlord Bugbear Zombie Iron Defender CR 2 Barghest Whelp Bunyip Catoblepas Calf Chitine Skulker Choker Cavestalker Pulverizer Derro Hookguard Greenspawn Leaper Duergar Sergeant Firenewt Zealot Goblin Sharpshooter Gnoll Berserker Gnoll Skirmisher Grung Shaman Hobgoblin Bladebearer Hobgoblin Sergeant Kobold Shaman Kobold Trapmaker Meazel Thug Quickling Warlock of the Gloaming Court Sea Spawn Stinger Dire Vargouille Xvart Shaman of Raxivort Carrion Crawler Zombie Owlbear Zombie Cult Priest of Asmodeus Cult Priest of Demogorgon Deathpriest of Orcus CR 3 Aranea Boggle Trickster Hammerer Darkling Skulker Destrachan Bluespawn Ambusher Duergar Slavemaster Goblin Assassin Gnoll Sharpshooter Orc War Chanter Quickling Captain Sea Spawn Shocker Sea Spawn Pincer Shadow Mastiff Alpha Tortle Scout Greater Vargouille Verbeeg Xvart Speaker Yuan-ti Spy Ranaeloth Ettin Zombie Hill Giant Zombie Barbarian Sharpshooter Hellfire Disciple CR 4 Bugbear Beast Shaman Deep Scion Thug Dire Corby Alpha Dracolisk, Young Juvenile White Dragon Whitespawn Iceskidder Duergar Battle Smith Duergar Heavy Sniper Drow Lolth Sting Giff Sharpshooter Goblin Sorcerer Githzerai Cenobite Black Hag Kenku Duelist Kobold Chieftain Leucrotta Female Meenlock Corruptor Orc Doom Hand of Yurtrus Redcap Stalker Verbeeg Skirmisher Yuan-ti Arcane Archer Juvenile Dragon Zombie Arcane Trickster Dirgesinger War Chanter CR 5 Berbalang Loremaster Bugbear Huntmaster Choldrith Priestess Darkling Elder Assassin Deathlock Knight Palrethee Derro Taskmaster Juvenile Black Spawn Stormlizard Greenspawn Razorfiend Drow Dark Sniper Ettin Berserker Firenewt War Priest of Imix Young Dragonne Blackspawn Stormlizard Greenspawn Razorfiend Drow Dark Sniper Ettin Berserker Firenewt War Priest of Imix Young Dragonne Blackspawn Stormlizard Greenspawn Razorfiend Drow Dark Sniper Ettin Berserker Firenewt War Priest of Imix Young Dragonne Blackspawn Stormlizard Greenspawn Razorfiend Drow Dark Sniper Ettin Berserker Firenewt War Priest of Imix Young Dragonne Blackspawn Stormlizard Greenspawn Razorfiend Drow Dark Sniper Ettin Berserker Froghemoth Giff Captain Girallon Berserker Githyanki Captain Hobgoblin Marshal Kobold Sting of Kurtulmak Lizardfolk Arcane Archer Lizardfolk Vanguard Wererat Assassin Ogre Wererat Meenlock Elder Adolescent Neothelid Ogre Champion of Grolantor Orc War Priest of Ilneval Redcap Gang Boss Shadow Mastiff Pack Lord Tortle Witch doctor Yuan-ti Mageslayer Yuan-ti Templar Gorsuloth Chimera Zombie Cyclops Zombie NPC, Barbarian Champion NPC, Monster Slayer NPC, War Caster CR 6 Lesser Boneclaw Dire Bunyip Giant Cave Fisher Duergar Artillerist Duergar Inquisitor Hill Giant Bruiser Girallon of Xvim Golem, Mud Gnoll Champion of Yeenoghu Young Gray Render Kenku Arcane Trickster Lamia Priestess of Graz'zt Leucrotta Fiend Marut Guard Meazel Assassin Ogre Vanguard Sea Spawn Giant Dawnkiller Monstrous Trapper Troll Berserker Troll Witch Doctor Verbeeg Shaman Yeth Hound Stalker Yuan-ti Ignan Frost Giant Zombie Arcane Archer Artificer (Artillerist) Artificer Battle Smith Cavalier Mageslayer Monster Slayer Cult High Priest of Asmodeus Cult High Priest of Asmodeus Cult High Priest of Assassin Deep Scion Warlock Zovvut Gastrobolus Juvenile Red Dragon Stone Drake Ettin Witch Doctor Githyanki Pyromind Githzerai Shadowmind Hobgoblin Vanguard Kobold King Leucrotta Matriarch Mohrg Orc Great Eye of Gruumsh Lesser Retriever Kithguard Monstrous Slithering Tracker Tlincalli Shaman Two-Headed Troll Verbeeg Chieftain Wood Woad Grove Keeper Young Dragon Zombie Hydra Zombie Duelist CR 8 Greater Babau Passion Devil Destrachan Pack Lord Rage Drake Ettin Vanguard Monstrous Flail snail Stone Giant Skirmisher Goblin King Golem, Bone Maur (Hunched Giant) Neogi Overlord Orc Vanguard Elder Redcap Flame Salamander Wood Woad Sentinel Ursaloth 297 Fire Giant Zombie Elite Sharpshooter Elite War Chanter CR 9 Dread Allip Banderhobb Shadow Assassin Bargda Choldrith Queen Darkling Fist Young Neothelid Orc Conqueror Spawn of Kyuss Tlincalli Witch Wendigo Wood Woad Grove Warden Elite Arcane Archer Master Arcane Trickster Lore Master CR 10 Bodak Ravager Bugbear King Monstrous Catoblepas Demon, Brachavyrm Devil, Dogai Aspect of Bael Aspect of Bael Aspect of Moloch Draegloth Abomination Dracolisk, Adult Young Phoenix Drow Arcane Knight Hill Giant Champion of Grolantor Girallon Alpha Kruthik Hive Queen Ogre King Orc King Tlincalli Chieftain Elite Mageslayer Mastermind CR 11 Banderhobb Bogeyman Eye of the Deep Monstrous Cave Fisher Arcane Ballista Aspect of Juiblex Aspect of Statemann Aspect of
Juiblex Aspect of Juiblex Aspect of Juiblex Aspect of Statemann Aspect of Juiblex Aspec Earth Elemental Myrmidon Greater Fire Elemental Myrmidon Greater Water Elemental Myrmidon Stone Giant Warden Githyanki Psi-Blade Flind Captain Elder Black Hag Headless Horseman Hobgoblin King 298 Neogi Great Old Master Nightprowler Dread Dirgesinger NPC, Elite War Caster NPC, Cult Head of Demogorgon NPC, Hellfire Master NPC, Deathpriest Exarch of Orcus CR 12 Athach Bodak Devotee of Orcus Nuckalavee Shoosuva Pack Lord Ulitharid Ulitharid Painbearer Troll King Adult Dragon Zombie Cult Exarch of Asmodeus CR 13 Gouger Aspect of Kostchtchie Cornugon Aspect of Bel Young Tempest Cloud Giant Wind Disciple Fire Giant Soul CR 14 Aspect of Demogorgon Aspect of Orcus Aspect of Dispater Fire Giant Champion of Surtur Flind Queen Displacer Render Nightwing Grand Cavalier CR 15 Doomsphere Aspect of Zariel Storm Giant War Caster Kithlord Barbarian King Master Duelist CR 16 Elder Balhannoth Cloud Giant Mastermind Ancient Morkoth Yuan-t Anathema Ascendant CR 17 Paeliryon Aspect of Asmodeus Aspect of Tiamat Storm Giant Blackguard Elder Gray Render Cliek, Ancient Elder Brain, Ancient Sorrowsworn, the Grim CR 21 Grandfather of Assassins CR 22 Nightcrawler CR 25 Dispater CR 26 Mephistopheles CR 28 Lolth, Queen of Spiders CR 30 Asmodeus DM OPTIONS MONSTER TALENTS NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! By DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGONIX 299 INTO THE DRAGON'S MAW I NOW AVAILABLE! BY DRAGON'S MAW I NOW AVAILABLE BY DRAGON'S MAW I NOW AVA party. In combat, remmanons prefer to stay behind the front lines and will very rarely engage in melee. War Cry (1/Day). The giant makes two greatsword attacks or two longbow attacks. The hobgoblin regains spent legendary actions at the start of its turn. It can use Giant Fist of the Unbroken Air in place of one unarmed strike, if available. While i has more than one head, the zombie has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Hit: 7 (1d8 + 3) bludgeoning damage. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. In combat, the chieftain grabs its foes with its giant pincers and then impales them with both its glaive and venomous stinger. Each creature in that area must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. saving throw is successful, the creature is immune to the fiery touch's charm effect for 24 hours. A dread allip doesn't require air, food, drink, or sleep. The battle smith uses its Intelligence modifier, instead of its Strength or Dexterity, for the attack and damage rolls when attacking with a weapon (included in the attacks). Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell 282 Appendix A. Medium fiend (devil), lawful evil Innate Spellcasting. The monster slayer makes two scythe attacks. The Citadel of Mephistar is the manor Points 127 (17d8 + 51) Speed 30 ft. Ranged Weapon Attack: +12 to hit, reach 60/240 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. Bestiary 231 Verbeeg Priest of Grolantor Large verbeeg, neutral evil Armor Class 15 (patchwork armor) Hit Points 110 (13d10 + 39) Speed 40 ft. For Yeenoghu to grant an Aspect, the petitioner should be a powerful gnoll or flind with and use the Aspect for furthering the Beast of Butchery's desires. Deathpriest of Orcus Medium humanoid (any), chaotic evil Armor Class 13 (chain shirt) Hit Points 27 (5d8 + 5) Speed 30 ft. As a bonus action, the howler targets one allied howler it can see within 30 feet of it. While frightened, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. As a bonus action, the drake can enter a rage at the start of its turn. STR 12 (+1) DEX 20 (+5) CON 14 (+2) INT 18 (+4) WIS 12 (+1) CHA 10 (+0) Saving Throws Str +5, Dex +9, Con +6 Skills Perception +5, Stealth +9 Senses passive Perception 15 Languages any five languages (usually Common) Challenge 9 (5,000 XP) Arcane Shot (4/Day). When the radiant soul has fewer than 75 hit points, it can use a bonus action to regain 75 hit points, it can use a bonus action to regain 75 hit points, it can use a bonus action to regain 75 hit points. dirgesinger isn't incapaci-tated, any undead that starts its turn within 60 feet of the dirge-singer and can hear the dread dirgesinger gains advantage on melee attack rolls and saving throws a grenade up to 60 feet. When the kenku makes a melee attack at a creature, that creature can't make opportunity attacks against the kenku until the end of the turn. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable. STR 16 (+3) INT 3 (-4) WIS 10 (+0) CON 16 (+3) INT 3 (-4) WIS 10 (+3) I adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands one language of its creator but can't speak Challenge 3 (700 XP) Magic Resistance. While in bright light created by sunlight, the shadow mastiff pack lord has disadvantage on attack rolls, ability checks, and saving throws. Threatening. The troll has advantage on Wisdom (Perception) checks that rely on smell. The gorsuloth's weapon attacks are magical. Up to 6 nonhostile creatures of the hobgoblin's choice that is within 60 feet of it, can hear it, and not already affected by Unleash Hell can use their reaction to move up to half their speed and make one weapon attack. If the target is a Large or larger object or creation of magical force, this ray disintegrates a 5-foot cube of it. The kobold deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll. During its first turn, the grandfather of assassins has advantage on attacks or two longbow attacks. Hit: 10 (2d4 + 5) slashing damage. The Lord of Cania rarely entertains any of its worshipers and hates any distractions they bring. The most vicious weapons in all nine layers of Hell come from Dis and Dispater sits at the top of all arms deals, selling weapons and armor to both sides of any battle. If the master arcane trickster is hidden from a creature when it casts a spell on it, the creature has disadvantage on any saving throw it casts a spell on it. makes against the spell this turn. The wood woad makes two attacks with its club. Hit: 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage. 190 Chapter 1. DEX 14 (+2) STR 14 (+2) Actions Large monstrosity, neutral evil STR 18 (+4) Armor Class 15 (natural armor) Hit Points 136 (16d10 + 48) Speed 40 ft. This effect ends if the duergar is incapacitated. Bestiary 73 Remmanon The remmanon appears as a naked androgynous humanoid creature that is constantly hovering a few feet above the ground. 50 Chapter 1. Legendary Actions The barbarian king can take 3 legendary actions, choosing from the options below. The magical mechanisms inside the iron defender restore 2d8 + 2 hit points to itself or to one construct or object within 5 feet of it. The gouger uses one random eye ray. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised. If a target's saving throw is successful or the effect ends for it, the target is immune to the dire corby's Doom Shriek for 24 hours. The drake rolls one additional weapon damage die when determining extra damage for a critical hit with a melee attack. Each creature of the orc's
next turn. However, there have been a few rare cases where giants for some unknown reason or fluke, become cursed after suffering a bite from a werecreature. The hag is a 13th-level spellcaster. As a bonus action, the orc takes careful aim at a creature it can see within range of its ranged weapon. Undead Fortitude. What makes it more dangerous is its deadly ability to petrify opponents with its gaze just like basilisk's. Orc Doom Hand of Yurtrus Orc Great Eye of Gruumsh When a Hand of Yurtrus, a powerful but wretched priest. Duergar Heavy Sniper DEX 16 (+3) Medium humanoid (dwarf), lawful evil STR 16 (+3) Duergar Inquisitor STR 14 (+2) Duergar Inquisitor CHA 9 (-1) Skills Perception +5 Damage Resistances poison Senses darkvision 120 ft., passive Perception 15 Languages Dwarvish, Undercommon Challenge 4 (1,100 XP) Duergar Resilience. The nilbog's innate spellcasting ability is Charisma (spell save DC 13). Hit: 12 (2d8 +3) slashing damage, and if the target is a creature, it must succeed on a DC 15 Constitution saving throw. Wendigo is a dreadful fey spirit that haunts cold temperate forests and desolate tundras. Dagger. Bestiary Githzerai Lightning Fist Githzerai Shadowmind Lightning fists are githzerai that have mastered the use of electricity. Its midsection splits into two tails, each ending with a wicked-looking stinger. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one. Bestiary 247 Bugbear Zombie Bullywug Zombie Medium undead, neutral evil Armor Class 11 (hide armor) Hit Points 32 (5d8 + 10) Speed 20 ft. As a bonus action, the giant targets a creature it can see within 30 feet of it. Hit: 10 (3d6) acid damage and if the target is a creature, it must succeed on a DC 17 Strength saving throw or be restrained. It can innately cast the following spells, requiring no material components: At will: command, darkness 1/day each: dispel evil and good, telekinesis, wind walk Legendary Resistance (1/Day). Each creature of the cult exarch's choice that is within 60 feet of it, can hear it, and not already affected by Word of Submission must succeed on a DC 17 Wisdom saving throw. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Bestiary 209 Retriever, Lesser Lesser Retrievers Retrievers are extremely expensive and time consuming to make. The orc can select from one of three effects: 1. Daze (Rechareges 5-6). They are superior defenders and protectors, able to keep enemies from breaking off and escaping. Bestiary Hellfire and Ice. There can be only One. Only one legendary action can be used at a time and only at the end of another creature's turn. The tlincalli can innately cast the following spells, without providing material components: At will: alter self, false life, levitate (self only), silent image, speak with the dead 222 Chapter 1. • The barbarian king has resistance to bludgeoning, piercing, and slashing damage. Command Allies (Costs 1-3) Actions). Archery. Hit: 11 (1d10 + 6) slashing damage plus 14 (4d6) necrotic damage. The sphere spreads around corners. 64 Chapter 1. Actions Skills Deception + 9, Insight + 6, Religion + 5, Stealth + 5 Senses darkvision 120 ft., passive Perception 13 Languages Abyssal, Common Challenge 6 (2,300 XP) Multiattack. STR 8 (-1) DEX 18 (+4) CON 10 (+0) INT 10 (+0) WIS 10 (+0) CHA 8 (-1) Skills Perception +4, Stealth +8 Senses darkvision 60 ft., passive Perception 14 Languages Common, Goblin Challenge 2 (450 XP) Nimble Escape. Subtle Spell: When the aranea casts a spell, it can spend 1 sorcery point to cast it without any somatic or verbal components. Skilled marksmen, these gnolls are also adept melee fighters and are always armed with a pair of handaxes in case an enemy gets too close. The lizardfolk's melee weapon attack has advantage on the target. If the target is already grappled by the Aspect of Geryon, the target takes an extra 14 (4d6) slashing damage. To do so, the giant must see the attacker and be wielding a melee weapon. It will relentlessly try to destroy or drive them out if it can. The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). Kobold Trapmaker Shortbow. Cold Ray. Githzerai Lightning Fist Medium humanoid, lawful neutral Armor Class 18 Hit Points 91 (14d8 + 28) Speed 30 ft. At the start of its turn, the Aspect of Baphomet can gain advantage on all melee weapon attack rolls during that turn. Armor Class 15 (natural armor) Hit Points 52 (7d8 + 21) Speed 30 ft., burrow 20 ft. When the berbalang casts a spell with a spell slot and the spell requires a saving throw, it can change the saving throw from one ability score to another of its choice. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends. Hit: 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The paeliryon uses Belittle. The nuckalavee's equine head exhales pestilent gas in a 30-foot cube. Bluespawn Stormlizard Large dragon, lawful evil Armor Class 16 (natural armor) Hit Points 93 (9d10 + 45) Speed 40 ft. Chitine Skulker Actions Small monstrosity, chaotic evil Multiattack. Armor Class 15 (natural armor) Hit Points 93 (11d10 + 33) Speed 30 ft. Ettin Zombie Large undead, neutral evil Armor Class 11 (natural armor) Hit Points 95 (10d10 + 40) Speed 20 ft. 78 Chapter 1. The troll targets up to three allied trolls it can see within 30 feet of it. Hand Crossbow. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast. INT 10 (+0) WIS 12 (+1) CHA 10 ft., passive Perception 14 Languages Common, Sylvan Challenge 5 (1,800 XP) Skills Athletics +6, Perception +3, Stealth +7 Senses darkvision 60 ft., passive Perception 13 Languages Common, Sylvan Challenge 4 (1,100 XP) Iron Boots. Prerequisite: Wisdom 10 or higher. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diame ter tunnel in its wake. Doing so costs 1 legendary action per level of the spell. 9. Each creature, other than a devil, that starts its turn within 10 feet of the Aspect of Bael must succeed on a DC 15 Wisdom saving throw or be frightened until the start of the creature's next turn. Water Form. The barbarian king makes a melee weapon attack. Actions Skills Athletics +7, Stealth +5 Damage Immunities fire, poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 12 Languages Abyssal, Common, Draconic Challenge 6 (2,300 XP) Multiattack. Each target must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage and 7 (2d6) piercing damage on a failed save, or half as much damage on a successful save. Fling. Mephistopheles utters a dreadful word of power that can compel one creature it can see within 60 feet to die instantly or be assailed with waves of intense pain. The Aspect of Demogorgon has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. Bestiary 93 Draegloth Abominations are physically larger, and more feral specimens compared to their kind. Ethereal Sight. The yuan-ti makes three attacks, but can use its gore and constrict attacks only once each. The master duelist makes two rapier attacks. This knowledge instantly drives them mad and enraged, causing them to attack and tear each other apart until all of them are dead. The kithlord makes a phantasmal dagger attack. If the derro fails a saving throw or misses with an attack roll, it can roll 2d4 and add it to the total, possibly changing the outcome. The Aspect of Bel casts fireball. Chimera Zombie Large undead, neutral evil Huge undead, neutral evil Armor Class 12 (natural armor) Hit Points 126 (12d10 + 60) Speed 20 ft. The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated. They are able to harness and manipute the elements around them and predict the weather, enabling the tribe to make necessary prepartions or adjustments if needed. Each creature in the area other than the myrmidon must succeed on a DC 18 Strength saving throw, taking 22 (3d10 + 6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. or range 60/180 ft., one target. +1 Longsword. If Asmodeus has at least 1 hit point, he regains 30 hit points at the start of his turn. These giants also follow the standard doctrine of giant combat, which is to rain down boulders to soften the target before engaging in melee. Aspect of Mephistopheles Large fiend (devil), lawful evil Armor Class 17 (natural armor) Hit Points 171 (18d10 + 72) Speed 40 ft., fly 80 ft. If the neothelid takes 20 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. The myrmidon makes three flail attacks. The iron defender can't be surprised. The champion's fervor in battle is driven by a singular mission - that is to prove that its deity Grolantor is the strongest among all giants and that everything smaller than itself is food to be consumed or crushed. Hit: 18 (3d8 + 5) bludgeoning damage and the target gains disadvantage on its next turn. If the target gains disadvantage on its next attack roll until the end of its enemy territory and destroy walls and smash skulls with deadly efficiency. Armor Class 12 Hit Points 44 (8d6 + 16) Speed 25 ft., climb 25 ft. Medium
humanoid (any), any lawful Threatening. The flail snail has advantage on saving throws against spells, and any creature making a spell attack against the flail snail has disadvantage on the attack roll. The kenku is a 14th-level spellcaster. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless the battle smith used Command Iron Defender this turn. Hit: 16 (2d6 + 5 plus 1d8) slashing damage. Eve Ray. Two short curving horns sprout from its forehead and its eves glow a Aspect of Asmodeus Legendary Resistance (1/Day). If the giant expends a spell slot of 2nd level or higher, the extra radiant or poison damage increases by 1d8 for each level above 1st (maximum 5d8). If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours. Bestiary 81 Devil: The Aspects Aspect of Asmodeus Asmodeus, despite being the most powerful fiend in the known multiverse, ironically does not make it difficult to grant a petitioner an Aspect. Melee Weapon Attack: +7 to hit, reach 15 ft., one ta rget. The duergar makes two flail attacks and uses Enlarge if it is available. The Aspect of Lolth ignores movement restrictions caused by webbing. The cinder is immune to all damage, and after ld6 days, it hatches a new phoenix. (hover) Armor Class 20 (natural armor) Hit Points 162 (12d12 + 84) Speed 40 ft., swim 40 ft. If the creature is hidden from divination magic, it will sense that it has no damage immunities, resistances, or vulnerabilities. It is more intelligent and cunning compared to its normal ilk, and is gifted with spellcasting abilities. Xerfilstyx (spell save DC 17, +9 to hit with spell attacks). She has become the deity's champion and agent, and has been gifted divine abilities to continue her sinister work. They typically set up ambush by melding into stone, wait for their intended targets to pass by them, before launching an assault with their stone warhammer. If you create a span greater than 20 feet in length, you must halve the 296 Appendix B. This effect ends early if the lizardfolk is incapacitated or it dies, or if someone else marks the target. As a bonus action, the war chanter can perform a war chant that lasts until the start of the war chanter's next turn. Most of the canyons and gouges in Nessus end in fiery pits of lava except for the ones that houses the creatures that form Nessus' great army. Medium construct, unaligned STR 14 (+2) DEX 18 (+4) CON 19 (+4) INT 3 (-4) WIS 10 (+0) CHA 1 (-5) Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands one language of its creator but can't speak Challenge 11 (7,200 XP) Magic Resistance. The xvart deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the xvart that isn't incapacitated and the xvart doesn't have disadvantage on the attack roll. Hit: 12 (2d6 + 5) piercing damage, plus 17 (5d6) psychic damage if the target is frightened. With their flat frame and flexible mechanical bodies coated with oil, clockroaches can squeeze through barricades with ease. STR 21 (+5) DEX 16 (+3) CON 19 (+4) INT 6 (-2) WIS 22 (+6) CHA 8 (-1) Skills Perception +10 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks Condition Immunities frightened Senses darkvision 60 ft., passive Perception 20 Languages understands Abyssal Challenge 12 (8,400 XP) Pack Lord's Command. The slithering makes two slam attacks. STR 22 (+6) DEX 10 (+0) CON 18 (+4) INT 9 (-1) WIS 12 (+1) Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities paralyzed, petrified, poisoned, prone Senses darkvision 60 ft., passive Perception 11 Languages Terran, one language of its creator's choice Challenge 11 (7,200 XP) Flail. Small plant, neutral Armor Class 13 (natural armor) Hit Points 27 (5d6 + 10) Speed 30 ft. When it does step out of its comfort zone, it fights with vicious, crazed ferocity worthy of carrying the torch of Grolantor. Armor Class 18 (plate) Hit Points 190 (20d10 + 80) Speed 40 ft. Reaping Scythe. Ranged Weapon Attack: +14 to hit, range 80/320 ft., one target. Their forelimb-wings aren't used for flight but instead for adjusting their air resistance while they skim over the ice. Any flesh-and-blood creature in the cloud when it appears, or that enters it later, must make a DC 14 Constitution saving throw. The wand has 3 charges, and any of its properties that require a save DC of 18. The githyanki makes two dagger attacks. Hit: 20 (3d8 + 7) slashing damage plus 7 (2d6) fire damage. Cultist NonPlayer Characters size of each panel to create supports. The ursaloth can innately cast the following spells, without providing material components: At will: darkness, suggestion 2/day: dispel magic Large fiend (yugoloth), neutral evil Armor Class 17 (natural armor) Hit Points 95 (10d10 + 40) Speed 40 ft., fly 60 ft. NonPlayer Characters 265 Barbarians Most barbarians are simply berserkers. Word of Injunction (1/Day). What rises is an evil undead creature imbued with the spirit of vengeance and destruction. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. Bestiary Spiked Chain. The balhannoth makes one bite attack against one creature it has grappled. In combat, the iron defender shares the duergar's initiative count, but it takes its turn immediately after the duergar. Hellfire Aura. The troll makes three attacks: one with its bite and two with its greatsword. 290 Appendix B. Magic Resistance. The barghest can innately cast the following spells, without trace 3/day: blink, charm person, dimension door, suggestion 1/day: mislead Actions Multiattack. Dispater uses his Teleport action. Legendary Actions The doomsphere can take 3 legendary actions, using the options listed below. Wisdom is its spellcasting ability. It takes charge of managing the training of potential chitine warriors. The Aspect of Baphomet makes three attacks: one with its bite, and one with its gore attack. Cleaving Swing (Recharges 5-6). 264 Appendix A. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls. Hammerer Originally created for construction, hammerers are often re-purposed as siege weapons. The giant trains all hellhounds and nessian warhounds that it has captured. Kobold Arcane Trickster Small humanoid (kobold), lawful evil Armor Class 15 (studded leather) Hit Points 44 (8d6 + 16) Speed 30 ft. 7. It can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing its appearance), detect evil and good 1/day each: fireball, invisibility (self only), wall of fire Legendary Resistance (1/Day). A creature that touches the howler or hits it with a melee attack while within 5 feet of it gets pricked by a quill and takes 4 (1d8) piercing damage and must succeed on a DC 16 Constitution saving throw or become poisoned until a creature takes

an action to remove the quill. Monstrous Catoblepas Adventurers will feel there's something terribly wrong when they've wandered a swamp for miles and have not encountered any sign of life. The githzerai's innate spellcasting ability is Wisdom (spell save DC 15). A creature takes 22 (4d10) bludgeoning damage on failed save, or half as much damage on a successful one. The kithlord casts chill touch or poison spray. Lolth has the upper half of a strikingly beautiful female drow, with long white hair and gleaming black and purplish eyes. The mageslayer has 6 sorcery points. The Aspect of Bael uses its Teleport action, if available. As a bonus action, the hellfire master can choose one ally it can see within 30 feet of it. Challenge 7 (2,900 XP) Draining Gaze. If the wood woad expends a spell slot of 2nd level or higher, the extra radiant or poison damage increases by 1d8 for each level above 1st (maximum 5d8). This makes it a potentially very dangerous foe to be left alone. Few rarely see this happen, and even fewer survive, for paeliryonstally very dangerous foe to be left alone. are incredibly powerful spellcasters that rival even some of the demon lords of the Nine Hells. They nest in underground cliff-side caves and normally hunt their claws. Young tempests are born of the most powerful lightning storms, forming their serpent-like body alongside their "parent" until they are whole. The orc deals an extra die of damage when it hits with a spear attack (included in the attack). Tongue (Costs 2 Actions). Grandfather of Assassins Medium humanoid (any), any non-good Armor Class 19 (+2 studded leather armor) Hit Points 195 (26d8 + 78) Speed 30 ft. 254 Chapter 1. and one with its bite. STR 22 (+6) DEX 8 (-1) CON 21 (+5) INT 6 (-2) WIS 10 (+0) CHA 11 (+0) Senses darkvision 60 ft., passive Perception 10 Languages Common, Giant Challenge 10 (5,900 XP) Aura of Fervor. The goblin can take the Dash action and move away from the Aspect of Moloch by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. Sword. The giant can innately cast the following spells, without providing material components: 2/day each: dispel magic, fireball, shield 1/day each: conjure elemental (fire). wall of fire Actions Multiattack. Sorcery Points. The duergar is a 10th-level spellcaster. The dire corby makes two claw attacks. Hit: 15 (3d6 + 5) piercing damage, plus 27 (5d10) psychic damage if the target is frightened. Benefit: As Great Cleave, but there is no limit to the number of creatures you can attack. At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn. The grung is a 7th-level spellcaster. STR 24 (+7) DEX 14 (+2) CON 20 (+5) INT 20 (+5) Shapechanger. In total, there are over 380 creature stat blocks in this book at the Dungeon Master's disposal! More Information Edit | History This page does not exist. Intolerant Tyrants. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell. Hit: 16 (2d10 + 5) piercing damage. On a successful save, the target takes half as much damage and isn't stunned Hit: 15 (2d10 + 4) piercing damage, and the stench its body emits is nearly overpowering. Asmodeus regains spent legendary actions at the start of his turn. The ogre swings its spiked greatclub, and each creature within 5 feet of it must succeed on a DC 18 Dexterity saving throw. Hit: 14 (2d8+ 5) bludgeoning damage. The arcane ballista shoots a line of lightning that is 120 feet long and 5 feet wide. Evil monster slayers hunt any supernatural threat, such as bards, paladins, clerics, sorcerers, and warlocks, as well as any of the unnatural races, such as tieflings and aasimars. Improved Dodge You can attack while dodging. Terrifying spikes protrude from its gruesome plate armor and shield, which is stained with the blood of its numerous victims. DEX 18 (+4) CON 14 (+2) INT 13 (+1) Small humanoid (xvart), chaotic evil Armor Class 15 (hide armor) Hit Points 45 (10d6 + 10) Speed 30 ft. Hit: 12 (1d10 + 7) bludgeoning damage plus 4 (1d8) acid damage. The duergar is a 12th-level spellcaster. If the target fails the save, the target suffers one of the following effects of the Aspect of Demogorgon's choice or at random: 1. In battle, it prefers to stand back, lets the younger females and males engage its foes, and then moves at the center of battle to maximize its packmaster trait. The Aspect exhales poisonous gas in a 60-foot cone. As underground creatures, destrachans have evolved to become naturally blind, and relying more on their unmatched sense of hearing to navigate their surroundings and locate viable prey. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. The entire realm of Demonweb is difficult terrain, and any creature that seeks to traverse its web-filled tunnels will need to take care not to get caught in any of the webs lest they be food for Lolth's faithful. The arcane trickster deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the arcane trickster that isn't incapacitated and the arcane trickster doesn't have disadvantage on the attack roll. The giant's next turn. The giant's innate spellcasting ability is Charisma (spell save DC 17). Summon Handmaiden (Costs 3 Actions). Earth's Wrath (Recharges after a Short or Long Rest). When the master duelist hits a melee weapon attack at one creature holding an object (such as a weapon), it must make a DC 18 Strength or Dexterity saving throw. As with the contract holders, the concordant does not consider the grey area of things, focusing solely on what is written however good or evil the implications may be. The hammerer deals double damage to objects and structures. Corrupt Thoughts. Because of its nature as a beholder-hunter, gougers have grown stronger than their brethren and can negate another magical effects. Ranged Weapon Attack: +6 to hit, range 60 ft., one target. STR 18 (+4) DEX 12 (+1) CON 16 (+3) INT 10 (+0) WIS 11 (+0) CHA 12 (+1) Saving Throws Str +7, Dex +4, Con +6 Senses darkvision 60 ft., passive Perception 10 Languages Common, Goblin Challenge 7 (2,900 XP) Indomitable (2/Day). Siege Monster. On each of its turns, the grandfather of assassing can use a bonus action to take the Dash, Disengage, or Hide action. Hobgoblin King Medium humanoid (goblinoid), lawful evil Armor Class 18 (plate) Hit Points 150 (20d8 + 60) Speed 30 ft. Halfway through the fight, he would have already planted the seeds of doubt in his opponents, who will slowly begin to question themselves and the necessity of fighting Asmodeus. Bestiary 49 Jovoc Jovocs are small, obnoxious demons that roam in packs in the Abyss. Its spellcasting ability is Charisma (spell save DC 13). Frightful Presence. It has the following cleric spells prepared: Cantrips (at will): minor illusion, poison spray, toll the dead, thaumaturgy 1st level (4 slots): false life, guiding bolt, inflict wounds, ray of sickness, sanctuary 2nd level (3 slots): blindness/deafness, protection from poison, ray of enfeeblement, spiritual weapon 3rd level (2 slots): animate dead, bestow curse, fear, vampiric touch Undying Soul (Recharges after a Short or Long Rest). The ettin can cast a spell in place of one of its melee weapon attacks. Both demons and devils give them a wide berth, lest they get added on to the mighty construct's grisly collection. The ranaeloth makes three attacks: one within 30 feet of it. Frost Giant Berserker Huge giant, chaotic evil Armor Class 15 (patchwork armor) Hit Points 149 (13d12) + 65) Speed 40 ft. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. The mastermind makes two melee attacks. Its spellcasting ability is Intelligence (spell save DC 16, + 8 to hit with spell attacks). Cenobites do not rely on armor or weapons, and only utilize spell-like psionic abilities. In addition, the progenitor cannot exist in the same plane as its Aspect. If the creature being tracked by the headless horseman dies, the hea can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container. STR 12 (+1) DEX 14 (+2) CON Challenge 2 (450 XP) Spellcasting. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. Melee Weapon Attack: +10 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. Death Gaze. Iron Defender (Spider Form) Spider Climb. Hit: 11 (2d6 + 4) bludgeoning damage. Command. Up to four allies within 60 feet of this flind that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks. Armor Class 14 (natural armor) Hit Points 161 (14d12 + 70) Speed 40 ft. Orc tribes that manage to recruit an ettin berserker into their ranks use them to break their opponent's formations in combat. It has the following bard spells prepared: Cantrips (at will): minor illusion, thunderclap, vicious mockery 1st level (4 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word,
thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderclap, whispers, healing word, thunderclap magic, enemies abound 4th level (2 slots): confusion, hallucinatory terrain War Chant. Legendary Actions The Aspect of Juiblex can take 3 legendary actions, choosing from the options below. Bestiary 167 Howler Pack Lord Huge fiend, chaotic evil Howler Pack Lord Huge fiend, chaotic evil Howler Pack Lord The terrifying and cunning howler pack lord leads its kind to successful hunts able to command its followers to make coordinated attacks. While raging, the barbarian king gains the following benefits: • The barbarian king has advantage on Strength saving throws. Kobold Shaman Veering from the traditional sorcerous path of kobold spellcasters, shamans have made a connection with a powerful nature spirit and are able to draw power from it. It reverts to its true form if it dies. Hit: 4 (108) piercing damage Reactions Parry. The ground on Nessus is extremely flat, and is dotted with massive gouges, and canyons that are miles across and dozens of miles deep. The sharpshooter can use a bonus action to perform a Search action. Provided the dread dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dread dirgesinger must succeed on a DC 17 Wisdom saving throw or become frightened until the end the start of its next turn. Indomitable You are extraordinarily stronger than normal. Filament. Hit: 5 (1d3 + 3) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be restrained and knocked prone. Each time a brachavyrm Constrict. It can use this special reaction only to make an opportunity attack, and it can't use it on the same turn it took its normal reaction. The tempest makes two attacks with its thunderous slam. It has the following wizard spells prepared: Cantrips: fire bolt, mage hand, minor illusion 1st level (3 slots): hold person, invisibility, mirror image, phantasmal force 3rd level (3 slots): lightning bolt, haste major image Distracting Hand. STR 14 (+2) DEX 14 (+2) CON 14 (+2) Armor Class 18 (chain mail, shield) Hit Points 91 (14d8 + 28) Speed 30 ft. The drow is a 10th-level spellcaster. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment. Prerequisite: Two-Weapon Fighting. Challenge 1 (200 XP) Ambusher. A strong wind (at least 20 miles per hour) disperses it after I round. Each creature within 30 feet of the flail snail must make a DC 18 Constitution saving throw, taking 1d8 force damage per level of the spell on a failed save, or half as much damage on a successful one. While in dim light or darkness, the banderhobb can take the Hide action as a bonus action. On a failed save, the creature must kneel and bow before Asmodeus until the start of its next turn. Each target must make a DC 15 Wisdom saving throw or be blinded for 1 minute. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm. As a bonus action, the master duelist can choose one creature within 5 feet of it. 174 Chapter 1. Grung shamans serve as the tribe's elder scholars and advisors. The next time it takes a legendary action, it must take its Emerge action. Stunning Strike (5/Day). Large fiend (devil), lawful evil Armor Class 14 (natural armor) Hit Points 115 (10d10 + 60) Speed 20 ft. Hit: 9 (2d6 + 2) piercing damage. These ancient morkoth has grown larger and more powerful than their brethren, and have amassed vast amounts of knowledge, becoming powerful wizards. If a creature's saving throw is successful, the creature is immune to the war chanter's Chant of Dread for the next 24 hours. Benefit: You can reroll a Strength ability check or Strength saving throw. The giant has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage. The hive gueen is also a shrewd tactician, able to call other kruthiks to its side, or direct them to attack specific targets of its choosing. These unfortunate visitors soon find themselves the fancy of the Lord of Eight and are soon unwillingly bound to a contract and forced to toil in the vast libraries and research laboratories of Cania for all eternity. Challenge 3 (700 XP) Alert. Intoxicating Touch. Troll Shaman Large giant, chaotic evil Armor Class 15 (natural armor) Hit Points 133 (14d10 + 56) Speed 30 ft. You cannot move while you perform Cleave. Hit: 4 (1d4 + 2) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The Aspect of Moloch magically teleports, along with any equipment it is wearing ability is Charisma (spell save DC 13). Many theories other than the ones above persists, yet we will never know how these mysterious and powerful elementals came to be. You can choose to spend one of your Ascetic Missionary points after you roll the die, but before the outcome is determined. The cornugon magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. The giant is an 11th-level spellcaster. It can innately cast the following spells, without providing material components: At will: detect magic, feather fall, gust of wind, levitate, light Sensitivity. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Each creature within range must succeed on a DC 16 Intelligence saving throw or take 11 (2d10) psychic damage and become stunned until the end of the Grim's next turn. burglarizing, creepers serve as scouts for the darklings. In combat, the Aspect will employ hit and run tactics, swooping in to strike vulnerable targets and flying away before its allies can help. The myrmidon makes two maul attacks. 68 Chapter 1. Lightning Storm (Recharge 6). DEX 16 (+3) CON 18 (+4) INT 4 (-3) WIS 9 (-1) CHA 3 (-4) Damage Resistances cold, fire, lightning Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 9 Languages it knew before becoming a vargouille but can't speak Challenge 3 (700 XP) Actions Bite. While others may see this as a trap, Mephistopheles only designed this for his amusement. If the ettin casts a third spell that requires concentration while already maintaining concentration on two other spells, one of the two previous spells ends (ettin's choice). Withering Ray. 158 Chapter 1. Until this wailing and weeping ends, the target can't take actions, and its speed is halved and can't be increased. The shoosuva makes two melee attacks: one with its bite and one with its tail stinger. If the target can see and hear the giff, the target can see and hear the giff, the target can see and hear the giff. burning in its body. The assassin, its job complete, returns to the sea and waits for its master's next command. (hover) STR 18 (+4) DEX 12 (+1) CON 16 (+3) INT 12 (+1) WIS 12 (+1) CON 16 (+3) INT 12 (+1) WIS 12 (+1) CON 16 (+3) INT 12 (+1) CON 16 (+1) CON 1 Immunities charmed, frightened, paralyzed, poisoned, unconscious Senses darkvision 60 ft., passive Perception 14 Languages all but rarely speaks Challenge 6 (2,300 XP) Immutable Form. The target must make a DC 19 Wisdom saving throw. In such missions, they always employ poison, sneaking it in the food and drink that the target will ingest. At the start of its turn, the barbarian king can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. Shrewd Negotiators. Command Yuan-ti (Costs 3 Actions). Benefit: You have 3 Dashing Scoundrel points. Cult members of this type are mostly insane, deranged, and suicidal. Hit: 16 (2d6 + 9) piercing damage and if the target is a creature, it must make a DC 19 Constitution saving throw or become poisoned for 1 minute. Finally, the fiend bites the helpless prey and slowly swallows it whole. Bestiary Fire Giant Houndmaster charges into battle with an army of its own. However, when a particular goblin jester has suffered greatly under the hands of other goblinoids, there is a small chance that a far deadlier and more sinister spirit possesses the goblin. This reduction to the target's hit point maximum lasts until the disease is cured. The target contests this attempt with a Wisdom (Insight} check. It can also use its tongue or bite. When the duergar summons the turret, it decides which type it is, choosing from the options listed below: 1. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Mud Golem Large construct, unaligned Magic Resistance. If the grandfather of assassins misses a target within range, it can turn the miss into a hit. They soon discover and remember that not all things are what they seem. Ranged Weapon Attack: +4 to hit, range discover and remember that not all things are what they seem. Ranged Weapon Attack: +4 to hit, range discover and remember that not all things are what they seem.
150/600 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. A humanoid killed by this rises at the start of the hag's next turn as a ghoul that is permanently under the hag's next turn as a ghoul that is permanently un their full body, enough to serve as a shield in battle. Hit: 11 (1d12 + 5) bludgeoning damage. The headless horseman are on different planes of existence. When the nilbog is hit by an attack, one creature within 5 feet of the nilbog that is charmed by it must use its reaction to be hit by the attack instead. Hit: 18 (4d6 + 4) psychic damage. STR 21 (+5) DEX 13 (+1) CON 18 (+2) WIS 12 (+1) CHA 17 (+3) Skills Deception +7, Intimidation +7, Perception +5 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities cold, fire, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 15 Languages all, telepathy 60 ft. Presented in this section are the young and monstrous versions. The barbarian makes two attacks: one with its claws and one with its dagger or Intoxicating Touch. Its giant coiled body constantly emits a shadowy aura that causes living organisms to rot and decay. These fragments of spiritual energy manifest in an "Aspect," a being that is similar in form to their originators but are not directly controlled. An ally that is within 30 feet of the similar in form to the simila bugbear and can see and hear the bugbear has advantage to saving throws against being charmed and frightened, and all attack rolls against being charmed and frightened, and all attack rolls against being charmed and frightened. The kruthik moves up to its speed. Until the end of the bugbear isn't incapacitated. The kruthik moves up to its speed. Until the end of the bugbear isn't incapacitated. on the next attack roll and saving throw it makes against the target. As a bonus action, the girallon deals an extra 9 (2d8) necrotic damage when it hits a good-aligned target with a weapon attack. While they can still fight savagely as most orc warriors, their true worth shines when they perform their war chants during battle. They are similar to, but not always as powerful as, standard Feats. Ground Smash (Recharge 5-6). Ambush Hunters. Small humanoid (grung), lawful evil STR 7 (-2) DEX 14 (+2) CON 15 (+2) INT 10 (+0) WIS 16 (+3) CHA 11 (+0) Saving Throws Dex +4 Skills Athletics +2, Perception +2, Stealth +4, Survival +2 Damage Immunities poison Condition Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5 Damage Immunities poisoned Senses passive Perception +5, Stealth +4, Survival +5, Stealth +4, Survival +5, Stealth +4, Stealth Perception 15 Languages Grung Challenge 2 (450 XP) Amphibious. Tiamat's Sentinels. The myrmidon makes three scimitar attacks. You can choose to spend one of your Shrewd Investigator points after you roll the die, but before the outcome is determined. Challenge 11 (7,200 XP) Foul. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Hit: 7 (1d6 + 4) bludgeoning damage if used with two hands, plus 10 (3d6) cold damage. On a failed save, a creature takes 54 (12d8) cold damage and if the target is not immune to cold, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. Displacer Render attack rolls against it to have disadvantage. The drow can innately cast the following spells, without providing material components: At will: dancing lights 1/day each: darkness, faerie fire Innate Spellcasting. Hit: 12 (2d6 + 5) slashing damage. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. The ursaloth has advantage on Strength and Constitution to lead them to their traps. Bestiary duplicate exists, the berbalang is unconscious. Ettins Ettin Berserker The ettin berserker is stronger and more aggressive than their normal kin. 148 Chapter 1. Ogre Witch Doctor Most ogre witch doctors are divine spellcasters that worship Vaprak. If the target can see or hear the grung, the target can use its reaction to make one melee attack or to take the Dodge or Hide action. STR 20 (+5) DEX 16 (+3) CON 20 (+5) INT 12 (+1) WIS 14 (+2) CHA 16 (+3) Skills Athletics +9, Deception 12 Languages understands Common and the languages of its creator, but can't speak Challenge 11 (7,200 XP) Feed on Fear. The cult head uses its Maddening Gaze. Each time the meenlock takes damage, the target takes 5 (1d10) psychic damage. Very rarely, the shooshuva pack lord, along with a pack of shoosuva, will appear before a mighty gnoll champion, matriarch, or queen who has proven its worth to Yeenoghu. STR 12 (+1) DEX 12 (+1) CON 12 (+1) INT 14 (+2) WIS 15 (+2) CHA 10 (+0) Saving Throws Wis +4, Cha +2 Skills Arcana +4, Religion +4 Senses passive Perception 12 Languages any three languages (usually Common) Challenge 3 (700 XP) Spellcasting. Death Ray (Recharge 5-6). Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Discorporation. The gouger has advantage on attack rolls and saving throws made against beholders. The entire citadel is colder than Cania, and the citadel is colder than Cania, and th roam the vicinity singly or in pairs looking for prey to hunt, often initiating attacks using their freezing breath to freeze victims in place before closing in to finish them off with a killing bite. Its skin is colored gold and its mouth is ridged with sharp teeth and fangs. An athach, on the other hand, may have monstrous pets, such as hydras, owlbears, and otyughs, to guard its lair. At 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), they gain another talent. While it is within 5 feet of the orc, a creature marked by the orc has disadvantage on any attack roll that doesn't target the orc. On a failed save, the creature takes 20 (5d6 + 3) psychic damage and is cursed for 1 minute. If the target can see or hear the duergar, the target can use its reaction to make a melee weapon attack, or take the Dash, Disengage, Help, or Repair action. It is normally solitary, using its keen sense of smell to avoid encounters with other creatures and humanoids, unless it can ambush them. Hit: 13 (2d6 + 6) bludgeoning damage. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Or perhaps one look at its pale, abhorrent visage was enough to drain the life out of its turns, ending the effect on itself on a success. Or perhaps one look at its pale, abhorrent visage must succeed on a DC 18 Constitution saving throw or be stunned until the end of the marut's next turn. Over 9 feet tall with red skin, a muscular body, leathery bat wings, two curved great horns, long black hair, and yellow eyes, Mephistopheles' appearance is that of a traditional devil that
mortals perceive. Benefit: You can reroll a Dexterity ability check makes four attacks: two with its bite and two with its claws. NonPlayer Characters Master Arcane Trickster Magical Ambush. 140 Chapter 1. Each creature in that area must successful one. STR 18 (+4) DEX 12 (+1) CON 17 (+3) INT 7 (-2) WIS 15 (+2) CHA 9 (-1) Skills Athletics +7, Perception +5 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; blu ursaloth exhales fire in a 30foot cone. The shadow mastiff pack lord has advantage on Wisdom (Perception) checks that rely on hearing or smell. Huge fiend (demon), chaotic evil Armor Class 12 (natural armor), 15 with the Wand of Orcus Hit Points 189 (18d12 + 72) Speed 40 ft., fly 40 ft. Dispater is the only one who decides who is allowed to go in and out of the fortress and getting in is a near-impossible task. A target that successfully saves is immune to the Horrific Laugh of the headless horseman for the next 24 hours. Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Nilbogism. The choldrith is a 9th-level spellcaster. The hallway to Mephistopheles lair is lined with various ports and hidden holes that blast hellfire from time to time. The kruthik makes two stab attacks, and one sting attack. A doomsphere is the restless spirit of a beholder that spawned after its death due to a curse or was created by powerful necromantic magic. Slay Foe (1/Turn). The Aspect regains spent legendary actions at the start of its turn. STR 12 (+1) DEX 16 (+3) CON 16 (+3) INT 13 (+1) WIS 13 (+1) CHA 17 (+3) Skills Deception +5, Stealth +5 Senses darkvision 60 ft., passive Perception 11 Languages Common, Sylvan. The meenlock's innate spellcasting ability is Wisdom (spell save DC 12). STR 20 (+5) DEX 10 (+0) CON 20 (+5) INT 18 (+4) In combat, the Aspect of Dispater will rely mostly on its Touch attacks and heavy mace. This talent does not stack with the Great Weapon Mastery feat. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage. The deathlock is a 5th-level spellcaster. STR 19 (+4) DEX 7 (-2) CON 18 (+4) STR 23 (+6) INT 3 (-4) WIS 14 (+2) CHA 8 (-1) Senses blindsight 120 ft., passive a 5th-level spellcaster. Perception 12 Languages ----Challenge 5 (1,800 XP) Creature Sense. In response to a creature missing the flind with a melee attack and the attacker is visible to the flind, it can target an ally within 5 feet of the creature. The nightprowler uses Enervating Claw twice. STR 18 (+4) DEX 10 (+0) CON 18 (+4) INT 5 (-2) WIS 10 (+0) CHA 7 (-2) Skills Perception +2 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12 Languages understands Draconic but can't speak Challenge 4 (1,100 XP) Ice Walk. During its first turn, the darkling elder has advantage on attack rolls against any creature that hasn't taken a turn. When forced into melee, the troll witch doctor is still a dangerous foe, as its claws and teeth can still tear a man into pieces. Armor Class 20 (plate, shield) Hit Points 90 (12d8 + 36) Speed 30 ft. While it is within 5 feet of the derro, a creature marked by the derro has disadvantage on any attack roll that doesn't target the derro. The drow's innate spellcasting ability is Charisma (spell save DC 14). Flame Scorch (Recharge 5-6). Turn Resistance. Stomp. 5. Darkling Skulkers are more mature and experienced darkling creepers. Towering over its hill giant brethren, the Bargda's physique and visage is a bent and twisted version of its progenitor. Each attack is made with disadvantage on the attack roll. Longbow (Yuan-ti Form Only). Vigorous You are healthier than normal. She can ride the staff as if it were a broom of flying. Ranged Weapon Attack: +13 to hit, reach 60/240 ft., one target can use its reaction to make one weapon attack against the prone enemy. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The giant makes two greataxe attacks. The drow's innate spellcasting ability is Charisma (spell save DC 12). Independent Extension. If all its heads die, the zombie dies. Hit: 6 (1d6 + 3) piercing Damage plus 4 (1d8) lightning damage. When the wall reaches 0 feet in height, the effect ends. Each creature of the zombie's choice that is within 120 feet of the zombie and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. As a bonus to Constitution saving throws. Legendary Actions The Aspect of Dispater can take 3 legendary actions, the wendigo chooses one creature it can see within 60 feet of it. Benefit: You have a +1 bonus to Constitution saving throws. choosing from the options below. If the bugbear is subjected to an effect that allows it to make a Dexterity saving throw, and only half damage if it fails. The creature must succeed on a Wisdom saving throw against the monster slayer's spell save DC, or its spell or teleport fails and is wasted. The chitine has advantage on attack rolls against any creature it has surprised. 1-2: The target takes 16 (3d10) psychic damage. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to necrotic damage. Until the grapple ends, the target takes 12 (3d6 + 2) bludgeoning damage plus 2 (1d4) acid damage at the start of each of its turns. The neogi hatchlings appear in unoccupied spaces within 30 feet of the neogi and acts as its allies. The deep scion is an 11th-level spellcaster. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane. The grandfather of assassins must be able to see the attacker. The kithlord has advantage on saving throws against spells and other magical effects. Otherwise, they would simply turn into normal bodaks. STR 17 (+3) DEX 24 (+7) CON 22 (+6) INT 2 (-4) WIS 17 (+3) CHA 16 (+3) Saving Throws Wis +7, Cha +7 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities fire, poison Condition Immunities fire, poiso Death and Rebirth. If the target can see and hear the kobold, the target can use its reaction to make one weapon attack. STR 14 (+2) DEX 12 (+1) CON 14 (+2) INT 4 (-4) WIS 10 (+0) CHA 6 (-2) Skills Perception +2 Damage Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 12 Languages understands one language of its creator but can't speak Challenge 1 (200 XP) Vigilant. Smite Good (3/day). His tasks normally include arcane research, training of potential wizards, supplying arcane scrolls and magic items, providing magical defenses and scrying, and leading artillery support during times of war. The Aspect of Graz'zt regains spent legendary actions at the start of its turn. When the master duelist is wielding a separate melee weapon in each hand, it gains a +1 bonus to its AC (included in the AC). The gouger shoots one of the following magical eye rays at random (reroll if already used this turn), choosing one target it can see within 120 feet of it: 1. Reactions Protective Fool. The arcane archer makes three ranged weapon attacks or two melee weapon attacks. Ettin Vanguard Ettin Witch Doctor Armor Class 14 (ring mail) Hit Points 190 (20d10 + 80) Speed 40 ft. The greenspawn leaper discharges a cloud of poisonous gas in a 15-foot radius circle centered on itself. Hit: 6 (1d6 + 3) piercing damage and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The Grim makes three Scythe attacks. Challenge 12 (8,400 XP) Shapechanger. When the mastermind is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead. A creature within 10 feet of the passion devil has disadvantage on saving throws made against being charmed. The dracolisk makes a tail attack. The spawn of Kyuss regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. Each time you are eligible to take a new Feat, you can opt to
select two Talents instead. STR 21 (+5) DEX 16 (+3) CON 17 (+3) INT 7 (-2) WIS 12 (+1) CHA 12 (+1) Skills Perception +5, Stealth +7 Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, necrotic; bludgeoning darkvision 120 ft., passive Perception 15 Languages Abyssal, the languages it knew in life Challenge 10 (5,900 XP) Aura of Annihilation. Reactions Deadly Reach. The target takes 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage on a failed save, or half as much damage on a successful one. The greenspawn razorfiend's melee weapon attacks score a critical hit on a roll of 19 or 20. Extremely rare even in the Shadowfell, the elder balhannoth will either take over balhannoth will either take over balhannoth colonies as its alpha, or destroy and consume everything (even its kin) within miles of its territory to ensure it has no competition. Members of these types of cults are undead that require sustenance, knowledge or the arts, such as vampires and liches, and other intelligent undead. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. On a 5 to 7, the creature takes no action but uses all its movement to move in a random direction. A pair of arms wither and die after a month it was created. The product of a beholder's dream or nightmare, the young beholder is seen not just as a near-spitting image of its creator, but also a threat. This powerful kobold is treated with reverence by its subjects. Rust turn. Bestiary Set Trap (5/Day). The chitine makes three attacks with its shortswords. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. The arcane trickster is an 8th-level spellcaster. Bluespawn Stormlizard sto sets out to find its pack or its master. STR 14 (+2) DEX 18 (+4) CON 14 (+2) INT 12 (+1) WIS 11 (+0) CHA 9 (-1) Skills Acrobatics +10, Perception 13 Languages Common, Goblin Challenge 7 (2,900 XP) Assassinate. Dispater prefers to roam his castle in resplendent regalia, but underneath the royal robe is a unique adamantine armor that he personally crafted and designed to protect him from any attack no matter how powerful. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Hit: 14 (3d6 + 4) percing damage plus 3 (1d6) fire damage. The acid globs are caustic and sticky, burning and restraining a victim hit by it. The tortle is a 7th-level spellcaster. Froghemoth Tadpole Young Froghemoth Armor Class 12 (atural armor) Hit Points 22 (4d8 + 4) Speed 30 ft., swim 30 ft. All hounds under its control are fiercely loyal and will quickly execute any command from the houndmaster. STR 20 (+5) DEX 12 (atural armor) Hit Points 22 (4d8 + 4) Speed 30 ft., swim 30 ft. All hounds under its control are fiercely loyal and will quickly execute any command from the houndmaster. STR 20 (+5) DEX 12 (atural armor) Hit Points 22 (4d8 + 4) Speed 30 ft., swim 30 ft. All hounds under its control are fiercely loyal and will quickly execute any command from the houndmaster. (+1) CON 18 (+4) INT 8 (-1) WIS 12 (+1) CHA 12 (+1) Saving Throws Str +8, Dex +4, Con +7 Skills Athletics +8, History +2, Intimidation +7 Senses darkvision 60 ft., passive Perception 11 Languages Common, Orc Challenge 8 (3,900 XP) Aggressive. If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 13 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the arcane archer's next turn. Once an enemy is grappled, the xerfilstyx will suck out its blood and then plunge it into the waters of Styx to end its life. Its spell abilities are already more than enough to defeat most heroes. In addition, they have a poisonous breath weapon which it uses against large groups of foes. This effect ends early if the wood woad is incapacitated or it dies, or if someone else marks the target. The cave fisher can use its action to extend a sticky filament up to 90 feet, and the filament up to 90 feet, and the filament adheres to anything that touches it. Rage Drake Large dragon, chaotic evil Armor Classifier can use its action to extend a sticky filament up to 90 feet, and the filament adheres to anything that touches it. 17 (natural armor) Hit Points 147 (14d10 + 70) Speed 50 ft. A creature that touches the myrmidon or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. Mesmerizing Chirr (Recharge 5-6). The grung is a 4th-level spellcaster. Unholy Weapon 5th-level evocation Casting Time 1 bonus action Range Touch Components V, S Duration: Concentration, up to 1 hour. While it is within 5 feet of the hobgoblin, a creature marked by the hobgoblin has disadvantage on any attack roll that doesn't target the hobgoblin. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. If you do not wish to use the variant rules of acquiring talents, you can instead just acquire them as Half Feats. Due to their evolved physiology however, they are unable to maintain an upright position for a long period of time and must return to their hunched form as soon as they can. Often found in hobgoblin armies, this ogre can be seen in the front lines, bellowing and grunting as it tries to grab its enemies' attention. Hit: 16 (2d10 + 5) piercing damage plus 11 (2d10) fire damage and the creature is vulnerable to fire damage until the end of Mephistopheles' next turn. The orc is an 13th-level spellcaster. Bestiary 51 Shoosuva Pack Lord Packmaster. However, the petitioner must willingly sign away his soul in eternal servitude to Asmodeus. Red Dragon Head (Costs 2 Actions). STR 19 (+4) DEX 13 (+1) CON 16 (+3) INT 14 (+2) WIS 15 (+2) CHA 16 (+3) Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludge extraordinary tracker. Once you use this feature, you cannot use it again until you finish a long rest. Large ridged horns sprout from the side of its next turn. As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. It is always on the hunt for other dwarven subraces and worshipers of the Morndinsamman. All dragonspawn are loyal to Tiamat's temperament when it comes to dealing with other races, which is to say they look down on all non-Dragons and they hate good-aligned Dragons with a vengeance. In addition, the target must succeed on a DC 25 Strength
saving throw is successful, the creature is immune to the Fear aura for the next 24 hours. Hit: 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn. A nonmagical wall of solid slone springs into existence at a point you choose within range. The spell targets the chosen creature instead of the morkoth. When the wall appears, all other creatures within its area must each make a DC 19 Strength saving throw. While in dim light or darkness, the dawnkiller can take the Hide action as a bonus action. When a favored cultist prays for an archdevil to deal with a major threat and the cultist's sacrifice is deemed worthy, the archdevil may send a cornugon. Rusting Touch. STR 4 (-3) DEX 24 (+7) CON 14 (+2) INT 10 (+0) WIS 14 (+2) CHA 7 (-2) Skills Acrobatics +9, Perception 16 Languages Common, Sylvan Challenge 3 (700 XP) DEX 23 (+6) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CHA 14 (+2) Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8 Senses darkvision 60 ft., passive Perception 15 Languages Common, Sylvan Challenge 2 (450 XP) Blurred Movement. Its body is smooth and jet black, with a long slender tail that ends with a vicious stinger. Dance, My Puppet! One creature charmed by the Aspect of Graz'zt that the Aspect of Graz'zt can see must use its reaction to move up to its speed as the Aspect of Graz'zt directs. The quickling's innate spellcasting ability is Charisma. The zaratan's weapon attacks are magical. Hit: 25 (3d12 + 6) piercing damage. The tower is completely black and is always enveloped in dark mists and shadows. The number rolled on the die is subtracted from the next attack roll made against the Aspect of Bel or an ally of its choice within the next minute. The war caster makes two melee attacks. These wicked souls are gifted unlife by the demon lord, and rise as mohrgs to continue their passion for killing. Their main role is to hunt for food for the tribe and watch for any intruders that may enter their territory. If the yuan-ti moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 10 (3d6) piercing damage. A creature charmed in this way must use its action praising the nilbog. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Poisonous Skin. If the dragonne moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone and stunned until the end of the dragonne's next turn. Its skin is dark grey except for its chest which is often dark yellow or orange, mottled with spots of green. It can innately cast the following spells, requiring no material components: At will: detect magic 1/day each: dispel magic, fear, invisibility Legendary Resistance (1/Day). Provided the orc isn't incapacitated, an ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on saving throws the following spells, requiring no material components: At will: detect magic 1/day each: dispel magic, fear, invisibility Legendary Resistance (1/Day). against being charmed and frightened until the start of its next turn. The elder brain ends the link, causing the creature into a legally binding contract with Mephistopheles beforehand. The champion fueled by the wrath of Kostchtchie, displays a manic look in its eyes as expecting a battle to happen soon. It can innately cast the following spells (spell save DC 12), requiring no material components: At will: disguise self, silent image Evasion. On the surface, he has a calm demeanor like that of a welleducated and sophisticated gentleman Mephistopheles expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that he has prepared. Hit: 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage, or 12 (1d10 + 7) slashing damage, and the target is marked until the end of the cavalier's next turn. Actions Command. The orc regains spent legendary actions at the start of its turn. Armor Class 18 Hit Points 230 (20d8 + 140) Speed 40 ft. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save, a creature takes half as much damage and suffers no other effects. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature's next turn. Reactions Guardian Strike: If an enemy within 5 feet of the ursaloth. Aspects can never be summoned, but highly favored priests or mages can petition their gods to bestow upon them an Aspect. Actions DEX 7 (-2) CON 19 (+4) INT 3 (-4) WIS 15 (+2) CHA 10 (+0) Saving Throws Wis +6, Cha +4 Senses blindsight 120 ft., passive Perception 12 Languages ----Challenge 9 (5,000 XP) Creature Sense. Each creature of the Aspect of the Baphomet and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. They are either used as guards or as trackers. • If the cursed target dies, the deathlock regains 10 hit points. The painbearer makes three spiked chain attacks. A melee weapon deals one extra die of its damage when the orc hits with it (included in the attack). On a failure, the creature is petrified for 24 hours, or until freed by the greater restoration spell or other magic. STR 24 (+7) DEX 12 (+1) CON 24 (+7) INT 8 (-1) WIS 10 (+0) CHA 8 (-1) Saving Throws Str +12, Con +12 Senses passive Perception 10 Languages any one language (usually Common) Challenge 15 (13,000 XP) Brutal Critical. Sorrowsworn The Grim The embodiment of hopelessness and despair, the Grim is among the mightiest of the Sorrowsworn that can be found in the Shadowfell. They often bully and take charge of less intelligent groups of giant-kin such as ogres, hill giants, and trolls, and forcing and manipulating them to do the heavy lifting - such as fighting, as they stay behind relative safety. Hit: 18 (2d12 + 5) piercing damage and 4 (1d8) poison damage. The kenku has advantage on Wisdom (Perception) checks that rely on hearing or smell. The goblin rerolls a failed save. Hit: 9 (2d6 + 2) slashing damage Chapter 1. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. Abyssal skulker The abyssal skulker resembles a reptilian quadruped, with a maw that opens sideways instead of vertically. The Aspect of Juiblex dies only if it starts its turn with 0 hit points and doesn't regenerate. Cavalier Medium humanoid (any), any lawful Armor Class 20 (plate shield) Hit Points 82 (11d8 + 33) Speed 30 ft. STR 18 (+2) CON 15 (+2) INT 11 (+0) WIS 14 (+2) CON 15 (+2) WIS 14 its rapier and one with its handaxe. Melee or Ranged Weapon Attack: +10 to hit, reach 10 ft. At will: detect evil and good, detect magic, fire bolt (3d10 damage) 2/day each: dispel magic, fire bolt, major image Magic Resistance. Actions Greatclub. These sinister Dawnkiller Fey Ancestry. The Aspect of Geryon blows its horn, which causes 1d3 + 1 minotaurs to appear in unoccupied spaces of his choice within 60 feet of it and act as its allies. Nilbog, Greater Nilbog It is already known that when goblinoids form a host, there is a chance that a goblin will become possessed by a nilbog. Nightcrawler Actions Gargantuan undead, chaotic evil Armor Class 12 Hit Points 437 (25d20 + 175) Speed 50 ft., burrow 30 ft. Benefit: As a bonus action, choose a creature you can see within 30 feet that can hear and understand you. Hit: 15 (2d6 + 8) slashing damage. Yuan-ti), neutral evil Armor Class 16 (natural armor, shield) Hit Points 93 (17d8 + 17) Speed 30 ft. Ranged Weapon Attack +3 to hit, range 150/600 ft., one target. The banderhobb deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an Banderhobb Shadow Raider Large monstrosity, neutral evil Armor Class 15 (natural armor) Hit Points 115 (11d10 + 55) Speed 30 ft. Creatures provoke an opportunity attack from the lizardfolk when they move 5 feet or more while within the lizardfolk's reach, and if the lizardfolk hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. If the target is Huge or smaller, it is grappled (escape DC 16) and takes 15 (2d8 + 6) psychic damage at the start of each of its turns until the grapple
ends. Armor Class 18 (plate) Hit Points 199 (21d10 + 84) Speed 40 ft., swim 40 ft. The Aspect of Lolth uses Web and makes four attacks: one with its bite, one with its Pain Whip, and two with its her name is well known and greatly feared throughout the realm. The wendigo has advantage on Wisdom (Perception) checks that rely on hearing or smell. Aura of Conquest. Hit: 9 (1d6 + 6) slashing damage or 11 (1d6 + 8) slas an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. If the target of the monster slaver's Slaver's Prey forces the monster slaver to make a saving throw, the monster slaver to make a saving throw the target of the monster slaver's Slaver's Prey forces the monster slaver to make a saving throw the target of the monster slaver to make a saving throw the target of the monster slaver's Slaver's Prey forces the monster slaver to make a saving throw the target of the monster slaver to make a saving throw the target of the monster slaver to make a saving throw the target of the monster slaver's Slaver's Prey forces the monster slaver to make a saving throw the target of target of the target of the target of the target of target of target of target of target of the target of target within 30 feet of it. On a successful save, the pain ends. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save. On each of its turns, the duelist can use a bonus action to take the Dash, Disengage, or Hide action. The Grim radiates an aura of bleakness, forcing creatures nearby to be overwhelmed with feelings of despair. In addition, Asmodeus is automatically purged of any unwanted physical and magical conditions, enchantments or effects, diseases, and maladies (including lost body parts). STR 21 (+5) DEX 10 (+0) CON 21 (+5) INT 19 (+4) WIS 19 (+4) CHA 21 (+5) Skills Arcana +10, Perception +10, Religion +10 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities acid, cold, fire, lightning, poison Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned Senses blindsight 60 ft., darkvision 240 ft., passive Perception 20 Languages Common, Draconic, Infernal Challenge 17 (18,000 XP) Innate Spellcasting (1/Day). STR 20 (+5) DEX 8 (-1) CON 18 (+4) INT 5 (-3) WIS 8 (-1) CHA 7 (-2) Senses darkvision 60 ft., passive Perception 9 Languages Common, Giant Challenge 6 (2,300 XP) Punish the Marked (1/Turn). They are normally hired by other fiends as bodyguards or guards, but they can also be summoned by evil priests and wizards who are in need of their services. Instantaneous bursts of flame (such as a red dragon's breath or a fireball spell) don't have this effect on the barghest. To do so, the headless horseman must see the attacker and be wielding a melee weapon. Those that survive eventually become cunning war casters that have the ability to cast and maintain spells while simultaneously hacking at their enemies with their vicious claws. 166 Chapter 1. Hit: 23 (3d10 + 7) bludgeoning damage, or 29 (4d10 + 7) bludgeoning damage, or 29 (4d10 + 7) bludgeoning damage at the start of each of the meazel's turns. On a failed save, the target takes 13 (3d8) psychic damage and must use its reaction to move up to half its speed towards the target and if it is within range, make one melee weapon attack against it. Bestiary 193 Neogi Great Old Master Great old masters are huge, bloated neogi at the end of its life cycle, having been injected with toxin by other neogi. It can spend 1 or more sorcery points to gain one of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a casting time of 1 action, the yuan-ti casts a spell that has a casting time of 1 action by other neogi. It can spend 2 sorcery points to change the cast a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following benefits: Quickened Spell: When the yuan-ti casts a spell that has a cast of the following bend to the following bend to the fol start of the beholder's next turn or until the beholder is incapacitated. Actions Sickle. By the time the fight is over, his opponents would be divided, and some would be divided, and some would have already joined his side. How uses to help protect its woodland territory. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the nightcrawler. On a failure, the target takes 27 (5d10) acid damage. Hit: 30 (4d10 + 8) bludgeoning damage plus 10 (3d6) fire damage. Each creature in that area must succeed on a DC 17 Constitution saving throw or take 27 (6d8) thunder damage, be deafened for 1 minute, and stunned until the end of its next turn. Poison Gas. When the battle finally joins, they take flight and dive at the most dangerous but vulnerable targets, such as enemy spellcasters. When the tlincalli makes an ability check or saving throw, it can add a d10 to the roll. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate. The trapper can smother up to one Huge creature or two Large to smaller creatures at a time. Any who dare engage it will find themselves unable to escape from its threat range. If it has no targets within its reach even after moving, it loses its action on that turn. For every 5 feet the myrmidon moves in 1 foot or more of water, it takes 2 (1d4) cold damage. If the object is being worn or carried by a creature can make a DC 17 Dexterity saving throw to avoid the Aspect of Asmodeus is a 13th-level spellcaster. Actions Hellfire Touch. Small fey, neutral evil STR 7 (-2) DEX 16 (+3) CON 14 (+2) Small fey, neutral evil INT 12 (+1) WIS 16 (+3) CHA 9 (-1) STR 7 (-2) DEX 17 (+3) CON 14 (+2) INT 11 (+0) WIS 14 (+2) CHA 8 (-1) Skills Perception 19 Languages telepathy 120 ft. Blackspawn Stalker Slay Foe (1/Turn). • Assign talents to NPCs or even humanoid monsters. Derro Berserker Small humanoid (derro), chaotic evil Armor Class 14 (hide) Hit Points 33 (6d6 + 12) Speed 30 ft. Ursaloth Innate Spellcasting. Unless specified, fiendish Aspects last 666 days before they dissipate, or until recalled by their progenitor. The verbeeg makes two melee attacks. The target's hit point maximum is reduced by an amount equal to half the poison damage it takes. In combat, it moves with a lumbering gait, crushing enemies with its enormous tree trunk club. As a bonus action, the darkling elder chooses a target it can see within 30 feet of it. The dracolisk makes a Wisdom (Perception) check. The pincer is stronger than its brethren, and will even attack creatures larger than itself, snapping at its opponents with its vicious claws. If the cavalier or a creature it can see within 5 feet of it is hit by an attack, it can roll a d8 and add it to the target's AC against that attack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's AC against that attack. allies is within 5 feet of the target and the ally isn't incapacitated. In addition, any nonmagical weapon that hits the babau corrodes. If they hear stories of adventurers great deeds that overshadow theirs, the duelist will seek them out and goad them into a fight. The retriever also always knows the location of its master. If the target is a creature, it must succeed on a DC 16 Constitution saving throw, or the damage dealt by its weapon attacks are halved until the start of the arcane archer's next turn. The kithlord to sleep. When the greenspawn leaper takes melee weapon damage and Poison Burst is available, it uses Poison Burst. On a 8 to 10, the creature 8 Chapter 1. Legendary Actions The phoenix can take 3 legendary actions, choosing from the options below. The circular room has obsidian black walls which are as hot as all the walls in Dis, and four full-sized windows that Dispater uses to watch the entire city. Challenge 16 (15,000 XP) Amphibious. These stone giants are master spear and rock throwers, hitting vital points with cruel accuracy. The ogre swings its greatclub, and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw. Invisibility (Recharges after a Short or Long Rest). If a creature's saving throw is successful, the creature is immune to the Aspect of Asmodeus's Aura of Submission for the next 24 hours. The destrachan's allies is within 5 feet of the creature
and the ally isn't incapacitated. Armor Class 13 (studded leather) Hit Points 27 (5d8 + 5) Speed 30 ft. STR 22 (+6) DEX 3 (-4) CON 20 (+5) INT 3 (-4) WIS 5 (-3) CHA 2 (-4) Saving Throws Wis -1 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 3 (700 XP) Undead Fortitude. barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a Chapter 1. 194 Chapte Large monstrosity, neutral evil Actions Armor Class 18 (natural armor) Hit Points 136 (13d10 + 65) Speed 30 ft. Direct Ally (Costs 2 Actions). The doomsphere's central eve creates an area of antimagic, as in the anti magic field spell, in a 150-foot cone. Melee or Ranged Weapon Attack: + 10 to hit, range 30/120 ft., one target. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. On a successful saving throw, the creature is immune to the paeliryon's Intoxicating Scent for 24 hours. As a bonus action, the giant targets one hound ally it can see within 30 feet of it. A leucrotta that can see or hear this leucrotta gains Pack Tactics until the start of its next turn, provided this leucrotta isn't incapacitated. For 1 minute, the neogi can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. While wielding the Ruby Rod, the Aspect of Asmodeus can use a bonus action to cast a spell that has a casting time of one action. Flame Breath (Recharge 6). The blackspawn stalker ignores movement restrictions caused by webbing. The pulverizer makes two slam attacks. Dirge of Death (Recharge 5-6). Bestiary 129 Fire Giant Doomblade Very rarely are there giants that show any affinity to arcane magic. Benefit: You have +1 bonus to ranged weapon damage rolls against creatures you hit within 30 feet. Tlincalli Witch Large monstrosity, neutral evil Armor Class 15 (natural armor) Hit Points 153 (18d10 + 54) Speed 40 ft. Hit: 7 (1d6 + 6) piercing damage. Hit: 7 (1d6 + 4) piercing da Sergeant Hobgoblin Sharpshooter Medium humanoid (goblinoid), lawful evil Armor Class 18 (chain mail, shield) Hit Points 32 (5d8 + 10) Speed 30 ft. An ally that starts is turn within 30 feet of this ulitharid and can see and hear this ulitharid can take the Dash, Disengage, or Hide action as a bonus action this turn, provided the ulitharid isn't incapacitated. The target must succeed on a DC 24 Constitution saving throw. INT 5 (-2) WIS 12 (+1) CHA 8 (-1) Skills Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4, Stealth +7 Damage Immunities acid Senses b Climb. Creatures of your choice in that radius when you cast this spell are enshrouded in shadowy tendrils and have advantage on all saving throws against them until the spell ends. If the object is being worn or carried by a creature, the creature can make a DC 24 Dexterity saving throw to avoid Dispater's touch. Gnoll Berserkers are the frontline of any gnoll warband. As a bonus action, while the kenku has the Mage Hand spell active, it can designate a creature within 5 feet of the spectral hand. Whenever you make an ability check that involves the skill Animal Handling, Athletics, or Persuasion, an Intelligence check to recall information about proper etiquette and customs, or an initiative roll, you can spend one Gallant Hero point to roll a d12 and add it to the result. Before or after teleporting, it can make one melee attack. imps Ballitu, Arbal, and Ath-Pi, who pose as chattering children along the alleyways of Dis. Armor Class 14 Hit Points 60 (11d6 + 22) Speed 30 ft., climb 30 ft. It is restrained by the ray's telekinetic grip until the doomsphere's next turn or un choosing from the options below. Every lash it receives fuels its rage, giving it more enthusiasm in battle as it attacks with its claws and flaming dagger. T alents are extraordinary aspects of a character's abilities, background, personality, physique, proficiencies, and features. mortality, utilizing undead minions to further their goals and aspirations. The Grim fills creatures' thoughts of images of loved ones dying horrible deaths. Bestiary 29 Bunyip Bunyip Looking like a cross between a shark and a leopard seal, the bunyip is a curious specimen of nature. The Grim Medium monstrosity, chaotic evil Armor Class 19 (natural armor) Hit Points 304 (32d8 + 160) Speed 30 ft., fly 60 ft. Challenge 10 (5,900 XP) Assassinate. Those unfortunate to die from it will rise as an undead creature, permanently under the control of the hag. STR 18 (+4) DEX 12 (+1) CON 18 (+1) CON 1 Immunities exhaustion, poisoned Senses darkvision 60 ft., passive Perception 13 Languages understands the languages it knew in life but can't speak Challenge 9 (5,000 XP) Fear Aura. While in contact with a web, the aranea knows the exact location of any creature in contact with the same web. As in the previous book, you'll find both advanced and lesser versions of the creatures to give you more flexibility in building your encounters, using of your miniatures, and, most importantly, keeping your players on their toes. Hit: 6 (1d6 + 3) slashing damage plus 7 (2d6) poison damage. Nessus. The goblin's worg mount makes uses its reaction to make one bite attack. The meenlock targets a humanoid creature within 30 feet of it. If the penalty on an object drops to -5, the object is destroyed. Acquiring Talents E ach character begins with one talent at 1st level. In place of its head is a jack o' lantern that burns with abyssal fire. White Dragon Head (Costs 2 Actions). Bestiary 111 Duergar Battle Smith A duergar battle smith is an artificer who can create and command constructs, known as iron defenders, in battle. Melee Weapon Attack: +6 to hit., reach 5 ft., one target. The Aspect of Dispater corrodes nonmagical ferrous metal object it can see within 5 feet of it. The Aspect of Dispater corrodes nonmagical ferrous metal object it can see within 5 feet of it. The Aspect of Dispater corrodes nonmagical ferrous metal object it can see within 5 feet of it. The Aspect of Dispater corrodes nonmagical ferrous metal object it can see within 5 feet of it. and present yourself to people of different walks of life. Black Hag, Elder 2nd level (3 slots): blindness/deafness, gentle repose, hold person, ray of enfeeblement 3rd level (3 slots): bestow curse, dispel magic, vampiric touch 4th level (3 slots): bestow curse, dispel magic, vampiric touch 4th level (1 slot): harm 7th level (1 slot): symbol Medium fey, chaotic evil Armor Class 16 (natural armor) Hit Points 165 (22d8 + 66) Speed 30 ft., climb 30 ft. The zombie makes two attacks: one with its claws against each creature within its reach, other than its master. The cave fisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. STR 12 (+1) DEX 10 (+2) INT 11 (+0) WIS 17 (+3) CHA 12 (+1) Skills Perception +6, Religion +3 Senses passive Perception 16 Languages Aguan, Common Challenge 5 (1,800 XP) Hold Breath. Neogi Overlord Exceptional neogi masters that survive long enough eventually grow to become overlords. Until this kneeling and bowing ends, the target can't take actions or reactions, and its speed is 0 and can't be increased. Sound the Horn (1/Day). To do so, the wood woad must see the attacker and be wielding a melee weapon. Creatures provoke an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. Brutishly strong and incredibly cunning, the bugbear assassin uses it multitude of specialized weapons to kill its targets. The kobold deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll. Painbearers trap enemies in pitch black shadow cages where the darkness slowly latches on to their bodies and starts to leech away their lives. Every enemy within 300 feet of the wendigo that can hear it must succeed on a DC 16 Wisdom saving throw or be
frightened for 1 minute. The froghemoth's gullet can hold up to two creatures at a time. Due to this ability, a goblin sorcerer becomes a tribe's leader or one of the chieftain's advisers. Talon. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. The grandfather of assassins makes a melee or ranged weapon attack. Bestiary Juvenile Dragon Zombie Large undead, neutral evil Large undead, neutral evil Armor Class 15 (natural armor) Hit Points 102 (12d10 + 36) Speed 30 ft. The myrmidon makes three trident attacks. They are often employed as bounty hunters or assassins to deal with magical threats, such as a party of adventurers. Bestiary 105 Redspawn Firebelcher Redspawn Firebelcher Large dragon, chaotic evil Armor Class 16 (natural armor) Hit Points 105 (10d10 + 50) Speed 30 ft. ft. Up to three allied beasts (bat and rat types only) within 30 feet of the xvart that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks. If it fails its saving throw, it gains disadvantage to all attacks not made against you. The balhannoth makes one tentacle attack. The choldrith ignores movement restrictions caused by webbing. When they find a likely target they will ambush it by dropping down with a killing bite. STR 12 (+1) Githzerai that are highly skilled in the art of unarmed combat. As a bonus action, the lizardfolk can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the lizardfolk during the last turn. The goblin makes two scimitar attacks. It can spend 1 or more sorcery points to gain one of the following benefits: Heightened Spell: When the radiant soul casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell. Magical darkness doesn't impede the devil's darkvision. Fraz-U rb'luu casts phantasmal killer, no concentration required. Battle Concentration the spell disadvantage on its first saving throw against the spell. target. The cult high priest makes one melee attack. Any creature that starts its turn with in 30 feet of the nightwing must succeed on a DC 19 Constitution saving throw or take 10 (3d6) necrotic damage and grant the nightwing advantage on attack rolls against it until the start of the creature's next turn. There are several ways to get in the tower and all have deadly consequences. The gorsuloth's long jump is up to 30 feet and its high jump is up to 10 feet when it has a running start. Challenge 20 (25,000 XP) Aura of Loss. As a bonus action, the githzerai chooses a target it can see within 30 feet of it. Favored Spawn of Kyuss Worms. Dispater's spellcasting ability is Charisma (spell save DC 24). It will seldom use its spells, unless to finish off a foe. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target. He target to be affected by crippling pain and any speed it has can be no higher than 10 feet. When Asmodeus drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain in Nessus, the bottommost layer of the Nine Hells, and is unable to take physical form for a time. Hit: 30 (6d6 + 9) slashing damage plus 9 (2d8) lightning damage

Dominance of Nessus (1/Day). Sense Thoughts. Mind Control Spores (Recharge 6). The banderhobb can take the Dash or Disengage action as a bonus action on each of its turns. 24 Chapter 1. Until the curse ends, the darkling elder gains the following benefits: • It deals an extra 3 damage on damage rolls against the cursed target. They are normally be found in the Elemental Plane of Fire. It has the following artificer spells prepared: Cantrip (at will): fire bolt, mage hand, mending 1st level (3 slots): see invisibility, scorching ray, shatter 3rd level (3 slots): fireball, flame arrows, wind wall Sunlight Sensitivity. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. This effect ends early if the derro is incapacitated or it dies, or if someone else marks the target. Hit: 20 (2d8 + 11) bludgeoning damage plus 18 (4d8) necrotic damage. STR 8 (-1) DEX 18 (+4) CON 12 (+1) Actions Multiattack. Infestation Spores (1/ Day). Reactions Riposte. The targeted creature must succeed on a DC 17 Constitution saving throw. Huge aberration, chaotic evil STR 21 (+5) DEX 8 (-1) CON 22 (+6) INT 7 (-2) WIS 16 (+3) CHA 15 (+2) Saving Throws Con +11 Skills Perception +8 Condition Immunities blinded Senses blindsight 500 ft. If the Aspect of Orcus fails a saving throw, it can choose to succeed instead. Greataxe (Costs 2 Actions). The kithguard is a 7th-level spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). The Aspect of Lolth uses Web. Curse (Costs 2 Actions). NonPlayer Characters A duelist is a cunning melee combatant who combines its expertise with two-weapon fighting, the art of leaving opponents open, and mastery of taking advantage of such vulnerabilities. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. Stunning Shriek. Yuan-ti Spy Yuan-ti spies take the form of their enemies and entrench themselves within enemy territory. Medium humanoid (lizardfolk), neutral Armor Class 20 (plate, shield) Hit Points 82 (11d8 + 33) Speed 30 ft., swim 30 ft. Presented below are variants of existing elder elementals. The golem's weapon attacks are magical. The gastrobolus magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see. This formidable creature is an exceptional hunter, warrior, and leader. The ogre wererat can use its action to polymorph into a rat-giant hybrid or into a Large giant rat, or back into its true form, which is giant. At the start of each of the salamander's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. From their grisly remains there is a chance that a dread allip will rise. Hit: 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Instead, it will main them first, then slay and devour those they love in front of them. The grandfather of assassins makes two melee attacks. You can choose to spend one of your Shady Operator points after you roll the die, but before the outcome is determined. Perfect Climber. Unless the target avoids taking any of this damage, any nonmagical metal armor worn by the target takes a permanent -1 penalty to the AC it offers, and any nonmagical metal weapon it is carrying or wearing takes a permanent - 1 penalty to damage rolls. As a bonus action, the ogre during the last turn. NonPlayer Characters 269 Dirgesinger Medium humanoid (any), any non-good alignment Armor Class 14 (studded leather) Hit Points 44 (8d8 + 8) Speed 30 ft. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone. Not one to shy away from battle, the sovereign leads its grung army with its strong and commanding presence and a trilling battle chirr that spurs and emboldens all grung that hear it. 16 Chapter 1. The shadow mastiff's allies is within 5 feet of the creature and the ally isn't incapacitated. Large fiend (demon), chaotic evil Armor Class 15 (natural armor) Hit Points 85 (10d10 + 30) Speed 30 ft., fly 50 ft. STR 17 (+3) DEX 14 (+2) CON 18 (+4) INT 18 (+4) WIS 18 (+4) UNT 18 (+4) WIS 18 (+4) UNT 18 (+4) WIS 18 (+4) UNT 18 (+4) U Damage Immunities cold, fire, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 19 Languages all, telepathy 120 ft. Bestiary 1. 252 Chapter 1. Any other creature the meazel teleports becomes cursed by shadow for 1 hour. Hit: 16 (2d8 + 7) slashing damage, and the target is marked until the end of the ettin's next turn. Painbearer Actions Multiattack. The Aspect of Baphomet regains spent legendary actions at the start of its turn. Steeped in research and acquisition of knowledge, Mephistopheles has spent countless millennia on the study of arcane magic. Legendary Actions The ogre can take 3 legendary actions, choosing from the options below. Improved Initiative You are quicker to react than normal. The Aspect of Moloch dies only if it starts its turn with 0 hit points and doesn't regenerate. The xerfilstyx can breathe air and water. On a failed save, the creature begins to turn to stone and is restrained. Hit: 39 (6d10 + 6) piercing damage. Bestiary Appendix A: NonPlayer Characters This appendix contains statistics for various humanoid nonplayer characters (NPCs) --- whether friend or foe --- expanding on appendix B of the Monster Manual Expanded. 258 Appendix A. The key additions here are the kings, sharpshooters, and vanguards. These stat blocks can represent human and nonhuman NPCs, and you can add racial traits to further customize them. Each creature in that line must succeed on a DC 15 Dexterity saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one. Lightning Leap (Recharges 5-6). The target takes 14 (2d8 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one. Lightning Leap (Recharges 5-6). The target takes 14 (2d8 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one. one. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. The wendigo can innately cast the following spells, without providing material components: At will: chill touch (3d8), dancing lights, detect magic 1/day each: greater invisibility, wind walk (self only). The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. Bestiary killers are armed with a kukri infused with necrotic energy, which becomes deadlier when they strike their targets while within in the shadows. dies, or if someone else marks the target. Saving throws made against the next enchantment spell cast by the cult exarch this turn are made with disadvantage. Magic-User's Nemesis (Recharges after a Short or Long Rest). Challenge 15 (13,000 XP) Innate Spellcasting. Gnoll Sharpshooters are the highly skilled archers of any gnoll warband. Hit: 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack. The nuckalavee's entire being seethes with necrotic energy. It has the following wizard spells prepared: Cantrips: fire bolt, mage hand, minor illusion 1st level (4 slots): shield, silent image, Tasha's hideous laughter 2nd level (2 slots): mirror image, invisibility, phantasmal force Actions Rapier. Challenge 14 (11,500 XP) Innate Spellcasting. The expanse of his research has attracted the attention of other archdukes, most notably Dispater the lord of the second, who now regularly sends envoys to Cania in case Mephistopheles stumbles upon new knowledge that he would also like to acquire. It has the following cleric spells prepared: Spellshield. A creature moving through the area at half speed doesn't need to make the saving through through the area at half speed doesn't need to make the saving through the area at half speed doesn't need to make the saving through through the area at half speed doesn't need to make the saving through through the area at half speed doesn't need to make the saving through the area at half speed doesn't need to make the saving through through the area at half speed doesn't need to make the saving th the firenewt can magically infuse its
attacks with divine fire. STR 24 (+7) DEX 10 (+0) CON 24 (+7) INT 2 (-4) WIS 17 (+3) CHA 16 (+3) Saving Throws Wis +7, Cha +7 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13 Languages ----Challenge 12 (8,400 XP) Ground-Shaking Movement. Bestiary Ranaeloth Ran Armor Class 17 (studded leather, shield) Hit Points 49 (9d6 + 18) Speed 30 ft. The gnoll makes two melee attacks or two ranged attacks. An ally that starts is turn within 30 feet of this giant and can see and hear this giant can take the Dash, Disengage, or Hide action as a bonus action this turn, provided the giant isn't incapacitated. Demonweb Pits. Until this poison ends, the target is paralyzed. While it is within 5 feet of the ettin, a creature marked by the ettin has disadvantage on any attack roll that doesn't target the ettin. Vaprak's Gift (3/Day). Armor Class 16 (studded leather) Hit Points 55 (10d8 + 10) Speed 30 ft. Huge fiend (demon), chaotic evil Armor Class 15 (natural armor) Hit Points 172 (15d12 + 75) Speed 50 ft. Hit: 9 (1d8 + 5) slashing damage plus (2d8) necrotic damage. STR 14 (+2) DEX 17 (+3) CON 12 (+1) INT 6 (-2) WIS 11 (+0) CHA 7 (-2) Stills Perception +5, Survival +3 Senses darkvision 60 ft., passive Perception 15 Languages Gnoll Challenge 3 (700 XP) Skills Stealth +5 Senses darkvision 60 ft., passive Perception 10 Languages Gnoll Challenge 2 (450 XP) Rampage. Aranea Aranea Aranea Aranea Aranea Aranea Aranea Aranea is an intelligent shapeshifting creature not unlike a lycanthrope. They take advantage of the shadows, striking seemingly out of nowhere when their intended victim venture close to their ambush spot. Large fiend (devil), lawful evil Innate Spellcasting. Legendary Resistance (3/Day). Oil Puddle. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success. The targeted creature must succeed on a DC 13 Dexterity saving throw. Armor Class 15 (natural armor) Hit Points 115 (11d10 + 55) Speed 40 ft. The darkling has advantage on attack rolls against any creature it has surprised. Bestiary Unfurled Might (Recharges after a Short or Long Rest). The dawnkiller can innately cast the following spells, without providing material components: 3/day each: darkness, gaseous form 214 Chapter 1. Hunter's Sense (2/Day). Flare Blast. It can use Maneuver Hounds in place of one attack, if available. Hit: 17 (2d10 + 6) slashing damage. STR 17 (+2) INT 7 (-2) WIS 14 (+2) WIS 14 force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage with one other type from that list. These three imps are willing to guide anyone through the maze-like city and into the fortress for a price. You regain your expended Cunning Spy points when you finish a long rest. Hit: 3 (1d4 + 1) slashing damage. Irritable Lord taken, unless the damage is radiant or from a critical hit. The orc can then make one attack as a bonus action. While poisoned, the damage dealt by the target's weapon attacks are halved. Adolescent neothelids tend to stay away from populated areas, preferring to live in the Underdark wilds, preying on natural wildlife and the occasional solitary humanoid it might come across, such as a dire corby, drow, or troglodyte. Melee Weapon Attack: +10 to hit, reach 40 ft., one creature. Bestiary 189 Ulitharid Mastermind Large aberration, lawful evil Armor Class 15 (breast plate) Hit Points 135 (18d10 + 36) Speed 30 ft. The neogi has advantage on saving throws against being charmed or frightened. and magic can't put the neogi to sleep. Quickened Spell: When the radiant soul casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time of 1 action, it can spend 2 sorcery points to change the casting time of 1 action, it can spend 2 sorcery points to change the casting time of 1 action, it can spend 2 sorcery points to change the casting time of 1 action, it can spend 2 sorcery points to change the casting time of 1 action, it can spend 2 sorcery points to change the casting time of 1 action, it can spend 2 sorcery points to change the casting time of 1 action for this casting. Investigation, or Survival, you can spend one Daring Explorer point to roll a d12 and add it to the result. Armor Class 16 (natural armor) Hit Points 120 (16d10 + 32) Speed 40 ft. The githzerai gains advantage on the next melee attack roll it makes against the target and if it hits, it is a critical hit. STR 23 (+6) DEX 13 (+1) CON 22 (+6) INT 14 (+2) WIS 17 (+3) CHA 18 (+4) Saving Throws Str +11, Con +12, Religion +12 Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities fire, poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 13 Languages Infernal, telepathy 120 ft. Monstrous Cave Fisher Extremely rare and can only be found in the deepest reaches of the Underdark where there are vast wide caverns, the monstrous cave fisher reaches lengths of about 25 feet. Armor Class 23 (natural armor) Hit Points 400 (32d12 + 240) Speed 40 ft., climb 40 ft. The chitine has advantage on saving throws against being charmed, and magic can't put the surprisingly quick redcaps, running them down and knocking them prone and senseless with their ironboots. The master duelist makes six ranged dagger attacks. 8. They hunt down undead, fiends, evil fey, and other evil threats because they believe they are a threat to the natural world. It can innately cast the following spells, requiring no material components: Actions Multiattack. 10 Mighty Cleave You can Cleave more often than normal. The target must succeed on DC 16 Wisdom saving throw. The flail snail's shell emits dazzling, colored light until the end of the flail snail's next turn. On a successful save, it takes half as much damage and isn't stunned. The githzerai makes two unarmed strikes and uses Hungry Lightning. As a bonus action, the berbalang creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. Whatever the case may be, such a troll appears to be considered by its kin as a boon from Vaprak. Armor Class 18 (plate) Hit Points 200 (16d12 + 96) Speed 30 ft. On a failed save, the target takes 27 (6d8) lightning damage and is stunned until the end of its next turn. They make their lairs in the center of treacherous underwater mazes in the deepest parts of the seas or Underdark lakes. Gallant Hero You are the people's champion, the brave knight, or the humble ronin. Versatile Predator. On a failed save, the target takes 36 (8d8) psychic damage and suffers disadvantage on all saving throws until the end of the githzerai's next turn. Young Gray Render Large monstrosity, chaotic neutral Armor Class 18 (natural armor) Hit Points 85 (9d10 + 36) Speed 30 ft. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Bestiary 89 Aspect of Zariel grants petitioners her Aspect if it will help her cause, especially if it is used to train particularly skilled and talented warriors that may become part of Zariel's army. While grappled this way, the target is restrained, takes 18 (4d8) necrotic damage at the start of each of the xerfilstyx's turns, and the xerfilstyx and be reborn anew. The wererat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll. NonPlayer Characters 263 Assassins Master Assassin Medium humanoid, any non-good alignment Armor Class 17 (+1 studded leather) Hit Points 135 (18d8 + 54) Speed 30 ft. Mad Orb of Undeath. Hit: 14 (2d8 + 5) slashing damage, plus 7 (2d6) bludgeoning damage if the target is prone. It has the following cleric spells prepared: Cantrips (at will): minor illusion, poison spray, toll the dead, thaumaturgy 1st level (4 slots): arms of Hadar, bane, command, inflict wounds, Tasha's hideous laughter 2nd level (3 slots): blindness, crown of madness, crown of madn dominate person, flame strike, telekinesis Multiattack. The wood woad's melee weapon attack has advantage on the attack's weapon deals an extra 7 (2d6) damage plus 3 (1d6) necrotic damage. The Aspect of Demogorgon will act similarly as its progenitor, with its two simian heads not caring where their gaze might land, even if it falls on a loyal worshiper. Until this grapple ends, the target is restrained, and the drake can't use its bite on another target. While the Aspect of Asmodeus is wielding the Ruby Rod, a creature that starts its turn within 20 feet of the Aspect of Asmodeus must succeed on a DC 20 Wisdom saving throw, unless the Aspect of Asmodeus is incapacitated. The Aspect of Geryon lives for battle and relishes entering into melee combat where it enjoys tearing foes with its stinger. While sergeants and other leaders use their commanding presence to maneuver allies in combat, slave masters use pain and punishment to force slaves to do their bidding, often ending up as fodder in battle. STR 20 (+5) DEX 6 (-2) CON 21 (+5) INT 3 (-4) WIS 5 (-3) CHA 6 (-2) Saving Throws Wis +3 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands Draconic but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Three-Headed. At the end of each turn the wall moves, the wall's height is poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages
understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Giant but can't speak Challenge 5 (1,800 XP) Saving Throws Wis +0 Damage Immunities poisoned Senses darkvision 60 ft., passive Pe reduced by 40 feet, and the damage creatures take from the wall on subsequent rounds is reduced by 1d10. It knows the following warlock spells: Cantrips (at will): eldritch blast (2d10 damage), infestation, true strike 1st level-4th level (2 2nd-level slots): blur, counterspell, hellish rebuke, hex, phantasmal killer, shadow blade, shield, staggering smite Medium humanoid (elf), neutral STR 12 (+1) DEX 16 (+3) CON 14 (+2) INT 10 (+0) WIS 14 (+2) Actions Multiattack. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Roll a d6 for the hobgoblin. Bestiary 113 Duergar Sergeant Duergar Sergeant Duergar Sergeant Duergar Sergeant are squad leaders and intelligent tacticians in battle. target the giant. As before, a number of old nostalgic favorites from previous versions have been added as well. Hit: 12 (2d6 + 5) piercing damage and the target gains disadvantage on its next turn. It uses electricity to shock and incapacitate its prey, making it easier for the shocker to drag it underwater to its death You regain your expended Shrewd Investigator points when you finish a long rest. The target must succeed on a DC 18 Constitution saving throw. Due to the release of this book coinciding with Descent into Avernus, you shouldn't be surprised to find a legion of new fiends to play around with. touched by opposite end of the line. Stormlizards have animal level intelligence and are surprisingly easy to train as mounts so long as the rider is aligned with Tiamat. Each ally that is within 30 feet of it, can hear it, and not already affected by Yeenoghu's Laugh gain 10 temporary hit points. It is armed with a dark, phantasmal dagger that weakens its opponents and spreads necrotic decay with every hit. These deformities imbue the high priests with additional abilities which eventually allows them to take the position of exarch. The Aspect of Graz'zt's spellcasting ability is Charisma (spell save DC 16). The elder brain can have up to four targets grappled at a time. Priding itself a true warrior, the Aspect rarely uses its spells and abilities unless faced with a powerful foe. As a bonus action, the giant can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the giant during the last turn. On a failed save, a creature takes 29 (6d6 + 8) slashing damage plus 10 (3d6) fire damage and if the target is not immune to fire, it gains vulnerability to fire damage until the end of the giant's next turn. Wrath of Yeenoghu (1/Turn). Drow Arcane Knight 2nd level (3 slots): mirror image, scorching ray, web 3rd level (3 slots): cone of cold Medium humanoid (elf), neutral evil Armor Class 16 (studded leather) Hit Points 97 (15d8 + 30) Speed 30 ft. If the Aspect of Dispater fails a saving throw, it can choose to succeed instead. Bone golems are often created by necromancers to serve as guards and sentries as an extra precaution against divine spellcasters that may be prepared against their undead armies. Packmaster. If the target is a flammable object that is not being held or worn, it catches fire. The shoosuva's allies is within 5 feet of the creature if at least one of the shoosuva's allies is within 5 feet of the creature if at least one of the shoosuva's allies is within 5 feet of the creature if at least one of the shoosuva's allies is within 5 feet of the creature if at least one of the shoosuva's allies is within 5 feet of the creature if at least one are normally encountered leading small war bands or commanding guards in an outpost, barracks, or dungeon. The painbearer has advantage on saving throws against spells and other magical effects. The Aspect of Dispater regains 10 hit points at the start of its turn. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands. Wakeful. Aggressive Stalkers. Medium undead, neutral evil Armor Class 20 (plate, shield) Hit Points 110 (13d8 + 52) Speed 30 ft. It has the following paladin spells prepared: 1st level (4 slots): armor of Agathys, command, compelled duel, detect evil and good, wrathful smite 2nd level (3 slots): branding smite, hold person, magic weapon, spiritual weapon 3rd level (3 slots): bestow curse, blinding smite, dispel magic, fear 4th level (3 slots): banishment, death ward, dominate person, geas Smite (1/Turn). Boneless. 32 Chapter 1. If the darkling surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack. Each creature in that area must succeed on a DC 15 Wisdom saving throw or take 16 (3d10) psychic damage, drop whatever it is holding, and become frightened for l minute. Wisdom saving throw. They expire once they fulfill their duties, leaving only a puddle of dark goo and a puff of shadow. If a thrown target strikes a solid surface, the target takes 9 + 3 (1d6) bludgeoning damage for every 10 feet it was thrown. Once inside enemy defenses, clockroaches will begin to sow pain and confusion with its acid spray and painful, metallic bites. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. 188 Chapter 1. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Detonation (Recharges after a Long Rest). Dispater chooses one creature it can see within 60 feet of it. Hit: 7 (1d8 + 3) piercing damage. As a bonus action, the master duelist can make one melee or ranged weapon attack with its dagger. STR 22 (+6) DEX 9 (-1) CON 20 (+5) INT 5 (-2) WIS 12 (+1) CHA 8 (-1) Skills Perception 14 Languages understands Draconic but can't speak Challenge 6 (2,300 XP) Hold Breath. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. Monstrous Cave Fisher Armor Class 18 (natural armor) Hit Points 157 (15d12 + 60) Speed 40 ft., climb 40 ft. Bestiary Frost Giant Champion of Kostchtchie Frost Giant Champion of Thrym The champion of Kostchtchie is chosen by its deity to be the embodiment of its wrath in the Material Plane. Each creature within 60 feet that can hear its roar must succeed on a DC 14 Wisdom saving throw or gain 1 level of exhaustion. Xerfilstyx fight from the safety of the river Styx, unleashing a barrage of offensive ice-based spells to stun its enemies until it can charge in for a grapple. On a failed save, a creature takes 9 (2d8) necrotic damage, its hit point maximum is reduced by an amount equal to the damage taken, and the zovvut regains hit Innate Spellcasting. Aspect of Zariel start of its next turn. The only thing that would cause it to alter its actions is when it spots a challenging opponent. When the leucrotta reduces a creature to 0 hit points with a melee attack with its hooves. Goblin Zombie Small undead, neutral evil Armor Class 9 (leather armor) Hit Points 9 (2d6 + 2) Speed 20 ft. The shoosuva emits an unnerving hyena laugh. While all giffs are adept marksmen, sharpshooters have a higher than normal aptitude for shooting. Experts with the ability to shoot dead a target in cover. The giant can innately cast the following spells, without providing material components: 3/day each: command, darkness 1/day: telekinesis, wind walk Frost Burst (Recharge 5-6). Armor Class 16 (+2 chain shirt) Hit Points 130 (20d8 + 40) Speed 30 ft. As a bonus action on each of its turns. It has the following cleric spells prepared: Cantrips (at will): minor illusion, poison spray, resistance, toll the dead, thaumaturgy 1st level (3 slots): blindness/deafness, protection from poison, ray of enfeeblement, spiritual weapon 3rd level (3 slots): animate dead, level (2 slots): cloudkill, contagion, flame strike, scrying 6th level (1 slot): circle of death, create undead, harm, magic jar Undying Soul (Recharges after a Short or Long Rest). Each creature in that line throw. Bestiary 239 Yuan-ti Arcane Archer Yuan-ti Arcane Archer 3. Its spellcasting ability is Wisdom (spell attacks). The Aspect of Orcus chooses a point on the vith spell attacks). The Aspect of Orcus chooses a point on the ground that it can see within 50 feet of it. Rain of Daggers (Recharges after a Short or Long Rest). On each of its turns, the redcap can use a bonus action to take the Hide action. It would take a very specific reason for it to ever allow it, which is the promise to be able to consume and absorb an insurmountable number of living matter, such as unleashing the Aspect in the middle of a human bustling city or an elven treehome community. It has the following artificer spells prepared: Cantrip (at will): fire bolt, mending 1st level (4 slots): catapult, expeditious retreat 2nd level (3 slots): heroism, searing smite 3rd level (3 slots): branding
smite, haste, warding bond Medium humanoid (dwarf) lawful evil Armor Class 15 (scale mail) Hit Points 58 (9d8 + 18) Speed 25 ft. Actions Evasion. The iron defender imposes disadvantage on the attack roll is against a creature other than the iron defender. Actions Evasion. The iron defender imposes disadvantage on the attack roll is against a creature other than the iron defender. use its action to polymorph into a medium humanoid (usually female) or back into its true form. It has the following wizard spells prepared: Cantrips (at will): mage hand, mending, minor illusion, prestidigitation, ray of frost (4d8 damage) 1st level (4 slots): identify, magic missile, shield 2nd level (3 slots): hold person, misty step, 3rd level (3 slots): counterspell, major image, lightning bolt 4th level (3 slots): accane eye, fabricate, Otiluke's resilient sphere 5th level (2 slots): cone of cold, dominate person, scrying 6th level (1 slot): chain lightning Actions Multiattack. When provoked, a berserker will rush headlong into battle and use its four muscular arms to slash and grab its victims. If the mastermind is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage if it fails. The Aspect of Moloch regains 10 hit points at the start of its turn. Life Leech. If a character has the same talent more than once, its benefits do not stack unless indicated otherwise in the description. The gouger's central eye creates an area of antimagic, as in the anti magic field spell, in a 150-foot cone. Armor Class 15 (natural armor) Hit Points 76 (8d10 + 32) Speed 40 ft. In addition, its fearsome sword can cut down the mightiest of heroes and when facing a great number of foes, it is able to unleash fireball spells and wall of fire to quickly turn the tide of battle. Medium humanoid (any), any nonlawful Armor Class 13 (hide armor) Hit Points 39 (6d8 + 12) Speed 40 ft. If there is prey nearby, they would hide just underneath the surface of the lava and slowly make their approach until the prey is within striking distance or within range of their firebelch, which is a glob of lava and intense flames that the firebelcher spits out. The yuan-ti's innate spellcasting ability is Charisma (spell save DC 14). The saliva instantly hardens into sticky, web-like filaments upon contact with air, and can entangle a target. A creature that takes damage from the Hellfire Aura becomes vulnerable to fire damage until the start of its next turn. As a bonus action, the battle smith targets the iron defender it summoned and it can see within 60 feet of it. The champion also gains the ability to cast spells from its fingertips which it uses to slow and freeze its enemies. When the lamia takes critical hit damage, it can make one melee weapor attack. The marut chooses a point it can see within 60 feet of it. The marut attacks twice with its greatsword. The headless horseman has advantage on saving throws against spells and other magical effects. Bestiary Flail of Pain. On a failed save, the creature takes 18 (4d8) psychic damage and must kneel and bow until the end of the cult exarch's next turn. Passion Devil Medium fiend (devil), lawful evil Armor Class 17 (natural armor) Hit Points 104 (16d8 + 32) Speed 30 ft., fly 60 ft. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw, taking 42 (12d6) fire damage and being knocked prone on a failed save, or half as much damage on a one. Hit: 7 (1d6 + 4) piercing damage plus 21 (6d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a DC 16 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a failed save, or half as much damage on a DC 16 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one. These drakes are expert ambushers and can swiftly move from one crevice to another without exposing their presence. It can move through a space as narrow as 1 inch wide without squeezing. Amphibious Fiend. The high deathpriest is an 11th-level spellcaster. Its spellcaster. Its spellcaster are expert ambushers and can swiftly move from one crevice to another without squeezing. attacks). When the duelist makes a melee attack at a creature can't make opportunity attacks against the duelist until the start of the cloud giant's next turn. In combat, they prefer to tear their opponents to shreds with their bites and talons. When the flind hits a creature with a weapon attack the next attack roll against the target by an attacker other than the flind has advantage if the attack is made before the start of the flind's next turn. Roar (Recharge 5-6). DEX 12 (+1) CON 14 (+2) Maddening Feast. +1 Longbow. It lives within the depths of the river, sampling the memory fragments of souls that flow through it. Hit: 14 (4d6) necrotic damage, and the target must make a DC 15 Strength saving throw. When the bluespawn ambusher takes melee weapon damage and Electricity Burst is available, it uses Electricity Burst. When the bluespawn ambusher takes melee weapon damage and Electricity Burst is available, it uses Electricity Burst is available. Form Only). Like all servants of Orcus, the nuckalavee is devoid of its heart, and its once righteous spirit has been replaced with a desire for death and destruction - all for the glory of the demon prince of undeath. The froghemoth makes two attacks with its tentacles. Armor Class 11 (patchwork armor) Hit Points 150 (12d12 + 72) Speed 30 ft. Ranged Weapon Attack: +9 to hit, reach 60/240 ft., one target. On a failed save, the target is grappled (escape DC 16) and pulled to a space within 5 feet of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. The hellfire disciple has advantage on saving throws against spells. The ogre is a 5th-level spellcaster. Hit: 10 (1d10 + 5) bludgeoning damage plus 22 (4d10) psychic damage. • Increase the average level of the party by 1 for every 3 levels when calculating CR. The zombie exhales pestilent gas in a 30-foot cone. Whenever you make an ability check that involves the skill Persuasion, Sleight of Hand, Stealth, or Survival (urban areas only), or any Intelligence check to recall local information or identify a source of information, you can spend one Shady Operator point to roll a d12 and add it to the result. The kobold can discretely place a mechanical trap of its choice (see below) on a surface (such as a section of floor, a wall, a staircase, or a table) or within an object that can be closed to conceal the trap (such as a chest, door, or window) within 5 feet of it. Each creature in that area must make a DC 13 Constitution saving throw, taking 31 (7d8) acid damage on a failed save, or half as much damage DC 16 Wisdom saving throw or take 16 (3d10) psychic damage and drop whatever it is holding, and become frightened until the end of the Grim's next turn. The gastrobolus is immune to its action to move up to its speed and make a melee weapon attack against a creature of the remmanon's choice that the remmanon can see. You can only acquire a specific talent once. The deathlock's innate spellcasting ability is Charisma (spell save DC 14). Versions Pg. 1 Publisher: (Web publisher) (Web publisher) (Self-Publisher) (Self-Pu Year: 2020 Electronic (PDF, DOC, eBook, HTML, etc.) View Corrections Link Image Publisher: (Web publisher) Year: 2019 Electronic (PDF, DOC, eBook, HTML, etc.) View Corrections Link Image Description Edit | History From the introduction: Just like Monster Manual Expanded, this aims to provide Dungeon Masters more options and flexibility in designing adventures and dressing up their dungeons with a wider variety of creatures and characters that are based on the Monster Manual, Volo's Guide to Monsters, Mordenkainen's Tome of Foes, and many others. If the cult exarch is incapacitated, it makes no choice; instead, the closest ally within 30 feet is the chosen ally. The dracolisk exhales acid in a 15-foot line that is 5 feet wide. The Aspect of
Fraz-Urb' luu makes one attacks: one with its bite and two with his fists. The Aspect of Moloch makes one attacks: one with its whip. The Aspect of Juiblex spews out a corrosive slime, targeting one creature that it can see within 60 feet of it. It can spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the kobold rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. Adventurers beware though, its overprotective mother may not be not too far away. The giant targets one ally it can see within 30 feet of it. If the attack hits, the boneclaw can make a second claw attack against the target. (hover) STR 20 (+5) DEX 14 (+2) CON 20 (+5) INT 9 (-1) WIS 14 (+2) WIS 14 (+2) Challenge 13 (10,000 XP) Antimagic Cone. Girallon Alpha Keen Smell. If it takes cold or radiant damage, this trait doesn't function at the start of its next turn. The displacer render makes five attacks: one with its claws, and two with its claws, and two with its claws, and two with its claws at the start of its next turn. The displacer render makes five attacks: one with its claws, and two with its claws, and two with its claws at the start of its next turn. The displacer render makes five attacks: one with its claws at the start of its next turn. 8 (-1) Skills Perception +8 Damage Resistances bludgeoning, piercing, and slashing while in dim light or darkness Senses darkvision 60 ft., passive Perception 18 Languages Common, telepathy 30 ft. It can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing its appearance), detect magic 3/day each: invisibility (self only), locate object, suggestion 1/day each: ice storm, wall of ice Legendary Resistance (1/Day). The Aspect of Geryon dies only if it starts its turn with 0 hit points and doesn't regenerate. The elder brain can form psychic links with up to ten creatures at a time. Kobold Chieftain Small humanoid (kobold), lawful evil DEX 16 (+3) CON 14 (+2) INT 8 (-1) WIS 10 (+0) CHA 12 (+1) Skills Deception +3, Perception +2, Stealth +7 Senses darkvision 60 ft., passive Perception 12 Languages Common, Draconic Challenge 4 (1,100 XP) Cunning Action. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Aspect of Baphomet's Frightful Presence for the next 24 hours. The vargouille kisses one incapacitated humanoid within 5 feet of it. Kicking Retreat. The marut has advantage on saving throws against spells and other magical attacks while in dim light or in darkness Senses darkvision 60 ft., passive Perception 14 Languages ----Challenge 3 (700 XP) Ethereal Awareness. The master duelist regains spent legendary actions at the start of its turn. It is immune to poison damage, psychic damage, and all conditions. While on webbed surfaces, Lolth moves up to half her speed without provoking opportunity attacks. In battle, clockroaches are used as shock troops. Trace Chance (Recharge 5-6). Reactions Bloody Rampage. Their arcane repertoire consists of spells that counter and dispel enemy magic. Bestiary Armor Class 18 (plate) Hit Points 136 (16d8 + 64) Speed 30 ft. It does its work behind the scenes, secretly instructing its minions and underlings to do the dirty, hands-on tasks, while also influencing other powerful beings, such as other ulitharid and illithids, to work towards its goals, knowingly or unknowingly. 136 Chapter 1. Quickened Spell: When the derro casts a spell that has a casting time of 1 action, the derro casts a spell that has a casting time to 1 bonus action for this casting. Challenge 14 (11,500 XP) Fear Aura. If the target is Large or smaller, it is grappled (escape DC 16). Shock Troops. When a creature misses the master duelist can make one melee weapon attack against it. Until the end of its turn, the goblin deals an an extra 3 (1d6) damage with each of its ranged weapon attacks against the target. Duergar Heavy Sniper Duergar heavy snipers are experts at the use of the heavy crossbow, which is evident in the speed that they demonstrate when reloading what others may regard as a slow and cumbersome weapon. Its commands resonate through the battlefield, and any orc that hears it readily follows, knowing that whatever it commands is guided by the wisdom of the orcish war god. Armor Class 16 (chain mail) Hit Points 16 (3d8 + 3) Speed 30 ft. The draegloth can innately cast the following spells, without providing material components: At will: darkness 1/day each: confusion, dancing lights, faerie fire Tethering Web. These armored yuan-ti carry a morning star and a long bow into battle, while wielding divine spells to tip the battle in their favor. Cadaver Collector Greater Cadaver Collector Greater Cadaver Collector is an ancient juggernaut of war. The Aspect of Dispater makes a heavy mace attack. Hit: 5 (1d4 + 3) piercing damage. Dispater chooses one target it can see within 60 feet of him. Huge giant, chaotic evil Armor Class 14 (natural armor) Hit Points 189 (14d12 + 98) Speed 40 ft. Whenever you make an ability check that involves the skill Animal Handling, Athletics, Nature, Perception, or Survival, you can spend one Rugged Outdoorsman point to roll a d12 and add it to the result. Armor Class 17 (natural armor) Hit Points 168 (16d12 + 64) Speed 50 ft. Hit: 22 (3d10 + 6) piercing damage. Future Sorrow. A mohrg appears as a nearly skeletal humanoid corpse, with its rib cage showing grotesque, writhing organs and viscera. A creature that touches the salamander or hits it with a melee Bite. If the saving throw fails by 5 or more, its armor also takes a permanent and cumulative -1 penalty to the AC it offers. At will: mage hand (the hand is invisible) 3/day each: jump, misty step, nondetection (self only) 1/day when the giant dies. The Aspect exudes a charismatic aura that captivates any that look at it to kneel and bow in reverence and adoration. Hit: 9 (1d10 + 4) slashing damage plus 22 (4d10) necrotic damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice. The dire bunyip makes two attacks: one with its bite one with its tail. These effects last until the start of the darkling elder's next turn. Unlike normal chitine that prefer to ambush their foes, chitine warriors willingly charge into the battle. STR 20 (+5) DEX 13 (+1) CON 22 (+6) Actions INT 3 (-4) WIS 8 (-1) CHA 9 (-1) Saving Throws Str +10, Con +11 Skills Perception +4 Senses darkvision 60 ft., passive Perception 14 Languages ----Challenge 14 (11,500 XP) Avoidance. If the Aspect of Asmodeus fails a saving throw, it can choose to succeed instead. Whenever you make an ability check that involves the skill Deception, Insight, Persuasion, or Sleight of Hand, or an Intelligence check to appraise an item, you can spend one Crafty Dealer point to roll a d12 and add it to the result. Thunder Bolt. It can spend 1 or more sorcery points to gain one of the following benefits: Quickened Spell: When the mageslayer casts a spell that has a casting time of 1 action, the mageslayer casts a spell that has a casting time of 1 action for this casting. the 'real' beings, but understand that they are an extension and take comfort that once they dissipate, they will return to their real form. The bluespawn ambusher has advantage on attack rolls against any creature it has surprised. A creature it has surprised. A creature it has surprised that starts its turn within 10 feet of Mephistopheles, or touches him or hits him with a melee attack while within 10 feet of him and the Hellfire Aura is active takes 11 (2d10) fire damage. The zombie can climb difficult surfaces, including upside down on ceilings, without needing to make a Wisdom (Perception) check. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid's turns. Wolf in Goblin's Clothing. Greenspawn Razorfiend bears similarities to a green dragon but their winged forelimbs are not for flight but for combat association of the neothelid's turns. the wings act as slashing weapons. War Machine. The shadow mastiff pack lord howls. By the artillerist's will, arcane turrets can be set to spew flame, shoot force-imbued arrows, or emit an aura of healing within its area.
Natural leaders, they help scheme and lead missions provided by their masters. The zovvut's innate spellcasting ability is Wisdom (spell save DC 14). If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 16 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the arcane archer's next turn. Hit: 10 (2d6 + 3) piercing damage plus 21 (6d6) poison damage, and the target must succeed on a DC 16 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the arcane archer's next turn. Hit: 10 (2d6 + 3) piercing damage plus 21 (6d6) poison damage, and the target must succeed on a DC 16 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the arcane archer's next turn. DC 15 Constitution saving throw or become poisoned for 1 minute. A howler has advantage on attack rolls against a creature if at least one of the howler's allies is within 5 feet of the creature and the ally isn't incapacitated. Release Hatchlings (Recharges 5-6). If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. In combat, the Aspect will immediately charge at its foes. A doomsphere doesn't require air, food, drink, or sleep. It can innately cast the following spells, requiring no components: At will: mage hand (the hand is invisible) 3/day each: feather fall, jump, mind spike, see invisibility, shield 1/day: telekinesis Psychic Defense. Innate Spellcasting. Shadow Teleport (Recharge 5-6). The elder brain has advantage on saving throws against spells and other magical effects. The Aspect of Graz'zt attacks once with Wave of Sorrow. Hit: 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) psychic damage. STR 15 (+2) DEX 15 (+2) DEX 15 (+1) INT 12 (+1) WIS 11 (+0) CHA 12 (+1) Skills Deception +3, Perception +4, Stealth +4 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15 Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft. Creatures unfortunate enough to be within range will hear it, even in their minds. While holding the staff, she can cast additional spells are marked with her Innate Spellcasting trait (these spells are marked with an asterisk). That target must make a DC 17 Wisdom saving throw. Change Shape (Recharges after a Short or Long Rest). That target must make a DC 17 Wisdom saving throw. level of skill with the bow. Enervation Ray. The paeliryon magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see. The rage lasts for 1 minute or until the barbarian king is incapacitated. It can innately cast the following spells, requiring no material components: At will: detect magic 3/day each: fireball, mirror image 1/day each: dispel magic, hold monster, wall of fire Aspect of Bel Bel does not have any cults, but is still worshipped by some warriors and soldiers. An ally that is within 30 feet of the troll and can see and hear this troll has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the troll, provided that the troll isn't incapacitated or it dies, or if someone else marks the target. 220 Chapter 1. Deep scions that show an aptitude for the dark arts are granted powers by the gods of their masters for as long as they fulfill their pact. If the maur lacks the room to become Huge, it attains the maximum size possible in the space available. Aura of Fervor. Lolth makes an Pain Whip attack. If Mephistopheles fails a saving throw, he can choose to succeed instead. Hit: 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 15). Others are racial, which means that those talents are only available to members of that race. If it fails a saving throw against an effect that would stun a creature, one of its unspent legendary actions is spent. The Aspect of Demogorgon regains spent legendary actions at the start of its turn. It moves with incredible speed and unnatural strength, and often catches its victims with surprise because of this. in hybrid form) Armor Class 12 Hit Points 150 (20d8 + 60) Speed 30 ft. Huge fiend (devil), lawful evil STR 24 (+7) DEX 13 (+1) CON 23 (+6) Actions INT 15 (+2) WIS 18 (+4) CHA 18 (+4) Saving Throws Str +13, Con +12, Wis +10, Cha +10 Skills Arcana +14, History +14, Religion +14 Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities fire, poison Condition Immunities fire, poison Condition Immunities fire, poison 20 ft., passive Perception 14 Languages all, telepathy 120 ft. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands. Mephistopheles's weapon attacks are magical. The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated. Once the Aspect chooses a legendary action for one of its heads, it can't choose another one associated with that head unti the start of its next turn. While they act the same as normal leucrotta females, they are more insidious and share the resistances of their fiendish parent. It can use Cleaving Swing in place of one of its greataxe attacks, if available. INT 10 (+0) WIS 14 (+2) CHA 12 (+1) Skills Athletics +8, Intimidation +4, Perception +5, Stealth +9 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Senses darkvision 60 ft., passive Perception 15 Languages Common, Sylvan Challenge 8 (3,900 XP) Bloodthirsty Presence. Hit: 6 (1d4 + 4) bludgeoning damage. DEX 18 (+4) CON 12 (+1) When a powerul hexblade warlock suffers the consequences of a broken pact with an evil patron, they may become deathlock knights. Impale (Costs 2 Actions). The eye of the deep regains spent legendary actions at the start of its turn. Asmodeus attacks twice with his Ruby Rod and uses his Chill Gaze. The dogai deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dogai that isn't incapacitated and the dogai doesn't have disadvantage on the attack roll. This is a magic weapon attack. The Aspect of Dispater uses Iron Touch or Rusting Touch. The duergar can use an action to command the turnet to detonate if is within 60 feet of it. The target can use an action on its turn to attempt to break the psychic link, doing so with a successful DC 20 Charisma saving throw. The ulitharid's innate spellcasting ability is Intelligence (spell save DC 20). If the Aspect of Baphomet fails a 56 Chapter 1. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time {no action required} in a space within 5 feet of it. The chitine makes three attacks with its daggers. While they do not intentionally try to kill anyone, they can be very dangerous if backed in a corner, if that is at all possible. Benefit: You can reroll a Constitution ability check or Constituti horseman dies only if it starts its turn with 0 hit points and doesn't regenerate. Most orcs prefer to wear light or medium armor and frown at wearing heavy armor as it feels restrictive. The headless horseman makes two melee attacks. It has the following sorcerer spells prepared: Cantrips (at will): fire bolt, mage hand, true strike 1st level (4 slots) absorb elements, detect magic 2nd level (3 slots): Melf's acid arrow, mind spike 3rd level (3 slots): counterspell, dispel magic, fireball Actions Multiattack. Territorial Predators. The skin of the champion turn a darker shade of blue, and the area around the giant becomes constantly enveloped in a frigid aura. As a bonus action, the monster slayer designates one creature it can see within 60 feet of it. Armor Class 20 (plate, shield) Hit Points 202 (15d12 + 105) Speed 30 ft. Bestiary Deep Scion Thug Deep Scion Thug Stre 12 (+1) DEX 11 (+0) CON 17 (+3) INT 11 (+0) WIS 16 (+3) CHA 9 (-1) Medium humanoid (orc), chaotic evil STR 16 (+3) DEX 12 (+1) CON 16 (+3) INT 10 (+0) WIS 17 (+3) CHA 13 (+1) Saving Throws Wis +5, Cha +1 Skills Arcana +2, Intimidation +1, Medicine +5, Religion +2 Senses darkvision 60 ft., passive Perception 13 Languages Common, Orc Challenge 4 (1,100 XP) Saving Throws Wis +6, Cha +4 Skills Perception +6, Intimidation +4, Religion +3 Senses darkvision 60 ft., passive Perception 16 Languages Common, Orc Challenge 7 (2,900 XP) Aggressive. Whitespawn Iceskidder Whitespawn Iceskidder Large dragon, chaotic evil Whitespawn Iceskidders resemble 11-foot long dragon. headed white lizards that have adapted to gliding over icy surfaces. The Aspect of Orcus's spellcasting ability is Charisma (spell attacks). Mephistopheles Magic Resistance. Bestiary 43 Deep Scions Deep Scions Deep Scion Assassin works with cruel efficiency. Fire Banishment. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage Chapter 1. The mastermind can take the Dash, Disengage, or Hide action as a bonus action to take the Hide action. The hobgoblin can use a bonus action on each of its turns, the drow can use a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash,
Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus action to take the Dash, Disengage, or Hide action as a bonus doomsphere regains spent legendary actions at the start of its turn. On a success, the effect ends. The gastrobolus makes two spine attacks or two acid Spine. The leucrotta has advantage on Wisdom (Perception) checks that rely on smell. The leucrotta has advantage on Wisdom (Perception) checks that rely on smell. on Beasts (Recharges after a Short or Long Rest). Warrior Spellcasters. It bullies all weaker redcap and gains their respect through fear, ensuring that they follow its command during battle. Pain Whip. The Aspect of Zuggtmoy's spellcasting ability is Charisma (spell save DC 16). Medium dragon, lawful evil Large dragor unaligned STR 18 (+4) DEX 14 (+2) CON 18 (+4) INT 4 (-2) WIS 12 (+1) CHA 7 (-1) STR 17 (+3) DEX 16 (+3) INT 5 (-2) WIS 12 (+1) CHA 8 (-1) Skills Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception +4 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception Perception +3, Stealth +7 Damage Immunities lightning Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13 Languages understands Draconic but can't speak Challenge 3 (700 XP) Keen Smell. The grandfather of assassins deals an extra 35 (10d6) damage when the grandfather of assassins hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the grandfather of assassins that isn't incapacitated and the grandfather of assassins that are touching the earth have disadvantage on the attack roll. In addition, creatures that are touching the earth have disadvantage on the attack roll. In addition, creatures that are touching the earth have disadvantage on the attack roll. (1d4 + 3) bludgeoning damage plus 3 (1d6) piercing damage. Young Phoenix fire damage. Legendary Actions Asmodeus can take 4 legendary actions, choosing from the options below. By morning the next day, the aranea have charmed, isolated, and led the men and guards into ambushes. Legendary Actions Actions The bugbear can take 3 legendary actions, choosing from the options below. She has wild wiry hair that (thankfully) partially covers her grotesque face, and her gravish-black skin is riddled with warts and puss. If a creature starts its turn within 60 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 20 Constitution saving throw if the dracolisk isn't incapacitated. The giant's innate spellcasting ability is Wisdom (spell save DC 16). Dire Vargouille In most cases, the fiendish curse from a vargouille In most case (see the field of Skills Perception +5, Stealth +5 Senses darkvision 60 ft., passive Perception 15 Languages Draconic Challenge 11 (7,200 XP) Stunning Pounce. The most prominent research on Mephistopheles' table is that of hellfire magic. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. The troll makes a greataxe attack. Asmodeus targets one creature that is kneeling and bowing he can see within 60 feet of him. Cunning Action. Challenge 25 (75,000 XP) Fear Aura. Skirmishers wait for the weak side to gain advantage. Hit: 15 (3d6 + 5) slashing damage. These dragonspawn prefer to live in arid plains but will be fine anywhere as long as they have a dry, sandy place to lair and lay eggs. If the banderhobb has even a tiny piece of a creature or object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb. The ettin makes two attacks: one with its battleaxe and one with its morningstar, or it can make one melee weapon attacks and cast a spell. The mageslayer makes three melee weapon attacks or three ranged weapon attacks or three ranged weapon attacks or three ranged weapon attacks. (Costs 2 Actions). Bestiary Zovvuts are said to be the horrific bastard spawn of angels that were assaulted by greater demons and demon princes. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. Cantrips (at will): druidcraft, guidance, mending, produce flame 1st level (4) slots): healing word, jump, thunderwave 2nd level (3 slots): beast sense, heat metal, spike growth, spider climb 3rd level (3 slots): erupting earth, dispel magic, lightning bolt, meld into stone 4th level (3 slots): erupting earth, dispers of Loss. As an action, the restrained creature can make a DC 22 Strength check, escaping from the webbing on a success. The githyanki creates fire in a 20-foot-by-20-foot cube within 5 feet of it. Huge aberration, lawful evil Armor Class 14 (natural armor) Hit Points 207 (18d12 + 90) Speed 40 ft., climb 20 ft. Scimitar The goblin makes a scimitar attack. Hit: 5 (1d4 + 3) slashing damage. Provided the dirgesinger isn't incapacitated, any undead that starts its turn within 60 feet of the dirgesinger and can hear the dirgesinger isn't incapacitated or has a speed of 0. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour. Bestiary Eye Ray. For 1 minute, the target regains 10 hit points at the start of each of its turns. Hit: 10 (1d10 + 5) percing damage. Insidious Poison. Hit: 18 (3d8 + 5) slashing damage if used with two hands. Hit: 10 (2d6 + 3) slashing damage Vaprak's Fury (Recharges after a Short or Long Rest). At the start of each of the cult high priest's turns, it can choose one ally it can see within 30 feet of it. Hit: 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. It then makes three attacks: one with its bite and two with its claws. Armor Class 12 (natural armor) Hit Points 52 (7d8 + 21) Speed 20 ft., one target. The githyanki unleashes devastating psychic energy in a 60-foot cone. However, the orc king is not just a potent commander. The entire cavern is lit with blue flame torches scattered about its numerous alcoves. Any hit the meazel scores against a surprised creature is a critical hit. Hit: 8 (1d6 + 5) slashing damage. It has the following paladin spells prepared: 1st level (4 slots): bane, hunter's mark, wrathful smite 2nd level (3 slots): branding smite, hold person, misty step 3rd level (3 slots): blinding smite, haste 4th level (1 slot): dimension door Horrific Laugh (Recharge 5-6). Armor Class 16 (+2 studded leather) Hit Points 130 (20d8 + 40) Speed 30 ft. Attack (Costs 2 Actions). Instead, they either help shape and add flavor to your character, improve your specializations, or address your opportunities. While in dim light or
darkness, when the dawnkiller hits a target with a weapon attack, the dawnkiller can use a bonus action to magically deal an extra 26 (4d12) necrotic damage to the target. Actions Bite. The wendigo regains 10 hit points at the start of its turn. The giant summons 1d4 + 2 hellhounds or 1d2 nessian warhounds. Hit : 14 (2d8 + 5) bludgeoning damage. However, certain talents can be retaken more than once as detailed in their description. Hit: 10 (1d12 + 4) slashing damage plus 4 (1d8) necrotic damage. While the other archdevils may have incredible charisma and unassailable logic. It will try to grab targets smaller than itself and will then either bite their heads off, slam them to the ground, or fling them like a missile weapon against other foes. The doomsphere shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it: 1. Dragonspawns Dragonspawns The deity Tiamat continuously seeks to escape its infernal prison and return to the Prime Material Plane. Bestiary Phalanx Formation. Benefit: You have a +1 bonus to Wisdom saving throws. Hit : 17 (3d8 + 4) piercing damage. Once its prey has been rendered helpless, the gastrobolus opens its abhorrent central maw, which is located at the lower front side of the devil, and then swallows the creature whole. A creature that starts its turn within 10 feet of the spawn of kyuss must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature's next turn. The granlon slams creature whole. A creature that starts its turn within 10 feet of the spawn of kyuss must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature whole. A creature that starts its turn within 10 feet of the spawn of kyuss must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature whole. A creature that starts its turn within 10 feet of the spawn of kyuss must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the creature that starts its turn. 93 (11d10 + 33) Speed 40 ft., burrow 20 ft., fly 80 ft. It has the following cleric spells prepared: Cantrips (at will): guidance, sacred flame, thaumaturgy 224 Chapter 1. Followers of Tiamat sometimes use iceskidders as mounts or to pull sleds across frozen surfaces. Horned Tyrant. The giant adds 4 to its AC against one melee attack that would hit it. Leapers prefer to live in warm forests. Anyone wishing to visit Cania will need to sign a written approval from Mephistopheles's Word of Injunction. Hit: 17 (3d6 + 7) thunder damage. Horrifying Cackle (Recharge 5-6). Until the end of its turn, the hobgoblin deals an an extra 7 (2d6) damage with each of its ranged weapon attacks against the target. If a target's saving throw is successful or the next 24 hours. Lore Masters are able to alter and switch the of a mechanics of a spell, whether switching its energy type or how it manifests and affects a target. Song of Horror. The elder brain targets a creature with which it has a psychic link. The flind makes a bite attack. The drow is a 13th-level spellcaster. The monstrous flail snail, which can grow three times the size of its kind, is a threat to hamlets and small towns that unfortunately happen to be in its path. Doing so destroys the turret and forces each creature within 10 feet of it to make a DC 15 Dexterity saving throw, taking 10 (3d6) force damage on a failed save or half as much damage on a successful one. DEX 14 (+2) CON 16 (+3) INT 10 (+0) WIS 15 (+2) CHA 8 (-1) Skills Deception +4 Senses darkvision 60 ft., passive Perception 14 Languages Abyssal, Gnoll Challenge 4 (1,100 XP) Skills Deception +6 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 16 Languages Abyssal, Gnoll Challenge 6 (2,300 XP) Bone Bite. Reckless. The morkoth uses Hypnosis. Behind the throne is a set of golden doors through which are multiple passages to different planes and locations. The halls of the Iron Tower is as labyrinthine as the city it stands on. The dracolisk beats its wings. The cinder is blazing hot, dealing 21 (6d6) fire damage to any creature that touches it, though no more than once per round. Deathlock Knight Medium undead, neutral evil STR 11 (+0) Deathlock Knight INT 16 (+3) Armor Class 12 (15 with mage armor) Hit Points 78 (12d8 + 24) Speed 30 ft. On a failed save, the target is charmed until the end of the turn and must use its reaction to move up to half its speed and make one weapon attack against a creature of the passion devil's choice. Low Cunning. He can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing his appearance), cloud of daggers (6th level), detect magic, heat metal (6th level), shield, suggestion 2/day each: blade barrier, charm monster, dispel magic, staggering smite, unholy weapon*, wall of iron* 1/day each: contingency, cage, invulnerability, mordenkainen's sword, unholy aura* * (see Appendix C. Actions Fist. Goblin Worg Rider Small humanoid (goblinoid), chaotic evil Armor Class 12 (15 with mage armor) Hit Points 24 (7d6) Speed 30 ft. Aspect of Zuggtmoy The Demon Queen of Fungi may grant petitioners her Aspect if the will use it to infect as many living creatures with her spores. The worm latches onto the target's skin unless the target's skin unless the target's skin unless the target succeeds on a DC 12 Dexterity saving throw. Each creature in that area must make a DC 15 Constitution saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one. Bestiary 197 Nightprowler The nightprowler is the most common type of nightshade and also relatively the weakest. The target and all other creatures within 10 feet of it take an extra 14 (4d6) force damage each. When used for war, pulverizers serve as military siege engineers. If the target is a creature or a flammable object, it ignites. Headless Horseman No one truly knows where the legendary headless horseman near transform into a vermin to gain access to enemy territory or to escape fights it knows it cannot win. Cultists of Tiamat and red dragons often use firebelchers as guards, placing them underneath low bridges that span lava-filled caverns and chambers. Sonic Shriek (Recharges 5-6). It trusts no one, not even its advisers, and for good reason. In addition, it can unleash a deafening roar that can drain the courage of even the mightiest warriors, rendering them nearly incapacitated for the gray render to rip apart. The zombie has advantage on Wisdom (Perception) checks that rely on smell. Small humanoid (derro), chaotic evil WIS 5 (-3) CHA 15 (+2) DEX 14 (+2) DEX 14 (+2) CON 12 (+1) INT 11 (+0) WIS 5 (-3) CHA 9 (-1) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Ste level spell slot, and the hellfire master gains it. While the golem remains motionless, it is indistinguishable from a normal mudheap. Hit: 12 (2d6 + 5) piercing damage plus 7 (2d6) acid damage. Armor Class 11 (hide armor) Hit Points 123 (13d10 + 52) Speed 40 ft. The paeliryon's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Shadow Mastiffs Shadow Mastiff Pack Lord Large monstrosity, neutral evil Shadow Mastiff Alpha The alpha is normally the largest and most powerful of its pack and is able to unleash a bloodcurdling howl that strikes fear into the hearts of any who hear it. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours. If hardpressed, they summon bearded devils to protect them and if they must, use their devastating hellfire touch that can incinerate a creature and leave nothing but ash. STR 16 (+3) WIS 18 (+4) CHA 23 (+6) Saving Throws Dex 8, Int +6, Wis +7, Cha +9 Skills Deception +12, Persuasion +12 Damage Resistances cold; bludgeoning, piercing, and slashing from
nonmagical attacks that aren't silvered Damage Immunities fire, poison Condition Immunities fire, poison Condition Immunities fire, poison 20 ft., passive Perception 14 Languages all, telepathy 120 ft. The leviathan makes two attacks: one with its slam and one with its tail. STR 19 (+4) DEX 12 (+1) CON 16 (+3) Keen Smell. On a failed save, a creature takes damage on a failed save, or half as much damage on a failed save, or half as much damage on a successful one. A kobold king is never without its elite bodyguards and spellcaster advisers. Reactions Opportunity Spell. The ogre makes a melee attack. The maur can innately cast the following spells, without providing material components: 2/day each: meld into stone, move earth, spider climb 1/day each (while unfurled only): call lightning, chain lightning, chain lightning, chain lightning the earth attack. with its scimitar. When hit by an attack roll by a creature cursed by the giant's Hexblade's Curse, roll a d6. You can track even the most elusive of quarries. The kobold treats the spear as a finesse weapon. If the leviathan takes 30 cold damage or more during a single turn, the leviathan takes 30 cold damage or more during a single turn. reduced to 20 feet, and it makes attack rolls with disadvantage. Darkling Skulker Small fey, chaotic neutral Armor Class 16 (leather armor) Hit Points 40 (9d6 + 9) Speed 30 ft. The greenspawn leaper can breathe air and water. The nightwing doesn't provoke opportunity attacks when it flies out of an enemy's reach. The grung can breathe air and water. Hit: 14 (2d10 + 3) piercing damage plus 5 (1d10) fire damage and the creature is vulnerable to fire until the end of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. War Magic. The battle smith summons its mechanical companion. It would then make a beeline toward it, use its Curse against it, before charging to attack. Light Hammer. The wendigo was once an evil humanoid that hunted and preyed on its own kind, surviving as a cannibal for most of its life while living alone in the wilderness. When not engaging in pranks to amuse themselves, boggle tricksters are sometimes hired as spies by their fey masters to infiltrate strategic targets, such as a noble folk's keep, a church, or a wizard's tower where they can potentially encounter adventurers hired as guards. Psychic Blast (Recharge 6). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 18). Hit: 10 (2d6 + 3) necrotic damage. As the true master of

hellfire, Mephistopheles can disintegrate opponents through hellfire with nothing but a gaze. Hit: 20 (2d12 + 7) piercing damage and 4 (1d8) acid damage and 4 (1d8) acid damage and 4 (1d8) acid damage are redcaps that have supernaturally gone beyond their natural age limits, and yet show no signs of aging. Those that step in are immediately weighed down by the stifling aura of despair. The barghest reverts to its true form if it dies. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the nightcrawler, and it takes 21 (6d6) necrotic damage at the start of each of the nightcrawler's turns. Bestiary 199 Ogres Ogre Champion of Grolantor, seeing themselves as equals to hill giants. Armor Class 15 (patchwork armor) Hit Points 175 (14d12 -84) Speed 40 ft. Wearing full plate mail armor and shield, the dreaded hobgoblin vanguard is an intimidating sight to the enemy frontlines. As a bonus action, the ettin during the last turn. When the giant is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead. Hit: 8 (2d4 + 3) piercing damage plus 10 (3d6) poison damage on a failed save or half as much damage on a successful one. Hit: 1 (1d4 - 1) piercing damage. Trappers Monstrous and Young Trapper The trapper provided in Volo's Guide to Monsters is that of an adult. Psionic Hub. Any creature killed by this attack is drawn into the Aspect of Juiblex's body, and the corpse is obliterated after 1 hour. Unlike their normal ilk, they prefer rushing and mugging their targets in open combat than using ambush and subterfuge. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. Hit: 14 (2d8 + 5) piercing damage plus 3 (1d6) fire damage. 110 Chapter 1. +1 Heavy Crossbow. STR 10 (+0) DEX 14 (+2) INT 7 (-2) WIS 12 (+1) CHA 8 (-1) Damage Immunities fire Senses passive Perception 11 Languages Draconic, Ignan Challenge 2 (450 XP) Amphibious. At the start of its turn, but attack rolls during that turn, but attack rolls during that turn, but attack rolls against it have advantage on all melee weapon attack rolls during that turn, but attack rolls during that turn, but attack rolls during that turn, but attack rolls during that turn at prefer to reside in volcanic areas, living solitary lives until mating season. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. Character Options: Talents harkens back to the days of 3rd edition gaming where you always look forward to that extra feat you can acquire at 3rd level, and every three levels thereafter. STR 20 (+5) Nightprowler Large undead, chaotic evil Armor Class 14 Hit Points 114 (12d10 + 48) Speed 40 ft. The grandfather of assassins halves the damage that it takes from an attack that hits it. Each creature in that area must make a DC 23 Constitution saving throw, taking 66 (12d10) necrotic damage on a failed save, or half as much damage on a successful one. The githyanki's innate spellcasting ability is Intelligence (spell save DC 15, +7 with spell attacks). Command Vermin. Rending Bite. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. The githyanki's innate spellcasting ability is Intelligence (spell save DC 15, +7 with spell attacks). skilled silent killers, infiltrators, and spies who serve the Lords of the Nine and other archdevils. The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Benefit: You have advantage on initiative rolls. The duergar makes two melee attacks and uses Enlarge if it is available. Some vargouilles are created from the heads of other species, and have resulted in a different species of vargouilles. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. (Humanoid Form Only). STR 10 (+0) Dire Vargouille STR 8 (-1) Medium fiend, chaotic evil INT 4 (-3) WIS 8 (-1) CHA 2 (-4) Damage Resistances cold, fire, lightning Damage Resistances cold, fire, lightnin becoming a vargouille but can't speak Challenge 2 (450 XP) Actions Bite. Any living soul unlucky enough to be within hearing distance of their whispers fall prey to the allip's clutches. To the ogre, the curse has become a gift. When faced against overwhelming odds or a tough foe, they use their powerful breath weapon - an acid breath so extremely potent that it can melt through a victim's armor. Slightly larger than a normal beholder, the gouger possesses the same magical powers as that of their kin and is armed with an abrasive and razor-sharp tongue that it uses like a whip. If the target is a creature, it must succeed on a DC 17 Strength check or be knocked prone. As part of the same action, the duergar can direct the turret to walk or climb up to 15 feet to an unoccupied space. The babau's innate spellcasting ability is Intelligence (spell save DC 13). Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. They offer a means for you to improve your current existing abilities, slightly or temporarily shift game mechanics into your favor, provide you with a new capability, or build your character's background and personality for a richer roleplaying experience. The grung makes two dagger attacks or two longbow attacks. During its first turn, the dogai has advantage on attack rolls against any creature that hasn't taken a turn. The target awakens if it takes damage or another creature takes an action to wake it. A mere touch or striking them with a melee weapon can cause severe burns. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. A creature the drake is grappling must make a DC 17 Constitution saving throw. Hit: 8 (1d10 + 3) bludgeoning damage plus 9 (2d8) psychic damage. You learned how to become resourceful, shrewd, and opportunistic. Hit: 7 (1d8 + 3) bludgeoning damage while enlarged. It can innately cast the following spells, requiring no material components: At will: detect magic, disguise self, mage armor Spellcasting. The ghoul will act as an ally of the mohrg and under control of the mohrg. Medium humanoid (gnoll), chaotic evil STR 22 (+6) DEX 10 (+0) CON 22 (+6) INT 12 (+1) WIS 16 (+3) CHA 14 (+2) Saving Throws Str +11, Con +11, Wis +8 Skills Intimidation +7, Perception +8 Senses darkvision 60 ft., passive Perception 18 Languages Gnoll, Abyssal Challenge 14 (11,500 XP) Aura of Blood Thirst. Girallon of Xvim, this girallon is abnormally stronger, fiercer, and more malevolent than the rest of its kind. STR 23 (+6) DEX 13 (+1) CON 22 (+6) INT 4 (-3) WIS 8 (-1) CHA 9 (-1) Saving Throws Str +12, Con +12 Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages ----Challenge 17 (18,000 XP) Actions Multiattack. Legendary Actions The Aspect of Baphomet can take 3 legendary actions, choosing from the options below. These vicious duergar use a combination of their flails and whips to punish and prod humans, orcs, kobolds, and any other wretched creature into hard labor or forced battles. The mageslayer makes two melee attacks or two ranged attacks. While it is within 5 feet of the lizardfolk, a creature marked by the lizardfolk, a creature marked by the lizardfolk. Prerequisite: A minimum ability score, another talent or talents, member of a race or faction, or a class level that a character must have in order to acquire this talent. Only after all are dead will it finally return to rest. Quickened Spell: When the kobold casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting. Enervating Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. The derro is a 9th-level spellcaster. On a successful save, the creature takes half as much damage and doesn't gain vulnerability to fire damage. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one. Mastermind Medium humanoid (any), any non-lawful alignment Armor Class 18 (+2 studded leather armor) Hit Points 130 (20d8 + 40) Speed 30 ft. STR 17 (+3) DEX 14 (+2) CON 15 (+2) INT 11 (+0) WIS 11 (+ 10 ft., darkvision 60 ft., passive Perception 16 Languages Draconic Challenge 5 (1,800 XP) Amphibious. Dashing Scoundrel You are a rakish knave, a charming rascal, a dauntless warrior with a wit. This monstrosity is capable of reeling in prey as large as a hook horror. The doomsphere can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa. But despite its brutish nature, it is very cunning for its kind, and is both feared and revered by all its subjects. Armor Class 11 (natural armor) Hit Points 13 (2d8 + 4) Speed 30 ft. The hobgoblin can use Command in place of one of these attacks. STR 24 (+7) DEX 16 (+3) CON 20 (+5) Multiattack. 244 Chapter 1. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it. One Huge or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 16 Dexterity saving throw or be grappled (escape DC 15). It becomes a pack lord, a fearsome specimen that all shadow mastiffs will submit to. Casting remove curse, greater restoration, or a similar spell on the target before the transformation is complete can end the curse. After completely devouring the place to strike. If the target can see and hear the duergar, the target can make one weapon attack as a reaction. The next time it takes a legendary action, it must take its Revitalize or Emerge action. Bestiary Devotees of Orcus were once high priests who
sought the ultimate gift from Orcus - undeath. His main goal is to destroy all of creation and rebuild it in his image, pure and serene with him at the top. Fire Breath (Recharge 5-6). Despairing Cackle (Recharge 5-6). Actions Actions Smother. As a bonus action, the xvart targets one allied beast (bat and rat types only) it can see within 30 feet of it. On a failed save, the target takes 17 (5d6) thunder damage, and it is stunned until the end of your next turn. Drow soldiers, usually male, are the foundation of any drow army. Hit: 11 (2d6 + 4) bludgeoning damage, or 14 (2d6 + 7) bludgeoning damage while raging. A shoosuva ally that starts its turn, provided this shoosuva isn't incapacitated. As a bonus action, the derro targets an allied creature within 30 feet that can see and hear the derro. When the progenitor creates an Aspect, it actually sends an essence of itself to the destination plane. On a successful save, a creature takes half as much damage. In addition, the Grim can whisper and hiss constantly. If the beast hits, the hit is automatically a critical hit. Cunning Presence. CON 13 (+1) INT 12 (+1) WIS 16 (+3) Sneak Attack (1/Turn). Hit: 26 (3d12 + 7) bludgeoning damage. Actions Large dragon, chaotic evil STR 17 (+3) DEX 18 (+4) CON 18 (+4) Multiattack. Multi-headed. If the master assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the master assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. Dispater has advantage on saving throws against spells and other magical effects. Dracolisks Dracolisk The dreaded dracolisk is an extremely rare crossbreed between a dragon and a basilisk. The ogre wererat is such an example. When hit by an attack roll by a creature cursed by the darkling elder's Hexblade's Curse, roll a d6. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands. deafened, and stunned. If the destination space is occupied, the teleportation leads to the nearest unoccupied space. If the target can make one weapon attack as a reaction. Grizzled Veteran You are a retired soldier, former guard captain, or ex-mercenary. This is partially true. These war chants enable them to either strike fear to any enemy that can hear it, inspire allies to a battle frenzy, or rally its allies. Each creature, other than its master, within 60 feet of the gray render that can hear it, inspire allies to a battle frenzy, or rally its allies. bright light, it mistakes itself for a rival and targets itself with its gaze. Draegloth Abomination Large fiend (demon), chaotic evil Draegloth War Caster Armor Class 17 (natural armor) Hit Points 189 (18d10 + 90) Speed 40 ft. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Chill Ray. The beasts appear in unoccupied spaces within 30 feet of the bugbear and acts as its allies. These effects last until the start of the ulitharid's next turn. As such, tlincalli tribes that have witches are able to rise in power easily, with the witch providing its support as long as it is allowed to play with its victims. can see and hear the hobgoblin, the target can make one weapon attack as a reaction. The target must make a DC 1 3 Constitution saving throw. They favor the scimitar and javelin as its choice weapons while taking advantage of the worg's insatiable appetite for killing as it charges into battle. The yuan-ti deals an extra 7 (2d6) damage when the yuan-ti hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the yuan-ti doesn't have disadvantage on the attack roll. It immediately learns whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. Cornugon devils are often tasked to lead lesser devils in combat or if grouped together, serve as the archdevil's elite troops. Bestiary Choker Cavestalker As its name would suggest, the choker cavestalker has mastered moving unnoticed in cavernous terrain. other shoosuva in service of Yeenoghu. Giant, pincer-like claws act as hands and weapons. Hunter Shark Zombie Large undead, neutral evil STR 8 (-1) Armor Class 10 (natural armor) Hit Points 51 (6d10 + 18) Speed 30 ft. It can use Slam Foe or Fling in place of its slam attack. The kithlord is a powerful shadar-kai commander that is able to deflect attacks and spells against it and use the shadows to teleport closer to its enemies. The zombie has advantage on Wisdom (Perception) checks that rely on sight and smell. They are capable warriors but they are valued for their ability to incite allies and weave bardic magic. Blurred Movement. Fire Giant Houndmaster Fire Giant Vanguard Armor Class 15 (half plate) Hit Points 175 (14d12 + 84) Speed 30 ft. Cultist NonPlayer Characters Cultists of Asmodeus is the largest and most feared of the diabolical cults. The balhannoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll. Curving Shot. Melee Weapon Attack: +10 to hit reach 10 ft., one target. The lamia can innately cast the following spells, without providing material components: At will: animal friendship (snakes only) 3/day each: darkness, entangle, fear, haste, suggestion, polymorph 1/day: Abi-Dalzim's horrid wilting, divine word, unholy aura (see Appendix C. The deathpriest exarch conjures undead creatures no higher than CR 5 and whose combined average hit points don't exceed 150. STR 18 (+4) DEX 14 (+2) CON 18 (+4) INT 21 (+5) WIS 16 (+3) CHA 14 (+2) Saving Throws Dex +7, Int +10, Wis +8 Skills Arcana +10, History +10, Perception 18 Languages telepathy 120 ft. The first time each turn that the monster slayer hits that target with a weapon attack, it takes an extra 1d6 damage from that weapon. It knows the following warlock spells: Cantrips (at will): chill touch, eldritch blast, mage hand 1st- 3rd level (2 3rd-level slots): arms of Hadar, darkness, fear, hold person, hunger of Hadar, shadow blade, spider climb One with the Shadows. Firenewts War Priest of Imix Blessed by Imix, the war priest is a high-level cleric specializing in divine warfare magic and often leads its kin into battle. The goblin targets up to three goblinoid allies it can see within 30 feet of it. The githyanki makes two greatsword attacks. When the gray render takes damage, it makes one attack with its claws against a random creature within its master. Bite target takes 16 (3d10) psychic damage and can't see anything more than 10 feet from it until the githzerai's concentration is broken (as if concentration streach 5 ft., one Medium or Small creature against which the bugbear has advantage on the attack roll. It doesn't really need them, as the stone giant thane is a fearsome warrior that can draw arcane power from the earth. STR 20 (+5) DEX 12 (+1) CON 19 (+4) INT 15 (+2) WIS 15 (+2) CHA 19 (+4) Skills Arcana +7, Perception +7 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities necrotic, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 17 Languages all, telepathy 60 ft. When an enemy the verbeeg can see ends its turn within 5 feet of it, the verbeeg can move up to half its speed. The orc makes two longbow attacks or two scimitar attacks. You are often the first to charge in a battle. STR 21 (+2) DEX 19 (+4) CON 16 (+3) INT 11 (+0) WIS 12 (+1) CHA 14 (+2) Saving Throws Dex +7, Wis +4 Skills Perception +4, Stealth +10 Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, frightened, poisoned Senses darkvision 60 ft., passive Perception 14 Languages it knew in life Challenge 7 (2,900 XP) Cunning Action. These unique savants are divine spells. Large aberration, lawful evil Armor Class 18 (natural armor) Hit Points 209 (22d10 + 88) Speed 25 ft., swim 50 ft. Froghemoths Froghemoth Tadpole Young Froghemoth tadpoles start the challenge of survival the moment they are born, having to escape the hungry clutches of its parent and other larger creatures. A phalanx formation led by a duergar sergeant is thought to be unbreakable, moving in a synchronized and almost mechanical manner, giving no room for attackers to strike. Until it takes its Emerge action, it has resistance to all damage, and it is restrained. STR 15 (+2) DEX 12 (+1) CON 15 (+2) INT 22 (+6) WIS 19 (+4) CHA 21 (+5) Saving Throws Int +10, Wis +8, Cha +9 Skills Arcana +10, Deception +9, Insight +8, Perception +8, Persuasion +9 Stealth +5 Senses darkvision 120 ft., passive Perception 18 Languages Deep Speech, Undercommon, telepathy 2 miles Challenge 12 (8,400 XP) Creature Sense. The giant breathes cold in a 30 foot cone. Up to four allies within 60 feet of the duergar that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks. A bodak devotee of Orcus doesn't require air, food, drink, or sleep. The ursaloth has advantage on saving throws against spells and other magical effects. Yuan-ti Templars are the unholy warrior priests of Sseth. All other creatures within 30 feet of it, can hear it, and not already affected by War Cry must make a DC 20 Wisdom saving throw or become frightened until the end of the barbarian king's next turn. The flind can innately cast the following spells, without providing material components: 1/day each: dispel magic, fear, invisibility Actions Multiattack. Any creature in that area when it uses this ability and any creature that ends its turn there takes 5 (1d10) fire damage. Sever Psychic Link. Hit: 15 (2d8 + 6) piercing damage or 17 (2d8 + 8) piercing, and slashing from +12, Perception +12, nonmagical attacks that aren't silvered Damage Immunities cold, fire, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 240 ft.,
passive Perception 22 Languages all, telepathy 120 ft. STR 20 (+5) DEX 12 (+1) CON 18 (+2) INT 6 (-2) WIS 10 (+0) CHA 10 (+0) Saving Throws Dex +5, Con +8, Wis +5, Cha +5 Skills Perception +9, Stealth +5 Damage Immunities acid Senses blindsight 30 ft., darkvision 120 ft., passive Perception +9, Stealth +3 Damage Immunities acid Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14 Languages Draconic Challenge 4 (1,100 XP) Amphibious. They are highly valued by githzerai war bands for their ability to create openings, leave targets vulnerable, and break the concentration of enemy spellcasters. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Challenge 5 (1,800 XP) Alert. STR 14 (+2) DEX 12 (+1) CON 12 (+1) INT 14 (+2) WIS 17 (+3) CHA 12 (+1) STR 16 (+3) WIS 18 (+4) CHA 12 (+1) STR 16 (+3) WIS 18 (+1) XP) Saving Throws Wis +8, Cha +5 Skills Arcana +7, Religion +7 Senses passive Perception 14 Languages any four language the Aspect's Frightful Presence for the next 24 hours. STR 12 (+1) DEX 18 (+4) CON 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 14 (+2) Saving Throws Con +7, Dex +8, Cha +6 Skills Perception +5, Stealth +8 Damage Resistances necrotic, psychic Condition Immunities charmed, exhaustion Senses darkvision 60 ft., passive Perception 15 Languages Common, Elvish Challenge 12 (8,400 XP) Fey Ancestry. If you maintain your concentralion on this spell for its whole duration, the wall becomes permanent and can't be dispelled. On a failed save, the creature takes 12 (3d6 + 2) psychic damage and is stunned until the end of its next turn. Bodak Ravager Large undead, chaotic evil Armor Class 17 (natural armor) Hit Points 102 (12d10 + 36) Speed 40 ft. 3-4. Any creature that manages to find Asmodeus himself will first have to deal with the immense aura of submission that comes from him. The Aspect of Zariel dies only if it starts its turn with 0 hit points and doesn't regenerate. The Aspect exhales lightning in a 90-foot line that is 5 feet wide The deathlock makes two melee attacks. Dispater's Lair. The kobold makes two spear attacks. Dire Corbies dark vision 60 ft., passive Perception 13 Languages ---- Challenge 10 (5,900 XP) Keen Smell. Hit: 14 (2d10 + 3) piercing damage. When the headless horseman hits a creature with an opportunity attack, it can move up to half its speed immediately after the attack as part of the same reaction. Goblin Sharpshooter Skilled and talented goblin archers and hunters become sharpshooters. Bestiary 133 Hill Giant Bruiser Hill giant bruisers are brutish bullies that are very accustomed to fighting creatures smaller than it, carrying themselves with a confident swagger when faced with the smaller enemies. STR 20 (+5) DEX 16 (+3) INT 5 (-3) WIS 12 (+1) CHA 7 (-2) Skills Perception +4, Stealth +6 Senses darkvision 60 ft., passive Perception 14 Languages ----Challenge 5 (1,800 XP) Aggressive. The grappled target is also restrained. They have adapted to use their magic while in close quarters combat, able to maintain concentrate better and follow up their spells with a weapon attack. The barbarian king can then make one attack as a bonus action. In addition to these abilities, they are able to employ spells that can snuff light, confuse opponents, and dispel enemy magic. Melee Weapon Attack: + 10 to hit, reach 10 ft., one target. Actions Cunning Action. Swallow. Stalkers are cold-blooded redcaps that have impressive stealth abilities, despite having iron boots. The barghest can use its action to polymorph into a Small goblin or back into its true form. Able melee combatants, templars can rush in to battle with an incredibly accurate guided strike - which it often uses against heavily armored or very agile opponents. Acid Web Spray (Recharge 5-6). It has the following cleric spells prepared: Chapter 1. Kithguards are warlock hexblades that serve directly under kithlords as personal bodyguards. In addition, the target has disadvantage on ability checks and attack rolls made against the mastermind. As a bonus action, the sharpshooter takes careful aim at a creature it can see within range of its ranged weapon. The tempest can cause a bolt of lightning to strike a point or the ground anywhere under its storm. against spells and other magical effects. Until the psychic link ends, the elder brain can perceive everything the target senses. No one knows the true form of Asmodeus, but he often appears as a 9-foot-tall humanoid with dark red skin, long black hair, and two horns. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The cadaver collector releases paralyzing gas in a 30-foot cone. This Gaze. As a bonus action, the barbarian can enter a rage at the start of its turn. Its body, which radiates an overpowering and disgusting musky smell, is covered with a leathery hide topped with a dirty orange mane, and the exceptional ones that have survived countless battles and many tests, and have been honed to become merciless tyrants who lead their orcish kin to raid and destroy enemy settlements in the name of their gods. If the giant expends a spell slot of 2nd level or higher, the extra lightning or necrotic damage increases by 1d8 for each level above 1st (maximum 5d8). STR 16 (+3) DEX 12 (+1) CON 14 (+2) INT 11 (+0) WIS 5 (-3) CHA 9 (-1) STR 9 (-1) DEX 14 (+2) CON 12 (+1) INT 11 (+0) WIS 5 (-3) CHA 16 (+3) Skills Stealth +3 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 (450 XP) Skills Stealth +4 Senses darkvision 120 ft., passive Perception 7 Languages Dwarvish, Undercommon Challenge 2 7 Languages Dwarvish, Undercommon Challenge 6 (2,300 XP) Magic Resistance. If the creature does so, it has disadvantage on attack rolls against the zovvut until the start of its next turn. The headless horseman retains the armor it wore in life, sans the helm. Web (Spider Form Only, Recharge 5-6). As a bonus action, when the wood woad hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) radiant (good) or poison (evil) damage to the target. Aspect of Tiamat within 120 feet of the Aspect and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. Enervating Maw. Vengeful Tracker. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols. Cult Head of Demogorgon Medium humanoid (any), chaotic evil Armor Class 17 (+2 studded leather) Hit Points 150 (20d8 + 60) Speed 30 ft. All those witnessing the ogre king's might during combat are further emboldened in battle. Hit: 20 (4d8 + 2) necrotic damage. The vargouille exhales nauseating vapor in a 15-foot cone. If forced into battle, the hive queen can become a terrifying opponent. The kobold doesn't have and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold doesn't have a target with a weapon attack and has advantage on the attack roll, or when it hits a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a
weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack and has advantage on the attack roll doesn't have a target with a weapon attack roll doesn't have a target with a target wit disadvantage on the attack roll. Maul (Costs 2 Actions). The Aspect of Geryon uses its Teleport action, if available. You have survived too many wars and served under too many banners. Bestiary 109 Stone Drake Large dragon, neutral evil Armor Class 17 (natural armor) Hit Points 115 (10d10 + 60) Speed 40 ft., climb 40 ft. Destrachan Pack Lord lord gains Pack Tactics until the start of its next turn, provided the destrachan pack lord isn't incapacitated. The giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it. 72 Chapter 1. If a creature's saving throw is successful, the creature is immune to the dread dirgesinger's Song of Sorrow for the next 24 hours. Young Beholders experience their first challenge the minute they are born into existence. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Grung Hunter Grung Shaman Armor Class 12 Hit Points 16 (3d6 + 6) Speed 25 ft., climb 25 ft. INT 8 (-1) WIS 12 (+1) CHA 5 (-3) Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and s Attack. Aspect of Yeenoghu Actions Multiattack. When the fighting starts, they pick off the most dangerous soft targets, such as enemy spellcasters, healers, and artillerists. Brilliant Academic You are a young prodigy, a well-travelled professor, or an accomplished historian. Hit: 20 (3d10 + 4) piercing damage. Drow Dark Sniper Drow House Wizard Medium humanoid (elf), neutral evil Armor Class 16 (studded leather) Hit Points 60 (11d8 + 11) Speed 30 ft. Electricity Breath (Recharge 5-6). This demon resembles a giant 20-foot long, slime-coated, segmented worm with a maw ridged with sharp teeth. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The Aspect of Mephistopheles's spellcasting ability is Charisma (spell attacks). Irresistible Lure. Fireball (Cost 2 Actions). Arcane Ballista Clockroach Armor Class 17 (natural armor) Hit Points 133 (14d10 + 56) Speed 40 ft. Bestiary 83 Aspect of Bel Legendary Resistance (1/Day). It has the following cleric spells prepared: Grolantor's Glare. Bestiary Vargouilles are created equal. The target must make a DC 13 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a failed save, or half as much damage on a failed save. Bogeyman Once in a while there will be a banderhobb of exceptional guile and skill that reforms in the Shadowfell. It has the following cleric spells prepared: Cantrips (at will): resistance, sacred flame, thaumaturgy 1st level (3 slots): bane, bless, command 2nd level (3 slots): bane, bless curse, dispel magic, revivify 4th level (3 slots): banishment, guardian of faith 5th level (2 slots): contagion, flame strike Corrupted Form. While frightened in this way, a target is stunned. Each creature in that area must make a DC 14 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save or half as much damage on a successful one. Huge monstrosity, neutral evil Keen Hearing. Armor Class 12 (natural armor) Hit Points 150 (12d12 + 72) Speed 20 ft. The elder brain can let those creatures telepathically hear each other while connected in this way. The cavalier's melee weapon attack has advantage on Vigilant Defender. Otherwise, reroll and ignore results of 7-8. The master arcane trickster has advantage on its attack rolls against that creature until the end of the turn. The marut can innately cast the following spell, requiring no material components. Club. Up to four allies within 60 feet of the war chanter and can hear the war chanter gain 30 temporary hit points. Talents are gained according to character level, regardless of individual class levels. The balhannoth slams creatures grappled by it into each other or a solid surface. They are very rarely encountered in large groups, and, due to the challenges they have with their size, they work and create symbiotic relationships with smaller intelligent races such as duergar, grimlocks, svirfneblin, and troglodytes to serve as guards in exchange for food and treasure. Actions Ruby Sceptre (+2 Mace). STR 18 (+4) DEX 10 (+0) CON 16 (+3) Actions INT 8 (-1) WIS 12 (+1) CHA 9 (-1) Saving Throws Str +7, Dex +3, Con +6 Skills Athletics +7, Perception +4, Survival +7 Senses passive Perception 14 Languages Draconic Challenge 5 (1,800 XP) Hold Breath. Heightened Spell When the dark soul casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell. Otherwise, a creature takes 22 (4d10) necrotic damage on a failed save. Incite Allies (Recharges after a Long Rest). The bluespawn ambusher makes three attacks: one with its bite and two with its claws. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) acid damage and be restrained by webbing. Bestiary DEX 14 (+2) CON 21 (+5) INT 4 (-3) WIS 14 (+2) CHA 7 (-2) Skills Perception +5 Senses blindsight 60 ft., passive Perception 15 Languages ----Challenge 6 (2,300 XP) Amphibious. True to its nature, the eye of the deep is xenophobic and fiercely territorial. When their band is contracted to kill a challenging and difficult target, the target is incapacitated until the end of its next turn or until it takes damage. A creature takes this damage no more than once on a turn. Attack rolls against the quickling is incapacitated or restrained. Benefit: You can reroll a Wisdom ability check or within 120 feet of the dracolisk and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. Wave of Sorrow (Creatsword). While in dim light or darkness, the dogai can take the Hide action as a bonus action. STR 12 (+1) DEX 18 (+4) CON 13 (+1) INT 11 (+0) WIS 12 (+1) CHA 12 (+1) Saving Throws Dex +7 Cha +4 Skills Stealth +7 Damage Resistances necrotic Condition Immunities charmed, exhaustion 60 ft., passive Perception 11 Languages Common, Elvish Challenge 6 (2,300 XP) Innate Spellcasting. Each creature on the ground within the area that is concentrating must succeed on a DC 19 Constitution saving throw or the creature's concentration is broken. Fraz-Urb'luu can't be targeted by divination magic, perceived through magical scrying sensors, or detected by abilities that sense demons or fiends. Challenge 8 (3,900 XP) Mental Fortitude. The Aspec of Geryon regains 10 hit points at the start of its turn. These twisted fey make full use of their Horrid Link and Corrupt Thoughts ability, cursing throw fails by 5 or more, the targets to make the form of a giant wolverine, saber-tooth tiger, or worg alpha in an instant before charging into the fray. Hit: 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. The Aspect of Asmodeus uses its Teleport action, if available. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. Teleport (Recharges 5/6). If it takes acid or radiant damage, this trait doesn't function at the start of its next turn. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 -1) bludgeoning damage, or 3 (1d8 -1) bludgeoning damage if used with two hands. Every enemy within 300
feet of the hound that can hear it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. Deep below the gouges that span several miles deep, pit fiends and all kinds of devils cling to the walls and outcroppings, waiting for any soul unfortunate enough to have fallen into Nessus. Any creature hit by their weapons are stricken with fear, and are unable to move away from the orc due to its supernatural aura. Tlincalli Shaman Tlincalli shamans are druidic spellcasters that serve to support its tribe as they travel from damage dealt by the nightprowler dies and can't be revived by any means short of a wish spell. The devils remain until the remmanon dies or until it dismisses it as an action. Adventurers may attempt to follow the imp as it goes through the secret passage, though the yeat care not to harm or kill the imp, lest Dispater be alerted. It roams forests in solitude, attacking and killing anything that intrudes its territory with a sinister glee, including other girallon. Any hit the goblin scores against a surprised creature is a critical hit. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Tortle Monk Tortle Scout Armor Class 17 (natural armor) Hit Points 27 (5d8 + 5) Speed 30 ft. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws. The cavalier can take one additional action on top of its regular action and possible bonus action. Most do not bring as many features as a standard feat. The zaratan deals double damage to objects and structures. Ophidiophobia Aura. It has the following druid spells prepared: Cantrips (at will): druidcraft, mending, produce flame 1st level (4 slots): entangle, healing word, thunderwave 2nd level (3 slots): hold person, moonbeam, spike growth 3rd level (3 slots): hold person, moonbeam, spike gro that starts its turn adhered to the filament takes 11 (2d10) acid damage. The draegloth's innate spellcasting ability is Charisma (spell save DC 15). Liquid Form. Aura of Annihilation. NonPlayer Characters 273 Duelist Duelist Medium humanoid (any), any alignment Armor Class 17 (+1 studded leather) Hit Points 78 (12d8 + 24) Speed 30 ft. Redcap Gang Boss Redcap Stalker Small fey, neutral evil Small fey, neutral evil Armor Class 14 (natural armor) Hit Points 90 (12d6 + 48) Speed 25 ft. The bugbear regains spent legendary actions at the start of its turn. It can use Worg Bite in place of one of these attacks. If forced into a fight it does not like, it will use its spells and abilities to sow just enough confusion and discord for it to escape. While in dim light or darkness, the darkling elder can take the Hide action as well, and anything the boggle puts Sneak Attack (1/Turn). Hit: 16 (2d6 + 9) slashing damage, or 20 (2d6 + 13) slashing damage while raging. Melee Weapon Attack: +5 to hit, reach 5 ft. You must use the result of 6 the second roll, even if it is lower. Armor Class 16 (natural armor) Hit Points 138 (12d12 + 60) Speed 40 ft. When they determine that there are no more threats, they enter the houses one by one and capture and cocoon each of its inhabitants. including children and livestock. If the target can see and hear the quickling, the target can make one weapon attack as a reaction. Impaling Foreleg. The giant slams the ground, triggering an earth tremor and violently pelting the area around it with debris. The anathema casts a spell from its list of innate spells, using a spell slot as normal. Metal obviously has no effect on him, any weapon or armor that he touches rust almost immediately. The tempest regains spent legendary actions at the start of its turn. Hit: 5 (1d4 + 3) slashing damage, or 8 (2d4 + 3) slashing damage while enlarged. Armor Class 13 (natural armor) Hit Points 32 (5d8 + 10) Speed 10 ft., climb 10 ft. It resembles an 8-foot tall, slender humanoid creature with pale emaciated skin, thin horns protruding from its head, bulging red eyes, large leathery wings on its back, and hands with long clawed fingers clutching a scythe made out of bones and dark steel. INT 6 (-2) WIS 8 (-1) CHA 1 (-5) Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 9 Languages of its creatore but can't speak Challenge 6 (2,300 XP) Amorphous. +2 Longword. No attack roll has advantage on the grandfather of assassins as long as it isn't incapacitated. The blackspawn crawler makes two attacks: one with its bite and one to constrict. Using their improved battlefield awareness, giff captains can command and maneuver their fellow giffs to ensure that any skirmish tips in their favor. In addition to these weapons, the hive queen can also unleash its terrible tail stinger, which can instantly paralyze a creature hit. Among its leaders and unique warriors are the chieftain, the shaman, the skirmisher, and the priest of Grolantor. Githzerai shadowminds are martial artists that are able to create psychic static that disrupts their enemies' ability to think clearly and defend themselves properly. When a creature that can see the zovvut's eyes starts its turn within 30 feet of the zovvut can force it to make a DC 14 Constitution saving throw if the zovvut isn't incapacitated and can see the creature. While frightened in this way, the creature is paralyzed. Blessed and favored by their deities, these conquerors can unleash divine spells and imbue their weapons with necrotic energy to smite their foes with. Maddening Whispers. Bestiary Duergar Artillerists are artificers who have the ability to summon a powerful arcane turrets, capable of raining death and destruction on all those that attempt to invade what they watch. Each creature must succeed on a DC 18 Strengt. saving throw or take 19 (4d6 + 5) bludgeoning damage and be stunned until the end of the balhannoth's next turn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16) and if it is a creature, it has disadvantage on the saving throw it makes to maintain its concentration. Hit: 5 (1d4 + 2) piercing damage. The xerfilstyx exhales scalding blood in a 60-foot cone. Xerfilstyx is a greater devil, while its lower half is that of the body of a giant slug. Electricity Burst (Recharge 5-6). Tentacle Attack. Mind-Breaking Howl (Recharge 5-6). Master Strategist (Costs 2 Actions). Its unnaturally long arms end in vicious claws and its mouth is ridged with sharp teeth. Goblin rangers who are adept at handling and taking care of wolves and worgs eventually become worg riders. The zaratan regains spent legendary actions at the start of its turn. While in dim light or darkness, the drow can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. Both trees must be Large or bigger. The ettin's melee weapon attack has advantage on the attack's weapon deals an extra 7 (2d6) damage to the target. Large elemental, neutral Armor Class 18 (plate) Hit Points 199 (21d10 + 84) Speed 30 ft. Before their war parties attack, the sharpshooters position themselves in high vantage points. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the nuckalavee is within line of sight, ending the effect on itself on a success. Benefit: As Taunt, except you can choose a number of creatures equal to your Charisma, Intelligence, or Wisdom modifier (your choice). The Aspect of Graz'zt casts crown of madness or dissonant whispers. Nuckalavee was once a powerful champion of good that fell in battle against the forces of the demon prince Orcus. As a bonus action, the hobgoblin takes careful aim at a creature it can see within range of its ranged weapon. As a bonus action, the duergar targets the iron defender it summoned and it can see within 60 feet of it. Constant Threat.
You can crudely shape the wall to create crenellations, battlements, and so on. Attacks against the dogai while in shadow form are made with disadvantage. The morkoth has the following wizard spells prepared: Cantrips (at will): acid splash, mage hand, mending, ray of frost, shocking grasp 1st level (3 slots): detect thoughts, shatter 3rd level (3 slots): dispel magic, lightning bolt, sending 4th level (3 slots): dispel magic, identify, shield, witch bolt 2nd level (3 slots): detect thoughts, shatter 3rd level (3 slots): dispel magic, identify, shield, witch bolt 2nd level (3 slots): detect thoughts, shatter 3rd level (3 slots): dispel magic, identify, shield, witch bolt 2nd level tentacles 5th level (2 slots): geas, scrying, telekinesis 6th level (1 slot): chain lightning 7th level (1 slot): dominate monster Actions Multiattack. The Aspect of Juiblex casts acid splash. Wings that once had feathers now burn with an eternal flame, spread from its back. On a successful save, the creature takes half as much damage, and isn't pushed or knocked prone. (hover) STR 8 (-1) DEX 14 (+2) INT 15 (+2) WIS 13 (+1) CHA 15 (+2) INT 15 (passive Perception 17 Languages Deep Speech, Undercommon Challenge 7 (2,900 XP) Antimagic Cone. The derro makes two melee attacks. While most anathema live outside yuan-ti colonies and are only sought out by fanatical worshipers, ascendants are welcomed in fear and reverence as a leader and as a deity. Cold Breath (Recharge 5-6). If they are used as a deity of the second at the giant isn't incapacitated, a creature frightened of the giant takes 10 (3d6) poison damage and has its speed is reduced to 0. Hit: 7 (1d6 + 4) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. STR 10 (+0) DEX 18 (+4) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CHA 7 (-2) Skills Acrobatics +6, Athletics +4, Stealth +8 Senses darkvision 60 ft., passive Perception 11 Languages Undercommon Challenge 2 (450 XP) Ambusher. Until the end of its turn, the sharpshooter deals an an extra 5 damage with each of its ranged weapor attacks against the target. An Eye of Gruumsh that has proven itself in battle and killed many foes in the name of its god can become a Great Eye of Gruumsh, a powerful warrior priest that can now attack twice with its spear cast more potent divine spells than before. Bestiary STR 18 (+4) DEX 16 (+3) CON 17 (+3) INT 11 (+0) WIS 12 (+1) CHA 12 (+1) Skills Perception +3 Senses passive Perception 13 Languages Common Challenge 4 (1,100 XP) Headfirst Charge. The Aspect of Zariel magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see. Claw. A bodak ravager doesn't require air, food, drink, or sleep. Sunlight Hypersensitivity His spellcasting ability is Wisdom (spell save DC 27, +19 to hit with spell attacks) and he needs only verbal components to cast his spells. These vicious and bloodthirsty creatures rush recklessly into battle ahead of its warband. It has the following paladin spells prepared: 1st level (4 slots): compelled duel, cure wounds, ensnaring strike, wrathful smite, speak with animals 2nd level (3 slots): aid, branding smite, magic weapon, moonbeam, misty step 3rd level (2 slots): crusader's mantle, dispel magic, plant growth, protection from energy Smite (1/Turn). If the attack still hits, the target has resistance against the attack's damage. In addition to the normal abilities of a typical howler, the package is a typical howler. lord has grown to an immense size, its venomous quills now providing an extra layer of defense to any that might get too close to it. Each creature in a 20-foot radius sphere centered on a DC 15 Dexterity saving throw. Cultist Nonplayer Characters Cult Priest of Asmodeus Cult Exarch of Asmodeus Cult Priest of Demogorgon Cult High Priest of Orcus Appendix D. Reactions Guardian Strike: If an enemy within 5 feet of the gorsuloth attacks a target other than the gorsuloth, that enemy provokes an opportunity attack from the gorsuloth. Medium humanoid (dwarf), lawful evil Armor Class 16 (breastplate) Hit Points 66 (12d8 + 12) Speed 25 ft. STR 29 (+9) DEX 14 (+2) CON 20 (+5) INT 17 (+3) WIS 18 (+4) CHA 18 (+4) Saving Throws Str +14, Con +10, Wis +9, Cha +9 Skills Arcana +8 Athletics +14, History +8, Perception +9 Damage Resistances cold Damage Immunities lightning, thunder Senses passive Perception 19 Languages Giant Challenge 15 (13,000 XP) Amphibious. STR 20 (+8) WIS 26 (+8) WIS 2 Perception +16, Persuasion +16, Religion +16 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities cold, fire, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 240 ft., truesight 120 ft., passive Perception 26 Languages all, telepathy 120 ft. In addition, the creature can use either an action or a bonus action on its turn, but not both. Medium or smaller creatures have disadvantage on saving throw at the end of each of its turns, ending the effect on itself on a success. STR 22 (+6) DEX 12 (+1) CON 15 (+2) Actions INT 14 (+2) WIS 14 (+2) CHA 16 (+3) Saving Throws Con +6, Wis +6, Cha +7 Skills Deception +7, Intimidation +7, Perception 16 Languages Common, Giant, Sylvan Challenge 12 (8,400 XP) Innate Spellcasting. The creature can be restored to life only by means of a true resurrection or a wish spell. Unless the hobgoblin is incapacitated, it and creatures of its choice within 30 feet of it have advantage on saving throws against being frightened. devils to fight for him, as well as his ability to share the shameful and despicable secrets of his opponents to their allies, twisting the truths, and forcing them to fight each other. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. Bestiary Wood Woad Sentinel was born from their allies, twisting the truths, and forcing them to fight each other. heart of a former knight, resulting in a wood woad that is skilled in protecting and defending its ward. While they provide fire, light, and warmth to the village, their primary role is artillery support to grung war parties and capturing slaves. In battle, the giant always leads the attack, aiming to take the enemy forces' attention away from its more vulnerable allies. The most powerful weapons, however, are in the hands of his archdukes and trusted commanders, with a select few stored in his throne room for his own use. Legendary Actions The kithlord can take 3 legendary actions, choosing from the options below. The destrachan pack lord emits thunder energy in a 60-foot cone. On a failed save, the creature takes 13 (2d8 + 4) slashing damage and is stunned until the end of the bunyip's next turn. The war caster is a 6th-level spellcaster. If damage taken, unless the damage is radiant or from a critical hit. These effects last until the end of the Aspect of Asmodeus's next turn. Eye of the Deep Actions Armor Class 17 (natural armor) Hit Points 136 (16d10 + 48) Speed 0 ft., fly 20 ft. While in this form, the dogai can't attack or cast spells, is invisible in dim light or darkness, can move through a space as narrow as 1 inch wide without squeezing. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. The cornugon's spellcasting ability is Charisma (spell attacks). It lives deep in its underground stone fortress and is always surrounded by its fiercest stone giant wardens. If the balhannoth fails a saving throw, it can choose to succeed instead. Hit: 55 (10d10) piercing damage. Ranged Weapon Attack: +7 to hit, range 30/60 ft., one Large or smaller creature. Bestiary 163 Hobgoblin Bladebearer Hobgoblin Bladebearers stand just behind the pikemen and goblin underlings in a military formation. Roll a d6 for the Aspect of Bel. The Wisdom score reduction lasts until the target finishes a short or long rest. Ranged Weapon Attack: +6 to hit, range 100/400 ft., one target. On each of its turns, the chitine can use a bonus action to take the Hide action. Awaken Greed. STR 9 (-1) Hill Giant Zombie Huge undead, neutral evil Armor Class 10 (natural armor) Hit Points 115 (10d12 + 50) Speed 30 ft. Each creature in that area must succeed on a DC 20 Intelligence saving throw or take 32 (4d12 + 6) psychic damage and be stunned for 1 minute. While in its shell, the tortle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a take is bonus action to emerge. As a bonus
action, the orc can perform a war chant that lasts until the start of the orc's next turn. The zombie has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pulled up to 20 feet in a straight line toward Aspect of Moloch. While in contact with a web, Lolth knows the exact location of any creature in contact with a straight line toward Aspect of Moloch. While in contact with a web, Lolth knows the exact location of any creature in contact with a web, Lolth knows the exact location of any creature in contact with a web, Lolth knows the exact location of any creature in contact with the same web. XP) Heated Body. Six Heads. Its huge maw, which is lined with rows of long, sharp teeth, bursts from the ground and tries to swallow its target whole. Appendix A. The orc is a 6th-level spellcaster. Pincer. • The barbarian can make a single melee weapon attack as a bonus action. Legendary Actions The giant can take 3 legendary actions, choosing from the options below. It has the following paladin spells prepared: 1st level (4 slots): armor of Agathys, command, compelled duel 2nd level (3 slots): bestow curse, blinding smite, dispel magic 4th level (3 slots): bestow curse, blinding smite, dispel destructive wave, dominate person 160 Chapter 1. The tortle makes three melee attacks, two which must be unarmed strikes. Tail Stinger. Bestiary ally of the banderhobb that isn't incapacitated and the banderhobb doesn't have disadvantage on the attack roll. The howler makes two bite attacks. Ranged Weapon Attack: +6 to hit, range 5/15 ft., one Large or smaller target. Unless the humanoid is restored to life or its body is destroyed, the corpse will rise as a ghoul at the start of the mohrg's next turn. When an orc blade of Ilneval has proven its worth to its god, it is bestowed with divine abilities. It will never live with another intelligent being it doesn't intend to eat, and very rarely will it be with another of its kind, except probably its mate. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell. The hammerer has advantage on saving throws against spells and other magical effects. Hit: 25 (4d8 + 7) bludgeoning damage plus 16 (3d10) necrotic damage and the target is grappled (escape DC 17) if it is a Large or smaller creature. • The drake has resistance to bludgeoning, piercing, and slashing damage. While stuck, the weapon can't be used. STR 20 (+5) DEX 12 (+1) CON 18 (+4) INT 10 (+0) Wood Woad Grove Warden WIS 13 (+1) CHA 9 (-1) Skills Athletics +8, Perception +7, Stealth +4 Damage Vulnerabilities fire Damage Resistances bludgeoning, piercing Condition Immunities charmed, frightened Senses darkvision 60 ft., passive Perception 17 Languages Sylvan Challenge 8 (3,900 XP) Magic Club. Bestiary 35 Choldrith Priestess is a devout follower of Lolth and serves at the behest of the choldrith gueen. The ogre were at has advantage on Wisdom (Perception) checks that rely on smell. Hit: 10 (2d6 + 3) slashing damage plus 7 (2d6) psychic damage. If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. The firenewt spits fire at a creature within 10 feet of it. Each target must succeed on a DC 11 Strength saving throw or be restrained. DC 17 Dexterity saving throw or take 15 (2d8 + 6) slashing damage and 15 (2d8 + 6) piercing damage. Hit: The creature is restrained. When the duelist is wielding a separate melee weapon in each hand, it gains a +1 bonus to its AC (included in AC). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. STR 12 (+1) DEX 18 (+4) CON 12 (+1) INT 11 (+0) WIS 12 (+1) CHA 12 (+1) CHA 12 (+1) Skills Perception +7, Stealth +10 Senses darkvision 120 ft., passive Perception 17 Languages Elvish, Undercommon Challenge 5 (1,800 XP) Fey Ancestry. Shock Susceptibility. Hit: 14 (2d6 + 7) slashing damage plus 14 (4d6) necrotic damage and the target has disadvantage to attack rolls and saving throw rolls until the end of Lolth's next turn. If the target can see or hear the kruthik, the target can see or hear the kruthik, the target can use its reaction to make one melee attack or to take the Dodge or Hide action. Manuever (3/Day). Destructive Harmonics (Recharge 4-6). Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. Asmodeus uses his Chill Gaze. They are able to read and predict the movements of their enemies and respond with deadly accuracy. Loth uses Web and makes four attacks: one with her bite, one with her Impaling Forelegs. Baleful Howl. Young Tempest Young Zaratan Armor Class 17 Hit Points 138 (12d12 + 60) Speed 0 ft., fly 120 ft. The dragon exhales acid in a 30-foot line that is 5 feet wide. WIS 16 (+3) CHA 19 (+4) Skills Insight +8, Perception +8, Perception +9, Survival +8 Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities fire, poison Condition Immunities fire, poison Condition Immunities fire, poison 20 ft., passive Perception 18 Languages all, telepathy 120 ft. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available. STR 20 (+5) DEX 12 (+1) CON 22 (+6) INT 4 (-3) WIS 10 (+0) CHA 7 (-2) Skills Athletics +8, Perception 13 Languages understands Draconic but can't speak Challenge 7 (2,900 XP) Ambusher. Hit: 23 (3d10 + 7) bludgeoning damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage plus 3 (1d6) fire damage plus 3 (1d6) fire damage plus 10 (+0) CON 16 (+3) INT 5 (-3) WIS 11 (+0) CHA 11 (+0) C Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14 Languages Draconic Challenge 4 (1,100 XP) Ice Walk. As a bonus action, the cavalier can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the cavalier during the last turn. The master arcane trickster must be able to see the attacker. 74 Chapter 1. Lightning crackles constantly from their fists. If the cavalier moves at least 10 feet in a straight line right before attack, that target must succeed on a DC 16 Strength saving throw or be knocked prone. It can cast a spell in place of one of these attacks. Hit: 5 (1d4 + 3) bludgeoning damage plus 13 (3d8) force damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until this grapple ends. It has the following wizard spells prepared: Cantrips: fire bolt, mage hand, minor illusion 1st level (4 slots): blur, silent image, Tasha's hideous laughter 2nd level (2 slots): mirror image, shadow blade Actions Dagger. It can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing his appearance), detect magic, dispel magic, hellish rebuke (4th level), identify, misty step, shield 2/day each: chain lightning, cone of cold, improved invisibility, mass suggestion, mislead, telekinesis 1/day each: dominate monster, prismatic spray, project image Spellcasting. The devil appears in an unoccupied space within 60 feet of Mephistopheles, acts as Mephistopheles's ally, and can summon other devils if it has such power. At the start of its turn, the gnoll can gainst it have advantage until the start of its next turn. Yuan-ti Spy Medium monstrosity (shapechanger, yuan-ti), neutral evil Armor Class 14 (leather armor) Hit Points 49 (11d8) Speed 30 ft. If the initial saving throw fails by 5 or more, the creature is paralyzed while frightened in this way. The xerfilstyx makes three attacks: two with its tail. 150 Chapter 1. Hit: 15 (3d6 + 5) piercing damage plus 28 (8d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. NonPlayer Characters Cantrips (at will): mage hand, fire bolt, light, shocking grasp 1st level (3
slots): hold person, mirror image 3rd level (3 slots): h insect plague, cone of cold 6th level (1 slot): circle of death 7th level (1 slot): finger of death 8th level (1 slot): unholy aura* (see Appendix C. Extract Brain (Costs 2 Actions). The filament can be attacked (AC 15; 20 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 15 Strength check to pull free. Psychic Pulse. Multiattack. Armor Class 14 (studded leather) Hit Points 22 (5d6 + 5) Speed 30 ft. Impale. 70 Chapter 1. She can innately cast the following spells, requiring no material components: At will: alter self (can become a Medium female Drow when changing her appearance), detect magic, poison spray (4d12 damage), web 3/day each: confusion, dispel magic, dominate person, fly, teleport 1/day each: divine word, maddening darkness, psychic scream Legendary Resistance (5/Day). You can select another creature within reach and, and if your original attack roll can hit it, apply any remaining damage to it. Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. As a standard, monsters can have one talent for every three CR they have plus one, rounded down. Xvart Speaker The cunning xvart speaker serves as the tribe's supreme leader and chieftain. The jovoc makes two claw attacks. Hit: 11 (1d8 + 7) bludgeoning damage plus 4 (1d8) acid damage. Medium humanoid (any), any alignment Armor Class 18 (+2 studded leather) Hit Points 170 (20d8 + 80) Speed 30 ft. The elder brain casts a spell. The orc adds 3 to its AC against one melee attack that would hit it. It can innately cast the following spells, requiring no material components: At will: charm person, detect evil and good, detect magic, produce flame (3d8 damage), suggestion 3/day each: divine word, unholy aura* (*see Appendix C. Battlefield Savagery (Costs 3 Actions). Any hit the deep scion scores against a surprised creature is a critical hit. Hit: 28 (5d8 + 6) bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands one language of its creator but can't speak Challenge 2 (450 XP) Magic Resistance. This effect ends early if the giant is incapacitated or it dies, or if someone else marks the target. The great old master makes three attacks: one with its bite and two with its claws. Hit: 4 (1d4 + 2) bludgeoning damage plus 13 (3d8) force damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn. Hit: 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) acid damage plus 7 (2d6) acid damage plus 13 (3d8) force damage plus 13 (3d8) force damage plus 13 (3d8 + 7) bludgeoning damage plus 7 (2d6) acid damage plus 13 (3d8 + 7) bludgeoning damage plus 13 (3d8 + 7) bludgeo Cantrips (at will): fire bolt, mage hand, shape water, poison spray 1st level (4 slots): burning hands, shield, thunderwave 2nd level (3 slots): dragon's breath, Maximilian's earthen grasp Standing Leap. The duergar can dismiss it early as an action. Spew Debris (Recharge 5-6). While in contact with a web, the Aspect of Lolth knows the exact location of any creature in contact with the same web. The hag's innate spellcasting ability is Wisdom (spell attacks). The creatures' skin look like burning coals and radiate intense heat. Huge elemental, neutral Tail. The lizardfolk adds 3 to its AC against one melee attack that would hit it. Shortsword (Humanoid or Hybrid Form Only). Bestiary Shortsword. Medium humanoid (meazel), neutral evil STR 8 (-1) DEX 18 (+4) CON 11 (+0) INT 14 (+2) WIS 13 (+1) CHA 10 (+0) Skills Perception +3, Stealth +6 Senses darkvision 60 ft., passive Perception 13 Languages Common Challenge 2 (450 XP) Shadow Stealth. Hit: 8 (1d6 + 5) piercing damage. Marut guards are sometimes sent to accompany marut concordants on the latters' missions, especially when they are instructed to capture and bring back contract breakers. Vigilant. Multiple Heads. STR 19 (+4) DEX 14 (+2) CON 17 (+3) INT 4 (-3) WIS 12 (+1) CHA 7 (-2) Skills Perception +3 Senses blindsight 60 ft., passive Perception 13 Languages ---- Challenge 2 (450 XP) Amphibious. Each creature within 30 feet of the allip that can hear it must make a DC 16 Wisdom saving throw. The gouger regains spent legendary actions at the start of its turn. Dispater's weapon attacks are magical. Armor Class 15 (studded leather) Hit Points 44 (8d8 + 8) Speed 30 ft. Its very presence instantly kills nearby animal and plant life. leaving only death and decay at its wake. Web Sense. Spectral Duplicate (Recharges after a Short or Long Rest). The temporary hit points last for 1 minute. Armor Class 17 (studded leather, shield) Hit Points 84 (13d8 + 26) Speed 30 ft. Whenever you make an ability check that involves the skill Deception, Investigation, or Stealth, or the tool Disguise Kit, Forgery Kit, or Thieves' Tools, you can spend one Cunning Spy point to roll a d12 and add it to the result. Manipulators of Energy. Bite (Rat or Hybrid Form Only). Drop Caltrops (3/Day). 98 Chapter 1. Hit: 28 (6d6 + 7) piercing damage plus 14 (4d6) poison damage. The troll regains 10 hit points at the start of its turn. Greater Cadaver Collector Huge construct, lawful evil Armor Class 18 (natural armor) Hit Points 300 (24d12 + 144) Speed 40 ft. If it is a surface, the trap can cover an area of the surface no larger than 10 feet in diameter. Darkling Elder Mastermind Darkling elders are the leaders and brilliant strategists of the darkling community. The leucrotta has advantage on an attack roll against a creature if at least one of theleucrotta's allies is within 5 feet of the creature and the ally isn't incapacitated. On a failed save, the creature is frightened until the start of its next turn. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the drake moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. The Aspect of Mephistopheles expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that he has prepared. Nonplayer Characters (NPCs) Arcane Archer Elite Arcane Archer Arcane Trickster Master Arcane Trickster Master Arcane Trickster Master Duelist Master Duelist Lore Master Mageslayer Elite Mageslayer Mastermind Monster Slayer Sharpshooter Elite War Caster Elite Mageslayer Sharpshooter Elite War Caster Elite War C Hit Points 84 (13d8 + 26) Speed 30 ft. Flail Tentacles. Aside from being a mighty divine caster, his time with the Ruby Rod has given him even more deadly abilities. The Grim makes creatures recall painful, tragic events and lost love ones that have haunted them. Its spellcasting ability is Intelligence (spell save DC 15, + 7 to hit with spell attacks). Paralyzing Beam (Recharge 5-6). Moving through nonmagical difficult cavern or underground terrain doesn't cost the choker extra movement. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone. These trolls can also instill the fury and constitution of Vaprak temporarily in its allies, enabling them to fight with unnatural ferocity and regain hit points. • The barbarian champion has resistance to bludgeoning, piercing, and slashing damage. Hit: 19 (4d6 + 5) slashing damage plus 10 (3d6) fire damage. This ray has no effect on creatures immune to cold damage. Greenspawn Leaper The greenspawn leaper resembles a 4-foot long wingless green dragon that has had its body streamlined for traveling among tree branches. The hobgoblin adds 2 to its AC against one melee attack that would hit it. It has the following druid spells prepared: Cantrips (at will): druidcraft, poison spray, thorn whip 1st level (4 slots): beast bond, earth tremor, entangle

2nd level (3 slots): hold person, spike growth 3rd level (2 slots): conjure animals (bats and rats only), erupting earth Actions Scimitar. Bestiary 141 Goblin King Armor Class 18 (breast plate, shield) Hit Points 78 (12d6 + 36) Speed 30 ft. If the target takes acid or fire damage, the target will not regain any hit points at the start of its next turn. Elite Arcane Archer Medium humanoid (any), any alignment Armor Class 19 (+2 studded leather) Hit Points 117 (18d8 + 36) Speed 30 ft. Prerequisite: Strength 13 or higher. As a bonus action, the Aspect of Mephistopheles can emit an aura of diabolic fire, appearing swathed in dark searing flames. Paralyzing Ray. The kobold chooses up to three allies it can see within 30 feet of it. The githyanki makes two longsword attacks and uses Psionic Blast. The leviathan can enter a hostile creature's space and stop there. In addition, the target has disadvantage on ability checks and attack rolls made against the darkling elder. The marut's innate spellcasting ability is Intelligence (spell save DC 16). A creature that fails the save by 5 or more is knocked prone. The giant makes two morningstar attacks. • If the cursed target dies, the darkling elder regains 13 hit points. The tortle can take the Dash, Disengage, or Hide action as a bonus action on each of its turns. Drow Dark Sniper Drow House Wizard Drow dark snipers are expert marksmen who use the shadows of the Underdark as their cover. When an ally within 30 feet of the troll grants 5 extra damage to the ally's weapon damage roll. Relentless Avenger. It then attacks twice with its Death Claws. Out of the dark. Aspect of Fraz-Urb'luu Legendary Resistance (1/Day). The redspawn firebelcher can hold its breath for 30 minutes. Until the curse ends, the target has disadvantage on Wisdom and Intelligence saving throws, all ability checks, and the meenlock is always invisible to it. The barghest's innate spellcasting ability is Charisma (spell save DC 15). Medium monstrosity, unaligned Huge monstrosity, unaligned STR 21 (+5) DEX 10 (+0) CON 21 (+5) INT 2 (-4) WIS 14 (+2) CHA 4 (-3) Strl 14 (+2) DEX 10 (+0) CON 15 (+2) INT 2 (-4) WIS 11 (+2) WIS 11 (+2 Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10 Languages ----Challenge 1 (200 XP) False Appearance. In response to another creature dealing damage to 0 and regains 2d6 hit points. Benefit: You have a +1 bonus to Charisma saving throws. Hit: 17 (3d6 + 7) piercing damage plus 10 (3d6 necrotic damage. Large fiend (devil), lawful evil Regeneration. If the target can see or hear the choldrith, the target can use its reaction to make one melee attacks. Pyrominds are githyanki who have mastered the control and manipulation of fire through their psionic abilities. Bestiary 37 Clockworks Arcane Ballista Clockroach A true testament to an artificer's ingenuity, the arcane ballista is a mighty siege weapon created to deal with different threats. The minotaurs roll initiative when they appear. battles and hunting parties not just because of their fighting provess, but because no one else wants to fight beside them. Adventurers who dream of going to Cania will need to survive the frigid temperature that it offers. Lizardfolk Lizardfolk Lizardfolk Arcane Archer Long ago lizardfolk shamans stumbled upon the knowledge of weapons being imbued with elven magic. In combat, it will first cause as much pain and suffering on its targets, toying with them for as much as she can. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone. Reactions Armor of Hexes. The choker can take an extra action on its turn. Presented below are the stat blocks for juvenile dragons. Until the end of its turn, the orc deals an an extra 7 (2d6) damage with each of its ranged weapon attacks against the target. Summon Iron Defender (Recharges after a Long Rest). These undead are sometimes mistaken for death knights due to their appearance and magical abilities. Banderhobb Bogeyman Bite. Until this kneeling and bowing ends, the target can't take actions or reactions, and its speed is 0 and can't be increased, unless Asmodeus forces it to (see Command Submissive below). Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Athach Slam. STR 21 (+5) DEX 12 (+1) CON 19 (+4) INT 15 (+2) WIS 13 (+1) CHA 18 (+4) Skills Insight +6, Perception +11 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 21 Languages all, telepathy 60 ft. Stone Drake Stone drakes mark their territories on hills and mountains, perfectly camouflaged within their rocky regions. The sharpshooter has a +2 bonus to ranged weapon attack rolls (included in the attack). While these elementals retain their intelligence, their free will have been erased, fully subservient to their masters that summoned them. If the displacer render is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be (see the "Myconids" entry in the Monster Manual). This trap can only be placed on a ground surface and only the creature that triggered it as affected. Rolling Flame (Recharges 5-6). The giant has advantage on Wisdom (Perception) checks that rely on smell. Balhannoth, Elder Actions Armor Class 18 (natural armor) Hit Points 168 (16d12 + 64) Speed 30 ft., climb 30 ft. The flind makes four melee attacks: one with its bite. If the target is a Large or smaller creature, it is also grappled (escape DC 17). While enraged, the creature must use its action to move up to its speed towards the paeliryon and, if it is within range, make a melee weapon attack against it. A creature that starts its turn within 20 feet of Dispater must succeed on a DC 24 Wisdom saving throw, unless Dispater is incapacitated. The ulitharid casts a spell. Hit: 16 (2d8 + 7) piercing damage, and the target is marked until the end of the ettin's next turn. Medium humanoid (any), lawful evil STR 12 (+1) DEX 12 (+1) CON 14 (+2) INT 16 (+3) Medium humanoid (any), lawful evil WIS 17 (+3) CHA 10 (+0) STR 12 (+1) DEX 14 (+2) CON 14 (+2) INT 18 (+4) WIS 19 (+4) CHA 10 (+0) STR 12 (+1) DEX 14 (+2) INT 18 (+4) WIS 19 (+4) CHA 10 (+4) STR 12 (+1) DEX 14 (+2) INT 18 (+4) WIS 19 (+4) CHA 10 (+4) STR 12 Saving Throws Dex +6, Wis +8, Cha +4 Skills Arcana +8, Religion +8 Senses passive Perception 14 Languages any four languages (usually Common) Challenge 11 (7,200 XP) Spell Leech. Mephistopheles makes one ranseur attack. Each creature of the paeliryon's choice that is within 60 feet of the paeliryon and can hear it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. Presented here are some advanced examples: Sea Spawn Giant Large humanoids or giants. If the attack hits, the target is swallowed, and the grapple ends. Challenge 14 (11,500 XP) Wand of Orcus. Although they have a measure of intelligence, these creatures have no societal structure and do not often use tools. Armor Class 13 Hit Points 58 (9d8 + 18) Speed 40 ft. If a creature is immune to the allip's Aura of Insanity for the next 24 hours. The derro has advantage on an attack roll against a creature if at least one of the
derro's allies is within 5 feet of the creature and the ally isn't incapacitated. 88 Chapter 1. 198 Chapter 1. 128 Chapter 1. 12 Dexterity saving throw or take 55 (10d10) necrotic damage. Bugbear Huntmaster The bugbear huntmaster is formidable ranger and coldblooded killer that can command a pack of vicious beasts. The target and all other creatures within 10 feet of it take an extra 7 (2d6) force damage each. Hit: 9 (1d6 + 6) piercing damage. The turret exhales fire in an adjacent 15-foot cone that you designate. Whenever you make an ability check that involves the skill Acrobatics, Athletics, Performance, Persuasion, or Sleight of Hand, you can spend one Dashing Scoundrel point to roll a d12 and add it to the result. If the object touched is a held nonmagical metal weapon, it rusts as described in the Rust Metal trait. Very rarely will it make its presence known, and only the most shrewd adventurers will be able to uncover its schemes. In combat, it serves as primary support to its allies, either through the use of healing and enhancement spells, or spells that wreak havoc on enemy ranks, such as call lightning and erupting earth. Dispater rarely leaves his fortress, preferring to stay inside his libraries and workshops as he watches over Dis through the eyes of his minions. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage plus 14 (4d6) necrotic damage. NonPlayer Characters War Casters are wizards who also train as fighters. The dawnkiller's innate spellcasting ability is Charisma (spell save DC 12). While poisoned in this way, the target is also blinded and deafened. Armor Class 15 (natural armor) Hit Points 112 (15d6 + 60) Speed 25 ft. Large giant, chaotic evil STR 22 (+6) DEX 13 (+1) CON 20 (+5) INT 7 (-2) Large giant, chaotic evil WIS 9 (-1) CHA 7 (-2) STR 16 (+3) DEX 13 (+1) CON 16 (+3) INT 7 (-2) WIS 14 (+2) CHA 7 (-2) Stills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Skills Perception +5 Senses darkvision 60 ft., passive Perception +5 Senses darkv Giant Challenge 6 (2,300 XP) Keen Smell. Death Ray. During its first turn, the goblin has advantage on attack rolls against any creature that hasn't taken a turn. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. Lined up against the walls are the numerous scrolls of secrets that Dispater himself guards with magic connected to his life force. You can save this acquisition for later on (perhaps when you have met the prerequisites). Stone Camouflage. Elite War Caster Medium humanoid (any), any alignment Armor Class 17 (+2 chain shirt) Hit Points 150 (20d8 + 60) Speed 30 ft. STR 18 (+4) DEX 12 (+1) CON 16 chain shirt). (+3) INT 10 (+0) WIS 16 (+3) CHA 11 (+0) Skills Athletics +7, Perception +6, Stealth +4 Damage Resistances bludgeoning, piercing Condition Immunities charmed, frightened Senses darkvision 60 ft., passive Perception 16 Languages Sylvan Challenge 7 (2,900 XP) Magic Club. Heavy Mace (Costs 2 Actions). When the displacer render takes damage, it makes one attack with its claws or tentacle against a random creature within its reach, other than its master. The stolen spell is added to the xerfilstyx's list of spells that it can cast 1/day. Aside from gathering intel, they are sometimes employed to assassinate key targets. Armor Class 19 (natural armor) Hit Pointset 225 (18d12 + 108) Speed 40 ft., burrow 20 ft., fly 60 ft. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. Hit: 31 (5d8 + 9) necrotic damage. Battleaxe. Their stats have been provided in this section. The ulitharid can innately cast the following spells, without providing material components: At will: detect thoughts, levitate 1/day (each): confusion, dominate monster, eyebite, feeblemind, mass suggestion, plane shift (self only), project image, scrying, telekinesis Actions Tentacles. Ranged Weapon Attack: +9 to hit, range 30/60 ft., one target. The chosen ally loses 10 hit points, and the cult high priest regains the same number of hit points. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 28 (8d8) cold damage on a failed save, or half as much damage on a failed save, or half as much damage on a successful one. The Aspect of Yeenoghu makes three flail attacks. Shift. If the charmed target is more than 5 feet away from the balhannoth, the target can take the Dash action on its turn to move toward the balhannoth by the most direct route. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. Loth ignores movement restrictions caused by webbing. Huge giant, lawful evil STR 25 (+7) DEX 10 (+0) WIS 16 (+3) Huge giant, lawful evil STR 26 (+8) DEX 9 (-1) CON 24 (+7) INT 10 (+0) WIS 14 (+2) CHA 13 (+1) Saving Throws Dex +4, Con +10, Cha +5 Skills Animal Handling + 7, Athletics +17, Perception +7 Damage Giant Challenge 12 (8,400 XP) Saving Throws Dex +4, Con +12, Cha +6 Skills Animal Handling + 7, Athletics +17, Perception +7 Damage Immunities fire Senses passive Perception 17 Languages Giant Challenge 13 (10,000 XP) Command Hound. The master duelist makes a melee or ranged weapon attack. The elder redcap moves up to its speed to a creature it can see and kicks with its iron boots. The hag can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Hit: 20 (4d6 + 6) bludgeoning damage. Asmodeus magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see. Bestiary Passion Devil Passion devils were created by the archdevil Fierna in her likeness and image, and are therefore both strikingly beautiful and terrifying. The troll makes a bite attack. Hit: 30 (4d10 + 8) bludgeoning damage. Skills Athletics +5, Perception +4 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmage Resistances cold, fire, lightning; bludgeoning, piercing, piercing, and slashing from nonmage Resist 14 Languages Abyssal, Infernal, telepathy 60 ft. It can innately cast the following spells, without providing material components: At will: detect magic, feather fall, levitate, light 3/day each: control weather, water breathing Spellcasting. Every creature in that area takes 15 lightning damage and 15 thunder damage. On each of its turns, the duergar can take a bonus action to cause the turret to activate if it is within 60 feet of it. If the mending spell is cast on it, it regains 2d6 hit points. Lesser Boneclaw Large undead, chaotic evil Armor Class 15 (natural armor) Hit Points 75 (10d10 + 20) Speed 40 ft. With excellent battlefield awareness, ettin berserkers are near-impossible to surprise and can attack simultaneously with their battleaxe and morningstar. Legendary Actions The Aspect of Zuggtmoy can take 3 legendary actions, choosing from the options below. The painbearer then makes a melee attack at the attacker. STR 20 (+5) DEX 6 (-2) CON 18 (+4) Magic Weapons. Hit: 8 (1d10 + 3) piercing damage plus 2 (1d4) cold damage. Silk
Weavers. The cavalier can take one special reaction on every creature's turn, except its own. Bestiary Longsword. If the target is prone, the goblin's worg mount can use its reaction to make one bite attack against it. Musket. Born of Power. Hit: 8 (2d4 + 3) slashing damage. Her humanoid waist is connected to the head of a giant black spider with eight glowing red eyes, two poisonous fangs, and eight chitinous legs that end in razor-sharp points. Most, if not all, are psychopaths. If the target fails its saving throw by 5 or more, it instead becomes enraged for 1 minute. Bestiary 27 Bugbear Huntmaster its weapon attack if it hits a creature that doesn't have all its hit points. Although only a few years old, they stand as tall as a human and are already able to defend and fight with their tusks, teeth, and claws. Whatever reasons they may have were never uncovered. Large monstrosity, neutral evil Armor Class 17 (natural armor) Hit Points 147 (14d10 + 70) Speed 30 ft. New Spells) Actions WIS 19 (+4) CHA 18 (+4) Saving Throws Con +7, Wis +8, Cha +8 Skills Perception +8, Religion +5 Senses passive Perception 18 Languages any two languages (usually Common) Challenge 11 (7,200 XP) Spellcasting. The master duelist moves up to half its speed without provoking opportunity attacks. NonPlayer Characters 1. The headless horseman hurls an abyssal jack-o'-lantern that explodes at a point it can see within 60 feet of it. Hit: 11 (2d6 + 4) piercing damage. On a failed save, the creature uses its reaction to make a melee weapon attack against a creature of the dirgesinger can use its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against a creature uses its reaction to make a melee weapon attack against acreature uses its reaction to make a melee weapon att its speed. Nonmagical light, as well as light created by spells of 3rd level or lower, can't illuminate the area. While girallon's steellike grip offers almost no escape, and will usually end with an earth-shattering slam to the ground if caught. It is also because of this that other devils avoid them. Whip (Costs 2 Actions). Aspect of Kostchtchie Actions Armor Class 14 (natural armor) Hit Points 147 (14d10 + 70) Speed 40 ft. It has the following druid spells prepared: Cantrips (at will): druidcraft, poison spray, thorn whip 1st level (4 slots): charm person, entangle, healing word 2nd level (3 slots): heat metal, hold person, spike growth 3rd level (3 slots): conjure animals (wolves), erupting earth, stinking cloud 4th level (1 slot): charm monster Nature's Fury. Lolth chooses one creature within 30 feet that she has poisoned. Revitalize (Costs 2 Actions). STR 14 (+2) DEX 22 (+6) CON 14 (+2) INT 15 (+2) WIS 15 (+2) CHA 18 (+4) Saving Throws Dex +10, Int +6, Wis +6, Cha +8 Skills Deception +8, Perception +6, Stealth +14 Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities fire, poison Condition Immunities for a condition Immunities Assassins is the most skilled master assassin, and normally is the ultimate head of a network of Assassins's Guilds. New Spells) Armor Class 18 (natural armor) Hit Points 212 (17d12 + 102) Speed 40 ft., swim 40 ft. The xvart magically polymorphs into a giant bat or dire rat (Monster Manual Expanded page 299), remaining in that form for up to 1 hour. Melee Weapon Attack: +7 to hit, reach 5 ft., one target Hit: 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) fire damage, and the target a surprised creature is a critical hit. Instead of directly attacking their foes, jovocs will claw each other, enabling them to deal damage to multiple targets. The webbing has AC 12, 10 hit points, resistance to bludgeoning damage, and immunity to acid, poison, and psychic damage. Firenewt Zealot Medium humanoid (firenewt), neutral evil Armor Class 17 (chain shirt, shield) Hit Points 52 (8d8 + 16) Speed 30 ft. Ambush Hunter. Hit: 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage while enlarged. The whitespawn iceskidder exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one. Quickened Spell: When the mageslayer casts a spell that has a casting time of 1 action, the mageslayer can spend 2 sorcery points to change the casting time to 1 bonus action for this casting. You face challenges with bravado and always find humor in every dire situation. The giant can innately cast the following spells, without providing material components: 3/day each: erupting earth, meld into stone, stone shape 1/day each: bones of the earth, stoneskin, wall of stone Stone Camouflage. Hit: 14 (2d6 + 7) slashing damage plus 7 (2d6) necrotic d do still have to contend with the nightcrawler's finger of doom and annihilating aura. STR 16 (+3) DEX 11 (+0) CON 14 (+2) INT 11 (+0) WIS 10 (+1) Skills Intimidation +3, Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception +2 Damage Resistances poison Senses darkvision +2 Damage Resistances poison 120 ft., passive Perception +2 Damage Resistances poison 120 ft., passive Perception +2 Damage Resistances poison +2 Damage Resistances po Resilience. Those who gain her favor are gifted with her boon, and those who do not are severely punished by Lolth herself. Hit: 37 (9d6 + 6) bludgeoning damage plus 2 (1d4) acid. Frenzied Killer. Change Shape. Ravenous Spirit. Dragonspawn reach maturity in just a few years, never reaching sizes bigger than Large, and leave the nest to strike out on their own, preferring to stay in environments similar to those favored by their parents. Darkling Elder Assassin Medium fey, chaotic neutral Armor Class 16 (studded leather assassin Medium fey) and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their own, preferring to stay in environments and leave the nest to strike out on their
own, preferring to stay in environments and leave the nest to strike out on the st armor) Hit Points 55 (10d8 + 10) Speed 30 ft. STR 16 (+3) DEX 13 (+1) CON 18 (+4) INT 7 (-2) WIS 14 (+2) CHA 7 (-2) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages Giant Challenge 7 (2,900 XP) Keen Smell. STR 12 (+1) Kobold King Cunning Action. Mud Golem Often mistaken for an earth elemental, the mud golem is a magical construct created for its amorphous nature and ability to appear as natural heaps of mud, making it ideal as inconspicuous guardians in outdoor settings, such as a wizard's courtyard or garden. Medium humanoid (any), any alignment Armor Class 17 (+1 half plate) Hit Points 90 (12d8 + 36) Speed 25 ft. Otherwise, a creature takes 22 (4d10) psychic damage on a failed save. The Aspect of Asmodeus attacks twice with its Ruby Rod and uses its Chill Gaze. Their humanoid members are comprised of mostly bandits, thugs, and social outcasts They do have two common sets of attributes - all share some form of deformity and a level of deranged sociopathy. On each of its turns, the mohrg can use a bonus action to take the Dash, Disengage, or Hide action. Dispater makes a heavy mace attack. This attack ignores damage resistance. Giff Captain Giff Sharpshooter Armor Class 16 (breastplate) Hit Points 102 (12d8 + 48) Speed 30 ft. Reactions Retaliation. It is normally attended to by four bodyguards, a couple of shaman or sorcerer advisers, and one or two pet drakes. As mentioned in the book's cover, the Monster Manual Expanded II also includes creatures found in Volo's Guide to Monsters and Mordenkainen's Tome of Foes. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). Poison Breath (Recharge 5-6). If the elder redcap isn't incapacitated, an allied redcap within 30 feet of the elder redcap has advantage on melee attack rolls against any creature it can see within 60 feet of it. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check. Aranea Heightened Spell: When the aranea casts a spell that forces a creature to make a saving throw to resist the spell. The yuan-ti's innate spellcasting ability is Charisma (spell save DC 12). The fire lasts until the githyanki's concentration is broken (as if concentration, lawful evil Armor Class 10 Hit Points 297 (22d12 + 154) Speed 5 ft., swim 10 ft. If it takes fire damage, this trait doesn't function at the start of the wood woad's next turn. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. The Aspect of Yeenoghu makes a flail attack. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless the duergar used Command Iron Defender this turn. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. The myrmidon makes one flail attack. Hit: 15 (3d6 + 5) piercing damage. Drow Lolth's Sting Drow Soldier Armor Class 15 (studded leather) Hit Points 50 (9d8 + 9) Speed 40 ft. It can replace its bite attack with swallow or web spray, if available. Those that manage to live within city walls work as silk weavers and silk traders and can actually live out their lives normally without getting exposed. Actions Standing Leap. It uses mind spike to keep track of its prey, and darkness and shadow stealth to keep from being noticed. They are extremely loyal fanatics who will gladly sacrifice their lives if it will prevent thier masters from harm. Illumination. The barbarian champion makes two maul attacks. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. STR 19 (+4) DEX 14 (+2) CON 16 (+3) INT 16 (+3 aren't silvered Damage Immunities fire, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 15 Languages all, telepathy 60 ft. They always heavy armor, and will favor swords and shields over crude weapons. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage. Bestiary Actions Monstrous Catoblepas Multiattack. While restrained, a creature takes 7 (2d6) acid damage at the start of each of the gastrobolus's turns. The orc's melee weapon deals an extra 10 (3d6) damage to the target. Alternatively, it can make two attacks with its claws and cast one spell. • The barbarian king can make a single melee weapon attack as a bonus action. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 40 (9d8) fire damage on a failed save, or half as much damage on a successful one. When a creature within 5 feet of the painbearer is hit by an attack, the painbearer swaps places with that creature and is hit instead. Reactions Instinctive Poison Burst. The yuan-ti can innately cast the following spells, without providing material components: DEX 14 (+2) Magic Resistance. If the target can see and hear the ogre, the target can use its attack roll. 270 Appendix A. At the start of each of its turns, the gouger decides which way the cone is active. Kukri. "The result is ... This veritable treasure trove of advantage over each other. The zovvut can innately cast the object of envy among the other lords, seeing it as a new source of advantage over each other. The zovvut can innately cast the object of envy among the other lords, seeing it as a new source of advantage over each other. following spells, without providing material components: At will:: darkness, detect evil and good, detect thoughts 1/day: blight, clairvoyance Reckless. If the Aspect of Yeenoghu fails a saving throw, it can choose to succeed instead. Challenge 11 (7,200 XP) Charge. Xvarts by nature are so greedy they can't stop themselves from scheming and finding opportunities to usurp their leader and steal. The gnoll makes three flail attacks or three longbow attacks. Sunlight Weakness. The target dies only if it starts its turn with 0 hit points at least 1 hit point, she regains 30 hit points at the start of her turn. Monstrous Trapper Young Trapper Armor Class 14 (natural armor) Hit Points 172 (15d12 + 75) Speed 10 ft., climb 10 ft. When the master duelist makes a melee attack at a creature, that creature can't make opportunity attacks against the master duelist makes a melee attack at a creature, that creature can't make opportunity attacks against the master duelist makes a melee attack at a creature can't make opportunity attacks against the master duelist makes a melee attack at a creature can't make opport (+3) CON 18 (+4) INT 13 (+1) WIS 18 (+4) WIS 18 (+ darkvision 60 ft., passive Perception 14 Languages Undercommon Challenge 9 (5,000 XP) Battle Command. NonPlayer Characters Arcane Turret (Recharges after a Short or Long Rest). The artillerist magically summons a Medium turret in an unoccupied space on a horizontal surface within 5 feet of it. It has the following sorcerer spells prepared: Cantrips (at will): acid splash, mage hand, message, prestidigitation, ray of frost 1st level (4 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance abound, haste, lightning bolt 4th level (1 slot): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance abound, haste, lightning bolt 4th level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance abound, haste, lightning bolt 4th level (1 slot): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance abound, haste, lightning bolt 4th level (1 slot): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance abound, haste, lightning bolt 4th level (1 slot): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibility, spider climb 3rd level (3 slots): enhance ability, invisibi that it makes to maintain concentration on a spell when it takes damage. The hobgoblin adds 3 to its AC against one melee attack that would hit it. Punish the Marked (1/Turn). They remain until they die or the Aspect of Geryon uses an action to dismiss any or all of them. Cunning Spy You are trained in the arts of subterfuge. They normally hunt in packs, feeding on misery and taking pleasure in torturing their victims before going in for the kill. STR 18 (+4) DEX 11 (+0) WIS 14 (+2) CHA 16 (+3) Saving Throws Str +8, Dex +4 Damage Immunities necrotic, poison Condition Immunities
exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 12 Languages Abyssal, Common Challenge 11 (7,200) Magic Resistance. For some unknown reason, the deity seems to listen to their prayers. STR 16 (+3) DEX (Recharges after a Short or Long Rest). The Aspect of Dispater dies only if it starts its turn with 0 hit points and doesn't regenerate. Large fiend (devil), lawful evil Actions Armor Class 15 (natural armor) Hit Points 152 (16d10 + 64) Speed 30 ft., fly 60 ft. It rarely leaves the safety of its colony, preferring to act as the ulitharid's leader in an administrative function. It regains its expended spell slots when it finishes a short or long rest. An evil elder aranea will lead its colony in insidious attacks against small humanoid communities. The target must make a DC 15 Dexterity saving throw, it gains temporary hit points equal to the spell's level. Flaming Bolt. They disappear when the cadaver collector is destroyed. Within the main chamber of the tower sits a mound of scrolls full of secrets that Dispater has collected throughout his life. Legendary Actions The kobold can take 3 legendary actions, choosing from the options below. Armor Class 13 (natural armor) Hit Points 102 (12d10 + 36) Speed 30 ft., swim 30 ft. 5 Commanding Presence You have a greater personality than normal. Mimicry. It often comes in the guise of a flamboyant sea merchant or a sultry maiden traveling through town, looking for wine and entertainment. The dark soul has 20 sorcery points. The hobgoblin makes two longsword attacks. You can edit this page to create it. Only when it is satisfied that is has enough, will it venture forth to seek its enemies. It can innately cast the following spells, requiring no components: At will: mage hand (the hand is invisible) 3/day each: jump, misty step, nondetection (self only) Githyanki Captain Actions Githyanki Captains are veteran soldiers that lead its war party into raids. The hobgoblin moves up to half its speed. Each target within the cloud must make a DC 15 Constitution saving throw against poison. When the banderhobb has advantage if the attack is made before the start of the banderhobb's next turn. Cast Spell (Costs 3 Actions). The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. Armor Class 22 (+1 plate, +1 shield) Hit Points 170 (20d8 + 80) Speed 30 ft. Yuan-ti Ignan Innate Spellcasting (Yuan-ti Ign at least once a day for 1 minute to avoid suffocating. The neothelid exhales acid in a 30-foot cone. Melee Weapon Attack: +6 to hit, reach 5 ft., one target Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Black mists can be seen trailing from its body as it scours the skies of the Negative Plane constantly looking for prey. The aranea is a 12th-level spellcaster. Each grung ally within 30 feet of this grung and able to hear it gains advantage on attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). On a failed save, the creature takes 33 (6d10) bludgeoning damage, and is pushed up to 30 feet away and knocked prone. Axe. (blind beyond this radius), passive Perception 16 Languages understands Undercommon but can't speak Challenge 8 (3,900 XP) Echolocation. An allied destrachan that starts its turn within 30 feet of the destrachan pack lord and can hear the destrachan pack 92 Chapter 1. Bestiary Darkling Elder Assassin Darkling Elder Assassins take pride in their work. Hit: 11 (1d10 + 6) bludgeoning damage. The yuan -ti can make this choice after the roll is made but before it hits or misses. Blue Dragon Head (Costs 2 Actions). A creature reduced to 0 hit points from damage dealt by the nightcrawler dies and can't be revived by any means short of a wish spell. They resemble large, muscular hairless ogres with fanged and tusked maws and arms that end in scimitar-like finger claws. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks) and it needs only verbal components to cast its spells. Innate Spellcasting (Yuan-Ti Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. The Aspect of Moloch's spellcasting ability is Charisma (spell save DC 15). These devious beings are still on the path to godhood, and will not hesitate to use its worshipers as fodder in battle or as sacrifices in its rituals. Armor Class 16 (studded leather, shield) Hit Points 22 (4d8 + 4) Speed 30 ft. Against challenging opponents, cornugon devils will utilize both their martial and spellcasting abilities to full advantage, often creating illusions to distract and mislead while making hit and run tactics. Despite how loyal it is to the elder brain, the ulitharid supreme knows that it has grown too much in power and will be recognized as a threat by the elder brain and its minions. Each humanoid and beast within 30 feet of the vargouille's next turn. Those that do survive the harrowing abilities of the Grim will still have to contend with its deadly scythe that it attack with thrice each turn, and with each hit can inflict grievous wounds that can't be healed normally. If the target is Medium or smaller, the target must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one. The students undergo years of brutal training, their masters pitting them against one another in duels to the death. Hit: 5 (1d4 + 3) bludgeoning damage. The gray render makes three attacks: one with its clawshift of brutal training, their masters pitting them against one another in duels to the death. Medium undead, chaotic evil Armor Class 11 (natural armor) Hit Points 127 (15d8 + 60) Speed 30 ft. It has the following wizard spells prepared: Cantrip (at will): fire bolt, mage armor, magic missile, shield 2nd level (3 slots): Aganazzar's scorcher, misty step, scorching ray 3rd level (3 slots): dispel magic, fireball, fly, Melf's minute meteors 4th level (1 slot): chain lightning, disintegrate 7th level (1 slot): delayed blast fireball, forcecage 8th level (1 slot): incendiary cloud Alter Energy Type (1/Turn). If the neothelid takes 10 slots): dispel magic, fireball, forcecage 8th level (1 slot): chain lightning, disintegrate 7th level (1 slot): delayed blast fireball, forcecage 8th level (1 slot): delayed blast fireball, forcecage damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the neothelid. Lolth magically summons a yochlol. Hit: 8 (1d8 + 4) piercing damage and the creature has disadvantage on the saving throw it makes to maintain its concentration. Hit: 28 (4d10 + 6) psychic damage. The ogre moves up to half its speed. Hit: 14 (2d8 + 5) slashing damage. Pikemen form the second line of a goblinoid army, standing just behind the goblin ranks that hobgoblins use as fodder. Teleport (1/Day). Melee Weapon Attack: +4 to hit, reach 5 ft., one target . The creature takes 1d8 psychic damage and can add a d10 to its roll provided it can understand the duergar. Horrid Touch (Recharge 5-6) . New Spells), wall of fire 1/day each: divine word, meteor swarm, symbol, unholy aura (see Appendix C. The area works against the beholder's own eye rays. The draegloth can innately cast the following spells, without providing material components: At will: darkness, dancing lights, faerie fire 3/day each: blight, confusion, mirror image 1/day each: blig must succeed on a DC 15 Constitution saving throw or be paralyzed for l minute. If the target can see or hear the battle smith, the target can see or hear the battle smith, the target can see or hear the battle smith, the target can see or hear the battle smith and the target takes 15 (2d8 + 6) bludgeoning damage and is flung up to 10 feet away from the myrmidon in a random direction and knocked prone. Each non-magical object that isn't worn in that area takes 27 (6d8) thunder damage. Otherwise, the reduction lasts until the target finishes a Short or Long rest. Sling. The target is grappled (escape DC
19) if the brachavyrm isn't already constricting a creature, and the target is restrained until this grapple ends. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding. The creature must succeed on a DC 12 Intelligence saving throw. The zombie exhales pestilent gas in a 15-foot cone. The sea spawn makes three attacks: one with its bite and two with its claws. While in dim light or darkness, the shadow mastiff pack lord can use a bonus action to become invisible, along with anything it is wearing or carrying. A creature hostile to the duergar that is within 10 feet of the duergar that is within 10 feet of the duergar that is wearing or carrying. the duergar isn't incapacitated. INT 19 (+4) WIS 20 (+5) CHA 22 (+6) Skills Intimidation +11, Perception +10 Damage Resistances cold, fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 20 Languages all, telepathy 60 ft. Ambusher. Their primary role is to infiltrate a potential target's base or home, gather information such as determine the level of risk and resources required to overwhelm it, and resources required to a stermine the level of risk and resources required to a stermine INT 6 (-2) WIS 9 (-1) CHA 8 (-1) Saving Throws Con +8 Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Dam Perception 9 Languages ----Challenge 11 (7,200 XP) Annihilating Aura. It very rarely leaves its main lair, preferring to stay within the hive as it spends its territory. Conquerors are most likely the overall leaders of any orc tribe. It can use Command, Maneuver Allies, or Fragmentation Grenade in place of one of these attacks. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy. When a creature hits Dispater with a disease called the spores of Zuggtmoy. When a creature hits Dispater with a disease called the spores of Zuggtmoy. warriors are the tribe's guards, hunters, and primary soldiers during times of war. As a bonus action, the bugbear can magically polymorph into a giant wolverine, sabre-tooth tiger, or worg alpha, remaining in that form for up to 1 hour. Each creature in that area must make a DC 12 Constitution saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one. While poisoned, a creature takes 11 (2d10) poison damage at the end of each of its turns. Huge fiend (devil), lawful evil Armor Class 15 (natural armor) Hit Points 147 (14d12 + 56) Speed 30 ft., fly 50 ft. The target must succeed on a DC 16 Dexterity saving throw or take 26 (4d10 + 4) bludgeoning damage and be knocked prone. The destrachan pack lord can't use its blindsight while deafened. Paeliryon turn. STR 10 (+0) DEX 18 (+4) CON 14 (+2) INT 11 (+0) WIS 10 (+0) CHA 8 (-1) Skills Perception +3, Stealth +10 Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered Senses darkvision 60 ft., passive Perception 13 Languages Common (can't speak in rat form) Challenge 5 (1,800 XP) Shapechanger. Bestiary Telepathic Bond. Clockroaches are large, cockroaches are large, cockroaches are large, cockroaches are large (Recharge 6). Either effect lasts until the start of the cult priest's next turn. A creature with darkvision can't see through this darkness. • The barbarian can't be charmed or frightened. On a failed save, the creature takes 16 (4d6 + 2) psychic damage and is cursed for 1 minute. Legendary Actions The Aspect of Fraz-Urb'luu can take 3 legendary actions, choosing from the options below. Hit: 11 (2d6 + 4) acid damage. Hit: 16 (3d6 + 6) piercing damage, or 19 (3d8 + 6) piercing damage if used with two hands to make a melee attack. As a bonus action, the painbearer can teleport up to 30 feet to an unoccupied space it can see. The beasts act right after the bugbear on the same initiative count and fight until they're destroyed. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check. Always cautious and prepared, Dispater has a heavy mace at his side, and a gleaming black rod with his symbol at the top serving as his badge of office. The Iron Tower stands in the middle of Dis, and always looks like it is farther than it seems. Melee Weapon Attack: +7 to hit, reach 5 ft. one target. The webbing has AC 15, 20 hit points, resistance to bludgeoning damage, and immunity to acid, poison, and psychic damage. Its spellcasting ability is Wisdom (spell attacks). STR 23 (+6) DEX 12 (+1) CON 22 (+6) Actions INT 16 (+3) WIS 20 (+5) CHA 14 (+2) Skills Intimidation +10, Perception +9 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 19 Languages all, telepathy 60 ft. In battle, the greater cadaver collector can summon multiple specters for aid as it uses its massive iron fists to bludgeon opponents into mush. Bestiary 101 Blackspawn Crawler is the horrific combination of a monstrous centipede and a black dragon. The nilbog can't regain Fool's Scepter. When a hostile creature's movement provokes an opportunity attack from the war caster, it can use its reaction to cast a spell at the creature, rather than making an opportunity attack. On a failed save, the target is within 5 feet of an ally attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the tortle that isn't incapacitated and the tortle doesn't have disadvantage on the attack roll. Some, although very rarely, even have psionic abilities. Regeneration. One creature the githzerai can see within 60 feet of it must make a DC 15 Intelligence saving throw. She can innately cast the following spells, without providing material components: 1/day each: animate dead, enervation, negative energy flood Medium fey, chaotic evil STR 16 (+3) Slam. Fey Ancestry. Some areas that house the strongest hellfire experiments have already started to melt and are creating icy pools on the floor. Reactions Mage Strike. The giant's innate spellcasting ability is Wisdom. Quickling Warlock
of the Gloaming Court Tiny fey, chaotic evil Armor Class 16 Hit Points 24 (7d4 + 7) Speed 120 ft. The dirgesinger can select from one of three effects: Dirgesinger from its shell and uses Spit Rock. Tail Stingers. Large construct, lawful evil Innate Spellcasting. Hit: 35 (4d12 + 9) bludgeoning damage. Two-Weapon Rend You deliver a vicious double slash after hitting a creature with both your weapons at the same time. Armor Class 15 (natural armor) Hit Points 110 (13d10 + 39) Speed 30 ft. +2 Rapier. Asmodeus is a 20th-level spellcaster. Reactions Appendix A. Huge monstrosity, unaligned Actions Armor Class 15 (natural armor) Hit Points 184 (16d12 + 80) Speed 40 ft., climb 40 ft. As a bonus action, the goblin takes a melee weapon attack, the barbarian king gains a +4 bonus to the damage roll. Bestiary 135 Stone Giant Skirmisher Stone giant skirmishers serve behind the front lines of a stone giant war party. The Aspect of Orcus makes one tail attack. Hold Breath. They can control the appearance of their flames, turning them from searing blue, translucent and ghostly, or bright fiery orange. STR 22 (+6) DEX 14 (+2) CON 19 (+4) INT 9 (-1) WIS 16 (+3) CHA 8 (-1) Skills Deception +5, Intimidation +5, Perception 15 Languages Abyssal, Gnoll Challenge 7 (2,900 XP) Bone Bite. The cavalier makes four longword attacks. INT 30 (+10) WIS 30 (+10) CHA 30 (+1 Perception +19, Persuasion +19 Damage Resistances lightning, necrotic, radiant Damage Immunities cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 240 ft., truesight 120 ft., passive Perception 29 Languages all telepathy 120 ft. Melee Weapon Attack: +7 to hit, reach 5 ft., one Large or smaller creature. Legendary Actions Lolth can take 3 legendary Actions Lolth can take 3 legendary actions, choosing from the options below. The githzerai makes two unarmed strikes. When a creature misses you with a melee attack, make one melee weapon attack against it. Aspect of Demogorgon The Aspect of Demogorgon will be about 15 feet in height with a body of that of a green-scaled dinosaur with a huge forked tail. If it is available, it can use Lightning Strike in place of one of these attacks. Storm Clap (Recharges after a Long Rest). The beast can use Lightning Strike in place of one of these attacks. winds impose disadvantage on ranged attack rolls. The target must succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. If a dogai is sent to assassinate a target, it will first plan its approach, assess the target's location, and make preparations. Hit: 9 (1d8 + 5) bludgeoning damage plus 9 (2d8) force damage. Creatures provoke an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. Hit: 11 (1d6 + 8) piercing damage and the target must succeed on a DC 24 Constitution saving throw against being magically turned into iron. Chosen and blessed for its undying fervor, the champion of Surtur swears to spread the flame of the fire god in the mortal plane. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. The zombie exhales pestilent gas in a 60-foot cone. It has the following cleric spells prepared: Cantrips (at will): guidance, poison spray, thaumaturgy, toll the dead 1st level (4 slots): blindness/deafness, hold person, magic weapon, spiritual weapon 3rd level (2 slots): bestow curse, crusader's mantle, spirit guardians Actions Quarterstaff. A creature that starts its turn within 20 feet of the xerfilstyx must succeed on a DC 17 Wisdom saving throw, unless the xerfilstyx is incapacitated. It has the following sorcerer spells prepared: Cantrips (at will): fire bolt, mage hand, minor illusion, poison spray, prestidigitation, true strike 1st level (4 slots): shield, thunderwave 120 Chapter 1. Only one legendary a64ction option can be used at a time and only at the end of another creature's turn. Hit: 11 (2d6 + 4) slashing damage. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. If the spell targets only the flail snail, it has no effect on the flail snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster. Bestiary Greater Barghest DC 15 Charisma saving throw or be instantly banished to Gehenna. Bestiary Rage Drake Rage drakes resemble red dragons in large cat-like bodies. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage o charmed. Dire Bunyip The extremely rare gigantic bunyip lives in isolation and is the alpha of its kind. Chill Gaze. The annis makes three attacks: one with its claws. The berbalang is a 6th-level spellcaster. Provided the war chanter isn't incapacitated, an enemy that starts its turn within 60 feet of the war chanter and can hear the war chanter must succeed on a DC 15 Wisdom saving throw or become frightened until the end the start of its next turn. Armor reduced to an AC of 10 is destroyed. As a bonus action, the cult exarch channels the voice of Asmodeus through a word of power. Close Quarters Shooting. Like their adult brethren, young tempests are temperamental, and are prone to unleashing torrential rains and punishing winds across all land it passes through. NonPlayer Characters Mageslayers Mageslayers are warrior sorcerers that have trained in dealing with and defeating spellcasters. On a failed save, the creature ages 1d4 x 10 years. The dragon exhales cold in a 30-foot cone. The sea spawn discharges electricity that shocks targets around it. (or 50 ft. Lesser Retriever plane of existence. She rarely steps out of from her lair deep within the dark forests of a high mountain, sending only her minions, such as hill giants, ogres, and trolls, to descend on nearby villages and towns to capture victims she can torment and later feed on. Sneaky Infiltrators. The quickling targets one ally it can see within 30 feet of it. The choldrith has advantage on saving throws against being charmed, and magic can't put the choldrith has advantage on saving throws against being charmed. will ride into a hamlet in a caravan posing as silk merchants. Huge fiend (demon), chaotic evil Armor Class 16 (natural armor) Hit Points 150 (12d12 + 72) Speed 40 ft. If the wendigo moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. The duelist can use a bonus action to make one melee or ranged weapon attack with its dagger. Featured here are the true barbarians that summon and are fueled by their rage to become deadly melee combatants. STR 19 (+4) DEX 10 (+7) INT 22 (+6) WIS 20 (+7) INT 22 +13, Insight +11, Intimidation +13, Persuasion +13 Senses blindsight 120 ft., passive Perception 14 Languages understands Common, Deep Speech, and Undercommon but can't speak, telepathy 5 miles Challenge 20 (25,000 XP) Creature Sense. The giant can breathe air and water. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence. In the middle of the room is a dais where Dispater sits on his iron throne. If the ally can see and hear the flind, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll. Each creature within 10 feet of the dracolisk must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Explosive Blast. Whenever you make an ability check that involves the skill Insight, History, Medicine, Perception, or Religion, you can spend one Ascetic Missionary point to roll a d12 and add it to the result. Armor Class 13 (16 with mage armor) Hit Points 143 (22d8 + 44) Speed 30 ft. Huge elemental, neutral Armor Class 17 Hit Points 100 (8d12 + 48) Speed 20 ft., fly 120 ft. It is not surprising them as their leader. On a 1 to 4, the
creature does nothing except mutter words incoherently. Flind Captain Flail of Madness. Enlarge (Recharges after a Short or Long Rest). Legendary Actions The gouger can take 3 legendary actions, using the Eye Ray option below. Feel free to modify them as you see fit. Hit: 18 (2d12 + 5) piercing damage. Bestiary 137 Stone Giant Thane Storm Giant Blackguard The stone giant thane is the traditional ruler of all stone giant kind. Bestiary 91 Destrachan Pack Lord Destrachans that were physically more superior and vicious than others eventually bully their way to the top and get the choicest meals. The Aspect of Juiblex's spellcasting ability is Charisma (spell save DC 14). Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. To do so, the orc must see the attacker and be wielding a melee weapon. The yuan-ti is a 6th-level spellcaster. Bestiary STR 10 (+0) DEX 17 (+3) CON 15 (+2) INT 3 (-4) WIS 10 (+0) CHA 1 (-5) Skills Acrobatics +5 Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands one language of its creator but can't speak Challenge 1 (200 XP) Magic Resistance. On each of its turns, the yuan-ti can use a bonus action to take the Dash, Disengage, or Hide action. Quarterstaff. While on icy or snowy surfaces, the whitespawn iceskidder can take the Dash or Disengage, or Hide action. Hit: 7 (2d4 + 2) piercing damage. Smite (1/Turn). The champion is regarded as the leader of its tribe, although the only thing it does is bully its underlings for more food, forcing to raid nearby settlements. The ulitharid can innately cast the following spells, without providing material components: At will: detect thoughts, levitate, shield 3/day each: dominate monster, eyebite, feeblemind, mass suggestion, plane shift (self only), project image Large aberration, lawful evil STR 15 (+2) DEX 12 (+1) CON 16 (+3) INT 22 (+6) WIS 20 (+5) CHA 22 (+ Undercommon, telepathy 2 miles Challenge 17 (18,000 XP) Creature Sense. The doomsphere can move through other creatures and objects as if they were difficult terrain. Pulverizer Medium construct, unaligned Hammerer Armor Class 16 (natural armor) Hit Points 15 (2d8 + 6) Speed 40 ft. She usually summons her faithful handmaidens, or yochlols, and select high level drow servitors to fight for her. Known as doomblades, these giants use an array of spells and hexes to weaken their foes before delivering death blows with a swift slash of their mighty swords. STR 18 (+4) DEX 18 (Condition Immunities charmed, frightened Senses darkvision 120 ft., passive Perception 12 Languages understands Common and the languages of its creator, but can't speak Challenge 9 (5,000 XP) Assassinate. When discovered, the whelp can revert to its true form that of a feral canine and rip the flesh and soul of its prey in mere seconds. Hit: 6 (1d8 + 2) piercing damage and the creature has disadvantage on the saving throw it makes to maintain its concentration. The trapper can smother only one creature at a time. It has three horns sprouting from its forehead that curls over its head seemingly like a helmet and legs that resemble a goat's. Any creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 4 (1d8) 116 Chapter 1. Ambush drakes use a combination of its poisonous bite and slowing breath to immobilize their targets as the rest of the pack swoop in for the kill. The giant is an 13th-level spellcaster. Legendary Actions The Aspect of Graz'zt can take 3 legendary actions, choosing from the options below. When facing multiple enemies, the jovocs employ a nasty tactic. Others offer themselves as unscrupulous mercenaries that work for the highest bidder. Each creature within 10 feet of the sea spawn must succeed on a DC 13 Constitution saving throw. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. The Aspect of Bael looks like a 10-foot tall muscular humanoid with handsome bovine features. Hit: 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) fire damage. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. Annis Hag, Elder Smite (1/Turn). Hand Crossbow (Yuan-ti Form Only). He has since abandoned it for other projects, but his cultists continued to use the name for its members. Banderhobb's Banderhobb's durns. Annis Hag, Elder Smite (1/Turn). Hand Crossbow (Yuan-ti Form Only). normally have a short existence. Ranseur (Costs 2 Actions). Hit: 11 (2d6 + 4) piercing damage in melee or 7 (1d6 + 4) piercing damage at range. Hit: 14 (2d6 + 7) piercing damage at range. curse, all the worms infesting it wither away. The chitine ignores movement restrictions caused by webbing. Mephistopheles has advantage on saving throws against spells and other magical effects. Until the end of its turn, the duergar deals an an extra 10 (3d6) damage with its ranged weapon attack against the target. Its spellcasting ability is Intelligence (spell save DC 11). Bestiary 59 Aspect of Juiblex. The second is apathetic, even to its own worshipers. Reactions Slayer's Counter. If the Aspect of Bel fails a saving throw, it can choose to succeed instead. The Demonweb is a mass of tunnels and pathways that stretch from all directions and are all full of webs, traps, and its hungry denizens. While it is within 5 feet of the ogre, a creature marked by the ogre has disadvantage on any attack roll that doesn't target the ogre. Hit: 11 (1d10 + 6) bludgeoning damage plus 22 (4d10) psychic damage. STR 15 (+2) DEX 12 (+1) CON 14 (+2) INT 10 (+0) WIS 10 (+0) CHA 9 (-1) Senses darkvision 60 ft., passive Perception 10 Languages Common, Goblin Challenge 2 (450 XP) Martial Advantage (1/Turn). The blackspawn crawler has advantage on Wisdom (Perception) checks that rely on smell. Actions Small fey, neutral evil STR 20 (+5) DEX 16 (+3) CON 18 (+4) Multiattack. Lolth is known for extreme cruelty and sadism. Armor Class 14 Hit Points 99 (18d8 + 18) Speed 30 ft. It can use Bleak Visage in place of one of these attacks. To Me. Up to three allied kruthiks of this kruthik's choice within 60 feet of this kruthik that can hear it can each use their reaction to move up to their speed to the nearest possible space to this kruthik. Hit: 7 (1d4 + 5) piercing damage Reactions Riposte. Creatures in that area have vulnerability to necrotic damage. If an attack hits, it can cause it to create an additional effect of his choice or at random (each effect can be used only once per Multiattack): Huge fiend (demon), chaotic evil Armor Class 15 (natural armor) Hit Points 142 (15d12 + 45) Speed 50 ft. Gnoll Sharpshooter Gnoll Skirmisher Medium humanoid (gnoll), chaotic evil Armor Class 16 (studded leather) Hit Points 66 (12d8 + 12) Speed 30 ft. The cloud giant mastermind is able to read situations in an instant and strategically place its allies in the best positions to maximize chances of victory. Each creature within 60 feet of the nuckalavee that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. Thunderous Slam. While grappled, the target is restrained, takes 3 (1d6) necrotic damage at the start of each of the Aspect of Lolth's turns, and the Aspect of Lolth can't use one of its Impaling Legs on another target. in goblin form) Greater Barghests that have consumed nearly all the goblinoid souls they need to return to Gehenna. Hit: 7 (2d6) poison damage, and the target must make a DC 13 Strength saving throw. 294 Appendix B. Ruby Rod (Costs 2) Actions). It will even carry a conversation with its prev. tormenting it with its thoughts of how it will slowly torture and dismember it alive. Hit: 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage. Aspect of Dispater will grant an Aspect to its petitioner is if Dispater will grant at he petitioner's soul or secret information important enough to the Lord of Dis. Maddening Thoughts. It massive face is framed by a devious, redlipped smile that prominently shows its rows of sharp teeth. Claw (Anathema ascendant Form Only). Keen Hearing. If there are others creatures the horseman still needs to seek vengeance on, it will seek them out and kill them. It has the following bard spells prepared: Cantrips (at will): minor illusion, thunderclap, vicious mockery 1st level (4 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderclap, vicious mockery 1st level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers,
healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): dissonant whispers, healing word, t slots): hold monster, mass cure wounds 6th level (1 slot): Otto's irresistible dance 7th level (1 slot): resurrection War Chant. The monstrous flail snail's tentacles are so powerful that it can stun a creature if it is struck by it multiple times in the same turn. and deep resources to gain wealth and power. The Talents Talent Descriptions Below is the format for talent descriptions: Talent Mame Descriptions: Talent Mame Description of what the talent does or represents in plain language. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage. Each creature in that area must make a DC 18 Wisdom saving throw. If the target can see and hear the giant, the target can use its reaction to move up to half its speed and make one weapon attack. As a bonus action, the giant can make a kick attack against a creature that is Medium or smaller. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for l hour. It has the following sorcerer spells prepared: Cantrips (at will): dancing lights, mage hand, minor illusion, poison spray, ray of frost 1st level (3 slots): charm person, mage armor, silent image 2nd level (3 slots): invisibility 5th level (2 slots): dominate person, cone of cold 6th level (1 slot): mass suggestion Sorcery Points. Leucrotta Female Large monstrosity, chaotic evil STR 22 (+6) Armor Class 15 (natural armor) Hit Points 90 (12d10 + 24) Speed 50 ft. 6. Hit: 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one creature. They are dangerous adversaries, able to attack three times with their poisoned spiked chains. The rage lasts for 1 minute or until the barbarian is incapacitated. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 15 Constitution saving throw if the bodak isn't incapacitated and can see the creature. They are native to the Negative Plane and occassionally can also be found lurking in the Shadowfell. On a successful save, a target takes half as much damage. Obsessive Hoarder. The arcane archer makes four ranged weapon attacks. The orc can make this choice after the roll is made but before it hits or misses. It has the following cleric spells prepared: Cantrips (at will): resistance, sacred flame, thaumathurgy 1st level (3 slots): aid, magic weapon, silence, spiritual weapon, spiritual wea (3 slots): banishment, freedom of movement, stoneskin 5th level (1 slot): flame strike, hold monster, mass cure wounds Actions Multiattack. Until the end of its ranged weapon attacks are magical. The temperature in the room can change depending on Mephistopheles' whim. STR 21 (+5) DEX 16 (+3) CON 19 (+4) INT 13 (+1) WIS 16 (+3) CHA 12 (+1) Senses darkvision 60 ft., tremorsense 60 ft., tr Con +11, Dex +6, Wis +8, Cha +8 Skills Deception +8, Insight +8, Perception +8, Insight +8, Perception 18 Languages Common, Giant Challenge 16 (15,000 XP) Cunning Action. STR 20 (+5) DEX 19 (+4) INT 10 (+0) WIS 16 (+3) CHA 11 (+0) Skills Stealth +8 Damage Vulnerabilities cold Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious Senses blindsight 120 ft., passive Perception 13 Languages understands languages it knew in its previous form but can't speak Challenge 7 (2.900 XP) Ambusher. STR 12 (+1) DEX 12 (+1) CON 14 (+2) INT 18 (+4) WIS 10 (+0) CHA 9 (-1) Skills Perception +2 Damage Resistances poison Senses darkvision 120 ft., passive Perception 12 Languages Dwarvish, Undercommon Challenge 4 (1,100 XP) Battle Ready. The filament can be attacked (AC 15; 10 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 15 Strength check to pull free. The Aspect of Kostchtchie moves up to its speed. The Devotees of Orcus serve at the behest of the Hierophants of Annihilation and their god, Orcus. Creatures will often bargain their souls as payment for the answer to a secret, which Dispater always gladly collects to fuel his soul harvesters. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, and the creature has disadvantage on the saving throw it makes to maintain its concentration. As it gets older and becomes a young neothelid, it finds refuge in the deep recesses of old purple worm tunnels. The giant makes two maul attacks. If given the chance, the Aspect will not immediately kill those it fights. Your character must have the indicated ability score, class level, faction, feature, feat, race, skill, or other quality designated in order to select or use that talent. Like hive lords, it can stab with its razorsharp forelimbs, shoot iron-like spikes, or spew horrific amounts of acid. Bestiary 179 Lizardfolk Vanguard Lizardfolk vanguards serve as the chieftain's or king's bodyguards or lead its war party into battle. While in dim light or darkness, the darkling can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Greater Fire Elemental Myrmidon Greater Water Elemental Myrmidon Armor Class 18 (plate) Hit Points 218 (23d10 + 92) Speed 40 ft. The hag can't make claw attacks while grappling a creature in this way. Hit: 10 (3d6) necrotic damage, and the target must succeed a DC 14 Constitution saving throw. Githyanki Psi-Blade Githyanki Pyromind Medium humanoid, lawful evil Armor Class 17 (half plate) Hit Points 136 (21d8 + 42) Speed 30 ft. Aside from its size, its statistics are the same in each form. While raging, the barbarian gains the following benefits: • The barbarian has advantage on Strength checks and Strength saving throws. Elder Gray Render Huge monstrosity, chaotic neutral Armor Class 20 (natural armor) Hit Points 275 (22d12 + 132) Speed 40 ft. As a bonus action, the orc can move up to its speed toward a hostile creature it can see. Deathpriests. Tree Stride. The ranaeloth has advantage on saving throws against spells and other magical effects. It can do this after the roll is made but before any of the roll's effects occur. NonPlayer Characters 257 Arcane Archer An Arcane Archer is someone that weaves magic into archery attacks to create extra deadly effects. Ruby Rod. Each creature in the area other than the myrmidon must make a DC 18 Strength saving throw. STR 20 (+5) DEX 13 (+1) CON 16 (+3) INT 3 (-4) WIS 12 (+1) CHA 3 (-4) Skills Perception +4, Stealth +7 Senses blindsight 60 ft., passive Perception 14 Languages ----Challenge 6 (2,300 XP) Adhesive Filament. Remmanon Devil's Sight. The kruthik sprays acid in a 30-foot cone. The draegloth has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage. Distracting Hand. While a creature is frightened in this way, its speed is halved, and it is incapacitated. The Aspect of Geryon magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see. The painbearer can use this ability between the weapon attacks of another action it takes. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a failed save, or half as much damage on
a failed save, or half as much damage on a failed sav

damage, and the creature has disadvantage on the saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much on a successful one. The first time it enters a creature's space on a turn that creature takes 4 (1d8) fire damage. If the cadaver collector is grappling a creature, the cadaver collector can also use Impale once. Fiery sparks bristle from the scales and claws of the war priest, and opponents find themselves the burning victims of its fiery rage after striking the war priest. Feint. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 10 (3d6) necrotic damage, and the target must make a DC 17 Strength saving throw. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Legendary Actions The eye of the deep can take 3 legendary actions, using throw. Each ally of the target within 60 feet of the Aspect of Dispater must succeed on a DC 17 Wisdom saving throw. If the ulitharid Actions Tentacles. Huge giant, lawful evil STR 26 (+8) DEX 9 (-1) CON 23 (+6) INT 10 (+0) WIS 16 (+3) CHA 14 (+2) Saving Throws Con +11, Wis +8, Cha +7 Skills Athletics +13, Intimidation + 7, Perception +8 Damage Immunities fire Senses passive Perception 18 Languages Giant Challenge 14 (11,500 XP) Heated Body. The howler emits a keening howl in a 60-foot cone. Bestiary Cloud Giant Wind Disciples that have spent a lifetime mastering the martial arts combined with the power of the air elements. The eye of the deep uses one random eye ray. The targeted creature must succeed on a DC 17 Constitution saving throw or gain 1 level of exhaustion. But what makes Asmodeus a truly dangerous opponent is his unmatched logic. A target that successfully saves is immune to the Harrowing Roar of all gray renders for the next 24 hours. 48 Chapter 1. STR 7 (-2) DEX 16 (+3) CON 12 (+1) INT 12 (+1) IN make a DC 13 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one. As a bonus action, the meenlock targets a created from the humanoid races. It can innately cast the following spells, requiring no material components: At will: alter self (can become a Medium female Drow when changing her appearance), detect magic, poison spray (3d12 damage), web 1/day each: confusion, dispel magic, dominate person, fly Legendary Resistance (1/Day). You built a network of spies and informants through extortion, deals, and favors. It has the following cleric spells (can become a Medium female Drow when changing her appearance), detect magic, poison spray (3d12 damage), web 1/day each: confusion, dispel magic, dominate person, fly Legendary Resistance (1/Day). prepared: Cantrips (at will): guidance, mending, thaumaturgy, toll the dead 1st level (3 slots): mass healing word, remove curse, spirit guardians 4th level (3 slots): banishment, freedom of movement, guardian of faith, locate creature 5th level (2 slots): dispel evil and good, flame strike, mass cure wounds, unholy weapon* 6th level (1 slot): blade barrier, heal 7th level (1 slot): divine word * (see Appendix C. Blackspawn Crawler Bluespawn Ambusher Armor Class 16 (natural armor) Hit Points 114 (12d10 + 48) Speed 40 ft., climb 40 ft. If the dogai is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage if it succeeds on the saving throw, and only half damage if it succeeds on the saving throw. The Aspect of Dispater magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see. The beasts act right after the xvart on the same initiative count and fight until they're destroyed. The wood woad makes three attacks with its club. Both man and steed are then fused together in an agonizing ritual that brings and carrying it can see. forth the nuckalavee - a fiendish abomination whose horrifying visage can bring unending nightmares to those that gaze upon it. A creature that starts its turn within 30 feet of the Grim must succeed on a DC 16 Wisdom saving throw. On a roll of 4-6, the target is stunned. Ranged Weapon Attack: +11 to hit, range 120 ft./240 ft., one target. The elder black hag is powerful divine spellcaster, drawing her powers from the abyssal demon princes. Hit: 22 (3d8 + 9) bludgeoning damage. She can innately cast the following spells, without providing material components: Black Hag Armor Class 16 (natural armor) Hit Points 84 (13d8 + 26) Speed 30 ft., climb 30 ft. As a bonus action, the githzerai can imbue its melee weapon with lightning. Class talents can also be applied to monsters who have classes or class-like features. The ogre slams a creature grappled by it into another creature it can see within 5 feet of it or a solid surface. In the event of intruders, a warden can summon earthen pseudopods from the ground to hold and entagle its targets (hover) STR 8 (-1) DEX 18 (+4) CON 14 (+2) INT 19 (+4) WIS 17 (+3) CHA 18 (+4) Saving Throws Int +8, Wis +7 Skills Perception +7, Stealth +8 Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 120 ft., passive Perception 17 Languages of its creator, but can't speak Challenge 9 (5,000 XP) Aura of Insanity. The retriever knows the direction and distance to its quarry as long as the two of them are on the same 210 Chapter 1. Toujours l'Audace. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Most verbeeg are evil-natured and live a life of barbarism - raiding nearby settlements to plunder and kidnap folk for slaves or ransom. (hover) STR 20 (+5) DEX 18 (+4) INT 6 (-2) WIS 14 (+2) CHA 8 (-1) Skills Perception +5, Stealth +10, Survival +5 Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons Condition 15 Languages understands Common, Elvish, and Sylvan but can't speak Challenge 6 (2,300 XP) Keen Hearing and Smell. Enemy Insight (Costs 2 Actions). Their champions are able to magically emit a roar that is terrifying to any who are considered 'lesser' to them. Large aberration, lawful evil Armor Class 14 (natural armor) Hit Points 142 (15d10 + 60) Speed 30 ft. They have been known to take on bigger and stronger targets, overwhelming them with coordinated attacks. It can revert to its true form as a bonus action. Gnoll Champion of Yeenoghu Medium humanoid (gnoll), chaotic evil Armor Class 18 (chain mail, shield) Hit Points and doesn't regenerate. Derro savants who are favored by their deity, Diirinka eventually become master savants. Green Dragon Head (Costs 2 Actions). Jack-o'-Lantern (1/Day). INT 5 (-3) WIS 8 (-1) CHA 7 (-2) Skills Perception +2, Stealth +7 Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered Senses darkvision 60 ft., passive Perception 11 Languages Common, Giant (can't speak in rat form) Challenge 5 (1,800 XP) 182 Chapter 1. When the lore master casts a spell with a spell slot and the spell requires a saving throw, it can change the saving throw, it can change the saving throw, it can change the saving throw from one ability score to another of its choice. must succeed on a DC 13 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much on a successful one. These decorated veterans gain their rank through decisive victories and their ability to make tactical decisions in combat. INT 14 (+2) WIS 14 (+2) CHA 10 (+0) Skills Perception +5, Stealth +7 Senses darkvision 60 ft., passive Perception 15 Languages Common Challenge 6 (2,300 XP) Assassinate. The deathlock is a 7th-level spellcaster. STR 13 (+1) DEX 16 (+3) CON 12 (+1) INT 16 (+3) C passive Perception 21 Languages Elvish, Sylvan Challenge 9 (5,000 XP) Cunning Action. While in dim light or in darkness, the kithlord moves up to half its speed without a running start. The Aspect of Fraz-Urb'luu can grapple only one creature with his tail at a time. If the target is a creature against which the headless horseman has sworn vengeance, the target takes an extra 9 (2d8) slashing damage. Bestiary DEX 6 (-2) CON 12 (+1) INT 4
(-3) WIS 4 (-3) WIS 4 (-3) CON 12 (+1) INT 4 (-3) WIS 4 (-3) CON 12 (+1) INT 4 (-3) WIS 4 (-3) WIS 4 (-3) CON 12 (+1) INT 4 (-3) WIS 4 (-3) WIS 4 (-3) CON 12 (+1) INT 4 (-3) WIS 4 passive Perception 7 Languages understands Common, Goblin but can't speak Challenge 1/8 (25 XP) Undead Fortitude. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage, and the target must succeed on a DC 12 Constitution saving Throws Str +8, Dex +8, Con +8 Skills Perception +7, Survival +7 Senses passive Perception 17 Languages any one language (usually Common) Challenge 11 (7,200 XP) Slayer's Prey (Recharges after a Short or Long Rest). Each creature of the banderhobb's choice that is within 120 feet of the banderhobb's choice that is within 120 feet of the banderhobb's choice that is within 120 feet of the banderhobb and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. Bite. Its spellcasting ability is Intelligence (spell attacks). If a target's saving throw is successful, the target is immune to the nightcrawler's Finger of Doom for the next 24 hours. The elder balhannoth has developed an ability to emit an aura of enchantment around it. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. Instead, they use or leverage other individuals, organizations, or cults to take care of it. Before the creature's death, the deity it gained favor from bestows upon it a gift, or rather a curse, which transforms the creature into the ravenous wendigo. A melee weapon deals one extra die of its damage when the maur hits with it (included in the attack). Stormlizards hunt by charging and goring their prey, and then finishing them off with their bite and stomp. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight If a creature's saving throw is successful, the creature is immune to the dirgesinger's Song of Horror for the next 24 hours. Cultist NonPlayer Characters 289 Cultists of Demogorgon is not a true organization. Cloud Giant Wind Disciple Fire Giant Champion of Surtur Armor Class 16 (natural armor) Hit Points 207 (18d12 + 90) Speed 40 ft. Bear Claw. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. STR 11 (+0) DEX 20 (+5) CON 16 (+3) INT 12 (+1) WIS 12 (+ Perception 16 Languages any two languages (usually Common) Challenge 15 (13,000 XP) Cunning Action. If it can catch more than two targets, it will release is cured on a success. The nuckalavee can activate or deactivate this feature as a bonus action. Aspect of Lolth Huge fiend (demon), chaotic evil Armor Class 18 (natural armor) Hit Points 152 (16d12 + 48) Speed 40 ft., climb 40 ft., climb 40 ft., climb 40 ft. If the Aspect of Baphomet moves at least 10 feet straight toward a target takes an extra 13 (3d8) piercing damage. Immolating Gaze (Costs 2 Actions). Cult Priest of Asmodeus Medium humanoid (any), lawful evil Armor Class 13 (studded leather) Hit Points 27 (5d8 + 5) Speed 30 ft. (hover) STR 22 (+6) DEX 12 (+1) CON 20 (+5) INT 17 (+3) WIS 13 (+1) CHA 16 (+2) Saving Throws Int +8, Wis +6, Cha +7 Skills Insight +6, Intimidation +7, Perception +6 Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious Senses darkvision 60 ft., passive Perception 16 Languages all but rarely speaks Challenge 13 (10,000 XP) Immutable Form. The iron defender can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Melee Weapon Attack: +12 to hit, reach 10 ft., one creature. +2 Light Crossbow. Like any iron wall, this wall is subject to rust, perforation, and other fringes of civilization, where they can offer their services. The eye of the deep can breathe air and water. The ogre wererat makes two attacks, only one of which can be a bite. Its muscular body is squat and rotund and stands about , and its skin is deathly white with shades of icy blue. Bheur Hag, Elder At will: armor of Agathys,* hold person,* ray of frost (3d8 damage), sleet storm*, Snilloc's snowball swarm* 3/day each: cone of cold,* ice storm,* investiture of ice*, wall of ice* 1/day: control weather Medium fey, chaotic evil Armor Class 18 (natural armor) Hit Points 172 (23d8 + 69) Speed 30 ft. Bestiary 79 Mephistopheles, the Lord of Cania, is the Archduke of the eight layer of Hell. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. The target takes an extra 7 (2d6) necrotic damage. Hobgoblin Bladebearer Hobgoblin ft. The dire corby alpha makes three attacks: one with its beak and two with its claws. 60 Chapter 1. A Taste of Undeath. The clockroach spits a line of acid that is 15 feet long and 5 feet wide. Hit: 9 (2d4 + 4) slashing damage plus 7 (2d6) poison damage plus 7 (2d6) poison damage. STR 10 (+0) DEX 20 (+5) CON 16 (+3) INT 10 (+0) WIS 16 (+3) CHA 10 (+0) Saving Throws Str +3, Dex +8, Con +6 Skills Perception 16 Languages any one language (usually Common) Challenge 8 (3,900 XP) Action Surge (Recharges after a Short or Long Rest). The hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated. STR 14 (+2) DEX 16 (+3) CON 16 (+3) Actions Multiattack. A berserkers is an aggressive girallon that will attack anything encroaching its territory. In fact, they will almost always attack and prey on anything Large or smaller on sight to sustain their eternal hunt. They eventually grow to a huge size and become the natural alphas of the pack and the only ones that can breed with the females. Until this grapple ends, the target is restrained and takes 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target. The gouger makes three attacks: one with its bite or tongue and two with its eye rays. Lolth regains spent legendary actions at the start of her turn. The verbeeg is a 8th-level spellcaster. Lamia Priestess of Graz'zt has the following cleric spells prepared: Cantrips (at will): infestation, poison spray, toll the dead 1st level (4 slots): bane, command, divine favor, false life 2nd level (3 slots): blindness/deafness, hold person, ray of enfeeblement, silence 3rd level (2 slots): fear, spirit quardians Large monstrosity, chaotic evil Armor Class 14 (natural armor) Hit Points 127 (15d10 + 45) Speed 30 ft. The cursed creature gains vulnerability to all damage dealt by the Aspect of Kostchtchie until the end of the Aspect of Kostchtchie's next turn. The target must succeed on a DC 22 Wisdom saving throw or take 32 (5d12) necrotic damage and become frightened until the end of the nightcrawler's next turn. attacking at long range doesn't impose disadvantage on the hobgoblin's ranged weapon attack rolls. This reduction lasts until the poisoned condition is removed. Paranoid Schemer. In its true form, a young leviathan can crush sea fortresses with its blows and sink battleships with a massive tidal wave. A creature that starts its turn adhered to the filament takes 5 (1d10) acid damage. Bestiary 47 Brachavyrm The loathsome brachavyrm is a creature of nightmares that prowls the fens, jungles, and marshlands of the Abyss. They are able to project psychic blasts, steal a foe's confidence, unleash a devastating cone of psychic energy, and stun groups of enemies. Methods of the Abyss. spellcaster. The yuan-ti's ranged weapon attacks are magical. It knows the following warlock spells: Cantrips (at will): eldritch blast, infestation, poison spray, toll the dead 1st level-5th level (2 5th-level slots): blink, blur, cone of cold, dimension door, dispel magic, hellish rebuke, misty step, phantasmal killer, shield, staggering smite Hexblade's Curse (Recharges after a Short or Long Rest). A girallon can grapple up to two targets. The Hellfire Aura remains until the Aspect of Mephistopheles dies or until he dismisses it as an action. Body Slam. The xvart can innately cast the following spells, without providing material components: 1/day each: beast bond, beast sense Summon Vermin (Recharges after a Short or Long Rest). As a bonus action, the wood woad can make a melee weapon attack against a creature marked by it if the creature marked by it if the creature dealt damage to anyone other than the wood woad during the last turn. The draegloth makes three attacks: one with its bite and two with its claws. If the target does so, it can't see the Aspect of Demogorgon until the start of the Aspect of Demogorgon's next turn. The leucrotta matriarch is the largest and oldest leucrotta of its clan, and is often the most cunning and vicious as well. If an elder brain establishes a psychic link with the ulitharid, the elder brain establishes a psychic link with the ulitharid can detect using its Creature Sense. Hit: 19 (3d8 + 6) bludgeoning damage plus 9 (2d8) lightning damage. On a successful save, the creature takes half as much damage. The giff's ranged weapon attacks ignore half cover and attacking at long range doesn't impose disadvantage on the giff's ranged weapon attack rolls. On a failure, a creature drops to 0 hit points. Any hit the master assassin scores against a surprised creature is a critical hit. Abyssal Servant. Large dragon, chaotic evil CHA 14 (+2) STR 21 (+5) DEX 10 (+0) CON 19 (+4) INT 13 (+1) WIS 11 (+0) CHA 17 (+3) Saving Throws Dex +4, Con +5, Wis +4, Cha +5 Skills Perception +7, Stealth +4 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +7, Wis +3, Cha +6 Skills
Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +4 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +3 Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception +6, Stealth +4, Damage Immunities fire S 16 Languages Draconic Challenge 7 (2,900 XP) Amphibious. Undead are immune to this aura. The mageslayer is a 6th-level spellcaster. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. The Aspect of Asmodeus regains spent legendary actions at the start of his turn. Ranged Weapon Attack: +10 to hit, range 80/320 ft., one target. The hobgoblin rerolls a failed save. As a bonus action, the orc can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the orc during the last turn. Aggressive. A target suffering this pain can make a DC 24 Constitution saving throw at the end of each of its turns. Dire Bunyip Huge monstrosity, unaligned Armor Class 15 (natural armor) Hit Points 115 (10d12 + 50) Speed 20 ft., Swim 40 ft. When the artillerist summons the turret, it decides which type it is, choosing from the options listed below: 1. Mageslayer Sorcery Points. Hit: 8 (2d4 + 3) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. Melee Weapon Attack: +10 to hit, reach 10 ft ., one target. Derro Taskmaster Derro Thug Armor Class 12 (leather armor) Hit Points 45 (10d6 + 10) Speed 30 ft. The myrmidon uses Multiattack. You may also choose not to acquire a talent when you reach a level where you are eligible to do so. Armor Class 17 (natural armor) Hit Points 135 (10d12 + 70) Speed 30 ft. Any nonmagical weapon made of metal that hits the Aspect of Dispater corrodes. On a failed save, the target drops the held object. They attack with vicious bites and then retreating back to the the darkness as they wait for their victims to bleed and weaken. Ogre Witch Doctor Large giant, chaotic evil Armor Class 11 (hide armor) Hit Points 90 (12d10 + 24) Speed 40 ft. The giant makes three unarmed strikes. Instead, the arrow shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. Heated Body. Pikemen act as the first line of defense against cavalry and also serve to prod the mostly unwilling goblins into battle. Bestiary Greenspawn Razorfiend Large dragon, neutral evil Armor Class 16 (natural armor) Hit Points 76 (8d10 + 32) Speed 40 ft. The zombie makes two attacks: one with its claws. A melee weapon deals one extra die of its damage when the sea spawn hits with it (included in the attack). These young froghemoths are still quite dangerous though, and will occasionally swallow a bullywug, or pretty much anything, that wanders to close to their maws. It can innately cast the following spells, without providing material components: At will: detect magic, fog cloud, light 3/day each: feather fall, fly, misty step, telekinesis 1/day each: control weather, gaseous form Actions Multiattack. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. The grung has 4 sorcery points. Adventurers beware though, because the imps' true goal is to lure would-be victims to their deaths. Melee Spell Attack: +8 to hit, reach 5 ft., one target. The target dies if the ray reduces it to 0 hit points. Each creature in that area must make a DC 13 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one. If a target is within melee range, the gastrobolus uses its spines to impale and inject its target with paralyzing venom. Scimitar. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. Tidal Wave (Recharge 6). They are normally found in the company of Tiamat's followers, such as the Cult of the Dragon and kobolds, often serving as guards. If the creature looks at the bodak in the meantime, it must immediately make the saving throw. It has the following sorcerer spells prepared: Cantrips (at will): fire bolt, mage hand, minor illusion, poison spray 1st level (4 slots): burning hands, mage armor, shield 2nd level (3 slots): levitate, scorching ray, mirror image 3rd level (2 slots): fireball Sorcery Points. When the tlincalli hits an enemy with a melee weapon attack and deals damage to it, it can use a bonus action to target all allies it can see within 30 feet of it. Once it becomes favored by the deity, the kobold's tail end transforms into a venomous stinger. Actions +2 Bone Mace. Ranged Spell Attack: +7 to hit, range 60 ft., one target. The kenku has advantage on its attack rolls against that creature until the end of the turn. The master assassin halves the damage that it takes from an attack that hits it. Shadow Stealth. The giant makes two greatword attacks. The marut attacks twice: once with its lightning slam and once with its thunder slam. In addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to heighten the potency of their spells, in addition, they now ability to height a specific term and the potency of (Recharges after a Short or Long Rest). Hit: 6 (1d8 + 2) piercing damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned. If the spell was an attack, the attack roll is rerolled against the chosen creature. Actions Slam. Legendary Actions The tempest can take 3 legendary actions, choosing from the options below. STR 7 (-2) DEX 18 (+4) CON 9 (-1) INT 8 (-1) WIS 7 (-2) CHA 8 (-1) Senses darkvision 60 ft., passive Perception 8 Languages Common, Draconic Challenge 1/2 (100 XP) Sunlight Sensitivity. Hit: 11 (1d10 + 6) bludgeoning damage, and the target must succeed on a DC 19 Constitution saving throw or be paralyzed until the end of its next turn. In addition, their weapon attacks can disrupt enemy concentration. Fiery Weapons. Dispater regains spent legendary actions at the start of his turn. Hit: 14 (2d8 + 5) bludgeoning damage. Bestiary Actions Maul. The Aspect exhales an icy blast in a 60-foot cone. Challenge 9 (5,000 XP) Charge. The dragonne beats its wings. Bestiary 175 Lamia Lamia Priestess of Graz'zt Most lamia clerics are devout followers of Graz'zt. Hit: 8 (1d4 + 6) bludgeoning damage and the target is grapple ends, and the ogre can't use Slam on another target. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell A creature that starts its turn restrained takes 4 (1d8) acid damage. Champion of Undeath. Wand of Orcus. The master assassin makes two melee attacks. Worry. The arcane ballista deals double damage to objects and structures. The darkness spreads around corners. The elder brain can innately cast the following spells, without providing material components: At will: detect thoughts, levitate, shield 3/day each: plane shift, psychic scream Legendary Resistance (3/Day). Up to two targets can be reeled up by the cave fisher and anyone else that were attached to the filament are released. The cave fisher makes two attacks with its claws. Psionic Blast. Spit Rock, Kick, Each creature of the zombie's choice that is within 120 feet of the zombie's choice that is within 120 feet of the zombie's choice that is within 120 feet of the zombie's choice that is within 120 feet of the zombie's choice that is within 120 feet of the zombie's
choice that is within 120 feet of the zombie's choice that is within 120 f Strength saving throw. The target must succeed on a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a instead, he sends his most powerful generals to dispose of them. The aranea is a 6th-level spellcaster. A banderhobb bogeyman can normally be found leading a band of banderhobb shadow assassins and raiders. Against large groups, the bone golem can become a deadly machine, able to charge in a straight line and spin its upper body around at the same time, striking all targets within reach of its arms and weapons. Hit: 15 (2d8 + 6) bludgeoning damage, or 17 (2d10 + 6) bludgeoning damage if used with two hands to make a melee attack, and the weapon emits a burst of cold that deals 10 (3d6) cold damage to each creature within 30 feet of it. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. On a failed save, the target takes 22 (4d8 + 4) psychic damage, and it is stunned until the end of its next turn. Insanity Gaze. Attack. It can innately cast the following spells, requiring no components: At will: mage hand (the hand is invisible) 3/day each: feather fall, jump, see invisibility, shield Psychic Defense. One swing of its enormous greataxe can take cleave through a dozen men, and those not within reach are crushed by the rocks it hurls in its frenzy. A kobold king is a formidable warrior, but what makes it dangerous is its rallying effect on its allies during combat. The ettin moves up to its walking speed in a straight line and targets each creature within 5 feet of it during its movement. The bugbear can innately cast the following spells, without providing material components: 1/day each: beast bond, beast sense, hunter's mark Slay Foe (1/Turn). The redcap gang boss moves up to its speed to a creature it can see and kicks with its iron boots. Hit: 9 (2d6 + 2) bludgeoning damage, and the target must succeed or a creature it can see and kicks with its iron boots. a DC 12 Constitution saving throw or be stunned until the start of the catoblepas's next turn. Harrowing Roar (Recharge 6). The ursaloth's innate spellcasting ability is Wisdom (spell save DC 14). Benefit: You have 3 Gallant Hero points. As with the teachings of Surtur, the champion ensures that all its enemies are cleansed with its fire, that even the tiniest remains are completely incinerated. Bestiary 159 Hags Elder Annis Hag The elder annis hag has lived for centuries, prolonging her unnatural life by preying on children and young virgins unnoticed, growing stronger and more powerful. creature that hasn't taken a turn. Meenlock Corruptor Meenlock Corruptor Stake utmost pleasure in psychologically tormenting their prey. The giant regains spent legendary actions at the start of its turn. In combat, the iron defender shares the battle smith's initiative count, but it takes its turn immediately after the battle smith. Each creature in that line must make a DC 23 Dexterity saving throw, taking 29 (6d6 + 8) fire damage on a failed save, or half as much on a successful one. This wall of force and the antimagic field spells. Fortress Nessus. The duelist makes two rapier attacks. It sports a weapon that looks similar to Baphomet's Heartcleaver, but is just a lesser copy. On a successful save, the creature can't be infected by these spores for 24 hours. If the Aspect of Moloch makes three attacks: one with its bite, one with its claw, and one with its whip. Eventually, they will live solitary lives, consuming anything edible they come across, until they are mature enough to bond with an intelligent being. The boggle deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of them are mature enough to bond with a target is within 5 feet of an ally of them are mature enough to bond with a target is within 5 feet of a targe boggle that isn't incapacitated and the boggle doesn't have disadvantage on the attack roll. About the size of a humanoid, the tadpoles spends their first few weeks of their lives hiding underwater from other predators and ambushing anything edible they can overpower. While moving, the redcap has disadvantage on Dexterity (Stealth) checks. If an enemy moves within 15 feet of the zombie, roll a d20. The ulitharid regains spent legendary actions at the start of its turn. Bugbear Assassin Medium humanoid (goblinoid), chaotic evil Armor Class 16 (studded leather) Hit Points 97 (15d8 + 30) Speed 30 ft. Seen as a gift from the unholy union between giant and demon, the Bargda is regarded as a boon to its tribe and is groomed to become its leader. It has increased its spellcasting powers and can lash out with two tentacles at a time during combat. In which case, it will either use its acid breath or bite attacks against them. Their primary means of utilization would be to release them ahead of their armies and take advantage of their bloodthirsty nature to wreak havoc on the opposing force, breaking their ranks. To do
so, the lizardfolk must see the attacker and be wielding a melee weapon. Those that do not take heed, however, become prey and are treated to the full brunt of the dragonne's roar, a thunderous rumble that weakens the body and the mind, allowing the dragonne to tear apart and rend its targets. In such cases, the thugs will try to create a distraction, engage any guards, divert attention, and sow confusion before grabbing the target and taking it back to the Shadowfell. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage, or 10 (1d10 + 5) slashing damage any guards, divert attention, and sow confusion before grabbing the target and taking it back to the confused with the intelligent salamander elementals, flame salamanders are massive feral fire elementals that resemble gigantic lizards with elongated slender bodies. To do so, the hobgoblin must see the attacker and be wielding a melee weapon. The drake exhales gas in a 15-foot cone. Hit: 9 (1d12 + 3) piercing damage. Large fiend (demon) chaotic evil Armor Class 15 (natural armor) Hit Points 143 (15d10 + 60) Speed 30 ft., burrow 20 ft., climb 30 ft. Hit: 6 (1d6 + 3) piercing damage and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. If a creature is a creature is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. immune to the hag's Maddening Feast for the next 24 hours. The target must succeed on a DC 12 Constitution saving throw or be paralyzed until the start of Yeenoghu's next turn. But the biggest addition you'll discover is the return of the Aspects, which I find very important. in hybrid form) STR 15 (+2) DEX 18 (+4) CON 14 (+2) INT 10 (+0) WIS 12 constitution saving throw or be paralyzed until the start of Yeenoghu's next turn. But the biggest addition you'll discover is the return of the Aspects, which I find very important. (+1) CHA 14 (+2) Saving Throws Dex +7, Wis +4, Cha +5 Skills Deception +8, Insight +4, Sleight of Hand +7, Stealth +7 Senses darkvision 120 ft., passive Perception 11 Languages Aquan, Common, thieves' cant Challenge 6 (2,300 XP) Shapechanger. Spear (Costs 2 Actions). The paeliryon is a disgusting sight to behold, with a massive bloated obese body covered in warts. Legendary Actions The goblin can take 3 legendary actions, choosing from the options below. On a failed save, the creature takes 15 (2d8 + 6) slashing damage and is stunned until the end of the drake's next turn. within 30 feet of it that is 5 feet from a prone enemy. Actions Multiattack. The abyssal skulker prefers to sneak up and ambush their prey, avoiding combat unless it can be sure to deal the first strike. Hit: 17 (4d6 + 3) slashing damage. Fiendish Cleaners. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on the sharpshooter's roll. The salamander exhales searing flames in a 60-foot cone. NonPlayer Characters 279 Sharpshooter's roll. The salamander exhales searing flames in a 60-foot cone. NonPlayer Characters 279 Sharpshooter's roll. 30 ft. STR 10 (+0) DEX 16 (+3) CON 12 (+1) INT 13 (+1) WIS 14 (+2) CHA 9 (-1) Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, bonus action to make one melee weapon attack. Hit: 17 (2d6 + 10) slashing damage. Although it is very unlikely that he will grant a petition to bestow an Aspect, it is still possible depending on the reason, especially if it can somehow help him reclaim the rulership of Avernus back from Zariel. Mohrg Medium undead, chaotic evil Armor Class 16 (natural armor) Hit Points 105 (14d8 + 42) Speed 40 ft. Creatures unfortunate enough to be solidly hit by the sound projections are left dazed and senseless. Instead, the Aspect prefers to wade into battle with its morningstar, only falling back to its spells and other abilities if hard-pressed. Paralyzing Breath (Recharge 5-6). While their methods are not efficient, the horrific trail of bodies they leave sow chaos and fear in most civilized lands. Medium plant, lawful neutral Armor Class 18 (natural armor, shield) Hit Points 136 (16d8 + 64) Speed 30 ft., climb 30 ft. If faced with large numbers of foes, palrethees will fall back on their ability to cast fear. The target must make a DC 17 Constitution saving throw or become poisoned for 1 minute. This effect lasts until the start of the meenlock's next turn. Hit: 14 (3d6 + 4) poison damage, and the target is slimed. The effects last until the start of the giant's next turn. Indomitable (2/Day). Most, but not all, tend to become insane after this ghastly reincarnation. Each time a creature takes damage this way, the banderhobb regains 3 (1d6) hit points and gains advantage on melee attack rolls until the end of its next turn. Its muscular body is covered in dark purplish skin, and it has six fingers on each hand as well as six toes on each foot. Barbaric Mercenaries. In addition, if the sharpshooter hit a creature within 5 feet of it with a ranged attack on its turn, that creature can't take reactions until the end of this turn. The penalty worsens each time a target is subjected to this effect. Web Walker. 280 Appendix A. Asmodeus is never without the Ruby Rod, an all-powerful artifact given to him by Primus which he uses to bind souls into an unbreachable contract. It can innately cast the following spells, requiring no material components: At will: detect magic 1/day each: dispel magic, dominate beast, hunter's mark Labyrinthine Recall. Assassinate. It can take only one legendary action at a time and only at the end of another creature's turn. Lolth relies on her spellcasting abilities to confound her opponents and trap them in her steel-like webs Tentacle. Horrid Breath (Recharge 5-6). The drake has advantage on attack rolls against any creature it has surprised. It uses its breath of despair as often as it can, especially against large groups of foes. Until the spell ends, the weapon shimmers with a dark, pulsating purplish aura. Each creature in that area must make a DC 16 Dexterity saving throw, taking 33 (6d10) acid damage on a failed save, or half as much damage on a successful one. You can choose to spend one of your Brilliant Academic points after you roll the die, but before the outcome is determined. As they get older and absorb more energy, they get stronger and larger. Its spellcasting ability is Charisma (spell save DC 15). Hypnosis (Costs 2 Actions). • The barbarian champion can make a single melee weapon attack as a bonus action. They will use the spell enemies abound against a large group, and dominate person against smaller ones. Great Morningstar. It will only resort to its spells if faced with a challenging foe. If the target is a creature, it takes an extra 7 (2d6) psychic damage and the creature must succeed on a DC 12 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the lizardfolk's next turn. In addition, the target has disadvantage on the next attack roll and saving throw it makes against the Aspect of Dispater. STR 18 (+4) DEX 17 (+3) INT 19 (+4) INT 19 (+4) WIS 19 (+4) CHA 22 (+6) Skills Deception +11, Perception +9, Stealth +8 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 240 ft., passive Perception 19 Languages Abyssal, Common, Elvish, telepathy 120 ft. The charmed target obeys the neogi's commands and can't take reactions, and the target can communicate telepathically with each other at a distance of up to 1 mile. Staying just behind the frontlines, devotees of Orcus utilize their vast array of divine spells to spread undeath within their enemies' ranks - and bolstering theirs - by turning the dead into bodaks. If a creature's saving throw is successful, the creature is immune to the dread dirgesinger's Song of Horror for the next 24
hours. If available, it can use Water Jet in place of one of these attacks. The neothelid's innate spellcasting ability is Wisdom (spell save DC 14). Hit: 9 (1d8 + 5) slashing damage, or 11 (1d10 + 5) slashing damage if used with two hands, and the target is marked until the end of the cavalier's next turn. The babau can innately cast the following spells, without providing material components: At will:: darkness, dispel magic, fear, heat metal, levitate 1/day each: polymorph (self only), teleport Magic Resistance. The creature also takes 1d6 psychic damage per level of the spell. Unlike the normal allip, the dread allip is a twisted amalgamation of each of the poor souls driven insane. On a success, the creature takes half as much damage and isn't poisoned. Hit: 19 (4d6 + 5) piercing damage. It can innately cast the following spells, requiring no material components: At will: acid splash (3d6 damage), detect magic 1/day each: blight, contagion, gaseous form Legendary Resistance (1/Day). Swat Away (Costs 2 Actions). Strategic Command. Hit: 12 (1d12 + 6) slashing damage. She can innately cast the following spells, without providing material components: 3/day each: animate dead, enervation, negative energy flood 1/day: Abi-Dhalzim's horrid wilting Spellcasting. Frightful Weapons. If the target is a creature must succeed on a DC 13 Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of the yuan-ti's next turn. Game Balance The introduction of talents may result in some game imbalance issues in favor of the players. A creature that touches the spawn or hits it with a melee attack while within 5 feet of it must make a DC 12 Dexterity saving throw or become infected by a worm (see effects of Burrowing Worm). When a paeliryon does come out, it means the plan has gone wrong, or an opponent has piqued its interest. Hit: 15 (2d8 + 6) piercing damage plus 9 (2d8) necrotic damage. Bestiary 103 Greenspawn Leaper Medium dragon, neutral evil Armor Class 15 (natural armor) Hit Points 39 (6d8 + 12) Speed 40 ft., climb 40 ft. In combat, the brutish ignan prefers to fight with its melee attacks, gleefully crushing enemies with its mace, horns, and constricting tail. You rose from the ranks of common thieves and thugs. Armor Class 15 (natural armor) Hit Points 30 (4d8 + 12) Speed 40 ft., fly 20 ft. Any creature other than a catoblepas that starts its turn within 15 feet of the catoblepas that starts its turn within 15 feet of the catoblepas must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. The babau deals an extra 7 (2d6) damage when the babau hits a target with a weapon attack roll, or when the target is within 5 feet of an ally of the babau doesn't have disadvantage on the attack roll. While in contact with a web, the chitine knows the exact location of any creature in contact with the same web. A frightened target that starts its turn within 30 feet of the wendigo must use all its movement on that turn to get as far from the wendigo as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. Instead, they are a separate entity altogether, albeit sharing the same agenda as its progenitor. It regains 32 (5d12) hit points. Despite being just a portion of the progenitor and with near matching attributes and traits, but obviously scaled down in power. There is hardly anyone better at what you do and thus you are often sought after. The drow makes three spiked chain attacks. It can innately cast the following spells, requiring no material components: At will: detect magic, fear, telekinesis Legendary Resistance (1/Day). Venomous Saliva. Hit: 6 (1d8 + 2) slashing damage. Armor Classes 11 (natural armor) Hit Points 66 (7d10 + 28) Speed 30 ft. The golem is immune to any spell or effect that would alter its form. Her hatred spans millennia and goes back to the time when she was exiled to the Abyss. The drow makes two attacks with its rapier. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate. Guardian yugoloths come in different forms and appearances, Gorsuloth The gorsuloth looks like a 10-foot tall gorilla with dull black fur, curving horns sprouting from its head, pointed ears, fanged maw and over-sized forearms. while mounted) WIS 10 (+0) CHA 15 (+2) CON 10 (+0) INT 10 (+1) WIS 13 (+1) CHA 9 (-1) Skill Arcana +3, Stealth +6 Senses darkvision 60 ft., passive Perception 10 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 13 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 14 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 14 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 14 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 14 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 14 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 14 Languages Common, Goblin Challenge 4 (1,100 XP) Skills Animal Handling +5, Perception 14 Languages Common, Breaking Howl of all howlers for the next 24 hours. Furthemore, Asmodeus regains all hit points and gains the benefits of someone that has completed a long rest. The target is cursed for 1 minute. Hit: 21 (4d6 + 7) slashing damage. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one. In response to taking bludgeoning, piercing, or slashing damage, the great old master can release 1d4 neogi hatchlings. Against single tough opponents, it will use dominate person, Otiluke's resilient sphere, charm monster, scorching ray, and telekinesis. The pulverizer has advantage on saving throws against spells and other magical effects. On a failed save, the creature uses its reaction to make a melee weapon attack against a creature of Lolth's choice that Lolth can see. The rage lasts for 1 minute or until the barbarian champion is incapacitated. It is an intimidating and savage figure, having killed its way to the top Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack. While frightened in this way, a creature must take the Dash action. With the gray render's powerful rage-fueled attacks, and the displacer's natural light bending abilities, the threat level of this monster is taken to an entirely new level. Trapmakers spend their lifetime mastering and perfecting their craft, and those that do not blow themselves up or accidentally kill or maim themselves eventually become highly prized tribe members. Hit: 7 (1d8 + 3) piercing damage and 7 (2d6) poison damage. The aranea's other form is that of a humanoid female. The jovoc regains 5 hit points at the start of its turn. Those who complete their training, which is less than half their original number, become formidable shadow monk assassins known as Lolth's Stings. Each creature in that area must make a DC 16 Constitution saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one. The myrmidon makes one maul attack. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. Challenge 4 (1,100 XP) Fear Aura. The redcap gang boss makes three attacks with its wicked sickle. When the phoenix dies, it explodes. While in sunlight, it has disadvantage on attack rolls and ability checks. If the target is Medium or smaller, the derro can choose to deal no damage and knock it prone. The choker deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points. The resulting appearance - crimson ropy muscles visible through translucent skin, black blood coursing through yellow veins, an equine skull jutting from its midsection is horrific. Reactions Devastating Rampage. Repair (3/Day). If the creature does so, it has disadvantage on attack rolls against the bargda until the start of its next turn. Greatsword (Costs 2 Actions). Despite its appearances, a mohrg is not a mindless undead. This means any human or beast that is smaller than an ogre. Incorporeal Movement. Force Beam. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn. Armor Class 15 (studded leather) Hit Points 104 (16d8 + 32) Speed 30 ft. Only when it has broken its foes will it finish them off.
Challenge 11 (7,200 XP) Innate Spellcasting. As a bonus action, the grung makes a chirring noise that rouses its allies. If the target can see and hear the barbarian king, the target can use its reaction to make one weapon attack. 10. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield. Medium humanoid (goblinoid), chaotic evil WIS 16 (+3) CHA 13 (+1) Saving Throws Str +10, Dex +6, Con +8 Skills Athletics +10, Intimidation +5, Stealth +10, Survival +7 Senses darkvision 60 ft., passive Perception 13 Languages Common, Bugbear Challenge 10 (5,900 XP) Aura of Fervor. Stealthy. The troll makes two attacks: one with its bite and one with its claws. And most importantly, have fun! 1 Introduction What are Talents? It is originally designed to be used with the Tyranny of Dragons campaign but can be easily adapted to any setting. But then again, almost all worshipers of Demogorgon are deranged, if not totally insane. At the start of its turn, the girallon can gain advantage on all melee weapon attack rolls agains. it have advantage until the start of its next turn. Bestiary 187 Meenlock Elder Meenlock Elder is an older and more power meenlock corruptor. Prerequisite: Intelligence 10 or higher. Bestiary 235 Xvarts Xvart Cutthroats are vicious, opportunistic thugs that serve the will of Raxivort. Lolth's weapon attacks are magical 124 Chapter 1. Aware of its heritage, the bargda uses its position to lead and force its kin to do its bidding. It has the following ability is Charisma (spell save DC 15). Savage (Costs 3 Actions). The banderhobb can innately cast the following spells, without providing material components: At will: darkness, detect thoughts, dissonant whispers, phantasmal force 2/day each: major image, phantasmal killer, plane shift (self only) Resonant Connection. Flammable Blood. Armor Class 18 (chain mail, shield) Hit Points 112 (15d8 + 45) Speed 30 ft. They learn and use their wizard spells to enhance and compliment their rogue craft. It knows the following warlock spells: Cantrips (at will): create bonfire, eldritch blast, thunderclap, true strike 1st level-5th level (3 5th-level slots): blink, blur, dimension door, dispel magic, elemental weapon, hellish rebuke, hold monster, misty step, shield, staggering smite, wrathful smite 1/day each: true seeing Hexblade's Curse (Recharges after a Short or Long Rest). The dread dirgesinger sings a horrid, mournful lament. Reactions Defensive Pounce. Huge elemental, unaligned STR 21 (+5) DEX 5 (-3) CON 24 (+7) INT 3 (-4) WIS 12 (+1) CHA 5 (-3) Damage Immunities fire, poison Condition Immunities fire, poison 60 ft., tremorsense 60 ft. passive Perception 11 Languages ----Challenge 8 (3,900 XP) Antimagic Shell. If the target looks at the Aspect of Demogorgon in the meantime, it must immediately make the save. Hit: 8 (2d4 + 3) piercing damage. The dragon can breath air and water. On a failed save, the creature must kneel and bow until the end of the cult exarch's next turn. When a catoblepas, which has no known natural enemies, is left alone for decades of consuming carrion, it can grow to an immense size and wipe out all manner of beasts and humanoid within miles of its natural habitat. Bear Trap. Only one legendary action option can be used at a time and only at the end of another creature's turn. Those who do not know his true capabilities see this as an arrogant vision bound to fail, if only they knew that Asmodeus is one, if not the most, intelligent and competent creatures in the plane of existence. New Spells) Legendary Resistance (1/Day). The yochlol appears in an unoccupied space within 60 feet of Lolth and acts as Lolth's ally. Bestiary Verbeeg are 9 to 10 feet tall unpleasant giants that have more human-like features and proportions compared to the commonly muscular and brutish forms of giants. Sharpshooters are armed with their standard musket and pair of pistols. Huge giant, neutral good (50%) or neutral evil (50%) STR 24 (+7) DEX 14 (+2) CON 20 (+5) INT 16 (+3) WIS 16 (+3) CHA 16 (+3) Saving Throws Con +10, Dex +7, Wis +8, Cha +8 Skills Acrobatics +7, Athletics +12, Insight +8, Perception 18 Languages Common, Giant Challenge 13 (10,000 XP) Evasion. The aura is blocked by total cover. A creature that touches the giant or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. The tlincalli's innate spellcasting ability is Charisma (spell save DC 15). A young froghemoth looks like its more mature kin, but is significantly smaller, enabling the bullywugs to 'tame' them by feeding them animals and humanoids they've captured. As a bonus action, the duergar takes careful aim at a creature it can see within range of its ranged weapon. It must use the new roll. Bestiary 211 Sea Spawn Sca Spawn Sca Spawn Sca Spawn Stinger Not all sea spawn look the same after they are transformed as thralls. It can use Ground Smash, Slam, or Slam Foe in place of one of its greatclub attacks, if available. Any hit the grandfather of assassins scores against a surprised creature is a critical hit. Each creature in that area must make a DC 19 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Only one Aspect can exist at a time, no matter how many times the progenitor creates them. The yuan -ti grants a + 10 bonus to an attack roll made by itself or another creature within 30 feet of it. Legendary Actions The Aspect of Bel can take 3 legendary Actions, choosing from the options, choosing from the options, choosing from the target's skin (see effects of Burrowing Worm). The ulitharid makes one attack with its tentacles. It has advantage on its next attack roll against the target. As a bonus action, when the arcane ballista hits a target with a ranged weapon attack, it can choose one from the following three effects: 1. Until this grapple ends, the target is restrained, and the cadaver collector can't use its one of its slam attacks on another target. Cruel and unforgiving, Lolth demands blood and sacrifice from her worshipers. The elder redcap makes three attacks with its wicked sickle. STR 7 (-2) DEX 17 (+3) CON 14 (+2) INT 14 (+2) I Action. A bite attack roll the leucrotta makes is a critical hit on a roll of 19 or 20 on the d20. Up to six undead within 60 feet of the dread dirgesinger and can hear the dread dirgesinger can use its reaction to move up to half its speed. Slowing Ray. do most of the damage. The orc makes three attacks with its greatsword or its spear. Lightning Strike (Costs 2 Actions). Shortbow. Nine times out of ten the young beholder is slain immediately by its creator. Large construct, unaligned STR 20 (+5) DEX 9 (-1) CON 18 (+4) Actions INT 6 (-2) WIS 8 (-1) CHA 1 (-5) Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 9 Languages understands the languages of its creatore but can't speak Challenge 8 (3,900 XP) Immutable Form. Until the end of the kobold's next turn, each creature of the kobold's choice that is within 30 feet of it, can hear it, and not already affected by War Yip deals an extra 3 (1d6) damage when it hits a target with a weapon attacks that use Strength for 1 minute. STR 18 (+4) DEX 8 (-1) CON 16 (+3) INT 6 (-2) WIS 10 (+0) CHA 8 (-1) Senses darkvision 120 ft., passive Perception 10 Languages understands Aguan and Common but can't speak Challenge 3 (700 XP) Brute. It has the following cleric spells prepared: Cantrips (at will): guidance, sacred flame, toll the dead, thaumaturgy 1st level (4 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): hold person, enthrall, suggestion, spiritual weapon 3rd level (2 slots): bestow curse, fear, spirit guardians, tongues Actions Red Sceptre (Mace). The Aspect of Orcus casts chill touch (3d8 damage). It has the following cleric spells prepared: Cantrips (at will): minor illusion, poison spray, toll the dead, thaumaturgy 1st level (4 slots): arms of Hadar, bane, command, inflict wounds, Tasha's hideous laughter 2nd level (2 slots): bestow curse, dispel magic, fear, major image Actions Multiattack. Armor Class 18 (natural armor) Hit Points 153 (18d10 + 54) Speed 60 ft. In addition, the ally's hit is a critical hit. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check. Hit: 10 (1d10 + 5) piercing damage and the target must succeed on a DC 16 Constitution saving throw or become poisoned. NonPlayer Characters 2. The giant swings its greataxe, and each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw. As a bonus action, the kithlord can teleport up to 300 feet to an unoccupied space it can see within 30 feet of it. It will only use its Horn or spells if hard-pressed or facing a great number of opponents. Large fiend (devil), lawful evil Actions Armor Class 24 (natural armor) Hit Points 375 (30d10 + 210) Speed 40 ft., fly 120 ft. STR 7 (-2) DEX 16 (+3) CON 14 (+2) INT 12 (+1) WIS 14 (+2) WI Senses darkvision 120 ft., passive Perception 16 Languages telepathy 120 ft. It can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing its appearance), detect magic 3/day: dispel magic, phantasmal force 1/day: confusion 58 Chapter 1. The chosen ally loses 10 hit points, and the cult exarch regains the same number of hit points. Hit: 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack. They start off as artillery support, unleashing devastating long range spells from afar to break clustered enemy ranks while also dispelling any magical
threats and barriers that may hinder their allies. The monster slaver is a 9th-level spellcaster. The creature takes 13 (3d8) fire damage on a failed save, and half as much damage on a failed save, and half as much damage on a failed save, and half as much damage on a successful one. The phoenix doesn't provoke opportunity attacks when it flies out of an enemy's reach. Cania. packs for the first few weeks in order to survive. Some may even be affiliated with the local thieves' guild, but will take steps to hide their true nature first. If the attack hits, you add +5 to the attack deals an extra 9 (2d8) damage to the target. Stroke of Luck (Recharges after a Short or Long Rest). It is not uncommon to find a young froghemoth being treated as a god by bullywugs, which they considered as an avatar of Ramenos. In addition, strong winds swirl in the area covered by the storm. On a success, it frees itself and the pseudopods vanish. An ally that is within 30 feet of the orc and can see and hear the orc has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the orc, provided that the orc isn't incapacitated. The creature must make a DC 12 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one. If its penalty drops to -5, the weapon is destroyed. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much d tremor, entangle, thunderwave 2nd level (3 slots): blur, silence, spike growth 3rd level (3 slots): create food and water, erupting earth, protection from energy 4th level (2 slots): insect plaque, locate creature, wall of stone Multiattack. Hit: 18 (3d8 + 5) bludgeoning damage. The troll regains spent legendary actions at the start of its turn. When the golem is hit by a melee weapon attack, the attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the golem's body. On each of its turns, the master assassin can use a bonus action to take the Dash, Disengage, or Hide action. A choldrith priestess will sometimes accompany and lead a chitine hunting party. Actions Shortsword. Actions Scimitar. Hit: 19 (2d12 + 6) slashing damage. The Aspect of Geryon resembles a creature with the torso and arms of a gorilla, the lower body of a giant serpent, and the head of giant humanoid. Its statistics, other than its speed, are the same in each form. Light Crossbow. 96 Chapter 1. Hit: 17 (3d8 + 4) bludgeoning damage plus 11 (2d10) fire damage. On a successful save, the target takes half as much damage and isn't restrained. The drake makes three attacks: one with its bite and two with bi 20 ft. In combat, cornugon devils take a dual role. The destrachan can't use its blindsight while deafened. Benefit: You have a +1 bonus to Intelligence saving throws. The Lord of Iron stands at an imposing height of 7 feet, with steel-like, bluish skin that is cold to the touch. Actions Deathly Claw. The dire corby alpha emits a horrifying shriek. The giant is a 10th-level spellcaster. They are able to imbue their weapons with fire energy, cause foes to spontaneous combust, fill a large area with flames, and cause a fiery explosion from a great distance. Any creature that starts its turn with in 20 feet of the nightprowler must succeed on a DC 16 Constitution saving throw or take 7 (2d6) necrotic damage and grant the nightprowler advantage on attack rolls against it until the start of the creature's next turn. Bestiary A stinger is a sea spawn with the qualities and features of a stingray. Xvart Shaman of Raxivort Small humanoid (xvart), chaotic evil Armor Class 14 (hide armor) Hit Points 22 (5d6 + 5) Speed 30 ft. Emerge (Costs 2 Actions). War Yip (1/Day). • Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20. Because this gaze requires the Aspect of Demogorgon to focus both heads on the target, it can't use his Maddening Gaze legendary actions, choosing from the options below. The Aspect of Bel moves up to half its speed. 66 Chapter 1. Bestiary 75 Devil: Archdevils Asmodeus, is the supreme master of the Nine Hells. If the deathpriest is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. Mephistar. Bestiary 205 Orc War Chanter Orc War Priest of Ilneval Very rarely do orcs learn the bardic arts, but those that do almost always become war chanters. The target must succeed on DC 16 Wisdom saving throw against this magic or take 22 (4d10) psychic damage and be frightened for 1 minute. The target is charmed by the Aspect of Demogorgon until the start of the Aspect of Demogorgon's next turn. Doing so destroys the turret and forces each creature within 10 feet of it to make a DC 14 Dexterity saving throw, taking 10 (3d6) force damage on a failed save or half as much damag Bestiary Heightened Spell: When the aranea casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell. and less powerful. They ambush prey by lurking underwater or in a thicket, leaping out to attack with their blade-like wings and ferocious bite. Arcane Tricksters. The Aspect of Zariel's spellcasting ability is Charisma (spell save DC 19). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. If the Aspect of Demogorgon fails a saving throw, it can choose to succeed instead. The dragon exhales fire in a 30-foot cone. The Aspect of Mephistopheles regains spent legendary actions at the start of its turn. Hit: 29 (6d6 + 8) slashing damage. STR 8 (-2) DEX 16 (+3) CON 12 (+1) INT 18 (+4) WIS 11 (+0) CHA 10 (+0) Skills Arcana +7, Deception +6, Perception +3, Stealth +9 Senses darkvision 60 ft., passive Perception 13 Languages Understands Auran and Common but speaks only through the use of its Mimicry trait Challenge 6 (2,300 XP) Ambusher. STR 16 (+3) DEX 12 (+1) CON 16 (+3) INT 3 (-4) INT 3 (-4) INT 3 (-4) INT 3 (-4) INT 7 (-2) WIS 14 (+2) CHA 9 (-1) A ranaeloth is the least powerful of its kind. STR 20 (+5) DEX 16 (+3) INT 3 (-4) INT 3 WIS 11 (+0) CHA 4 (-3) Saving Throws Dex +6, Con +7
Skills Perception +3, Stealth +6 Damage Resistances necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13 Languages understands Abyssal, Elvish, and Undercommon but can't speak Challenge 7 (2,900 XP) Faultless Tracker. The leviathan regains spent legendary actions at the start of its turn. Ruby Rod (+5 Mace). Hit: 16 (2d8 + 7) fire damage. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep. If the target can see Aspect of Geryon, the target must succeed on a DC 15 Wisdom saving throw or become frightened of the Aspect of Geryon until the end of its next turn. Poisonous Quills. Flail Tentacle. STR 8 (-1) DEX 16 (+3) CON 12 (+1) INT 8 (-1) WIS 12 (+1) CHA 7 (-2) Skills Animal Handling + 5, Stealth +5 Senses darkvision 30 ft., passive Perception 11 Languages Abyssal Challenge 2 (450 XP) Low Cunning. The target must succeed on a DC 19 Wisdom saving throw or take 16 (3d10) fire damage. The Aspect of Yeenoghu's spellcasting ability is Charisma (spell save DC 12). If Blinding Spittle is available, the orc can use it after these attacks. Firenewt Zealot Devout worshipers of Imix, firenewt zealots are blessed with the ability to empower their attacks with divine fire. The brachavyrm gains a pair of arms each time it consumes a humanoid creature. The Aspect of Bel makes two attacks: one with its greatsword and one with its gr two hands, and the target is marked until the end of the hobgoblin's next turn. Pounce. As a bonus action, the duelist can choose one creature within 5 feet of it. STR 12 (+1) DEX 14 (+2) CON 14 (+2) INT 18 (+4) WIS 14 (+2) CON 14 (+2) INT 18 (+4) WIS 14 (+2) CON 14 (+2) INT 17 (+3) WIS 16 (+3) STR 12 (+1) DEX 14 (+2) CON 14 (+2) INT 17 (+3) WIS 16 (+3) STR 12 (+1) DEX 14 (+2) CON 14 (+2) INT 18 (+4) WIS 14 (+2) CON 14 (+2) INT 18 (+4) WIS 14 (+2) CON 14 (+2) INT 18 (+4) WIS 14 (+2) CON 14 (+2) INT 18 (+4) WIS 14 (+2) CON 14 (+2) INT 17 (+3) WIS 16 (+3) STR 12 (+1) DEX 14 (+2) CON 14 (+2) INT 18 (+4) WIS 14 (+4) WIS 18 (+ Wis +7 Skills Insight +7, Perception +7, Stealth +6 Senses passive Perception 12 Languages Gith Challenge 7 (2,900 XP) Innate Spellcasting (Psionics). The master duelist deals an extra 21 (6d6) damage when the master duelist hits a target with a weapon attack and has advan-tage on the attack roll, or when the target is within 5 feet of an ally of the master duelist doesn't have disadvantage on the attack roll. Those that dare to run away or disengage from it are met with quick, punishing strikes. Melee Weapon Attack: +15 to hit, reach 30 ft., one target. • The barbarian king can't be charmed or frightened. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage if the redcap gang boss has advantage on the attack roll. Each creature in the area other than the bluespawn ambusher must succeed on a DC 13 Constitution saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one. Handaxe. Challenge 10 (5,900 XP) Dreadful. On a successful one. Handaxe. Challenge 10 (5,900 XP) Dreadful. 14 (2d6 + 7) slashing damage. While it may be a fiend, the amphibious nuckalavee is normally encountered in the Material Plane, wading in dismal watery places such as fog-filled bogs and marshlands. Wicked Sickle. Bestiary 215 Painbearer The painbearer The painbearer The painbearer is a graceful warrior known for the spiked chains that it uses in battle and the tattoos, body piercings, and symbols that adorns its skin. For 1 minute, the weapon deals an extra 1d6 fire damage (included in the attack). Melee Weapon Attack: +9 to hit, reach 20 ft., one target. Kiss. Point Blank Shot You are skilled at making well-placed shots with ranged weapons at close range. has cast. STR 19 (+4) DEX 13 (+1) CON 16 (+3) INT 2 (-4) WIS 10 (+0) CHA 5 (-3) Saving Throws Con +6, Wis +3 Skills Perception 16 Languages ----Challenge 5 (1,800 XP) Amphibious. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a DC 19 Strength saving throw or take 16 (3d10) bludgeoning damage. STR 21 (+5) DEX 8 (-1) CON 19 (+4) INT 5 (-3) WIS 9 (-1) CON 19 (+4) IN pair of sophisticated, three-part ears that can pinpoint a target's exact location more accurately than sight. If he takes radiant damage and the target can't regain hit points until the start of its next turn. The giant makes two greatclub attacks. Overbearing Pack. In battle, the queen is a bloodthirsty warrior with unmatched fury. The allip makes two attacks with its maddening touch and then uses whispers of madness. Shapechanger. 284 Appendix A. Prerequisite: Cleave, Strength 15 or higher. The choker can move through and occupy a space as narrow as 4 inches wide without squeezing. Greatclub. New Spells) Belittle. The Aspect of Graz'zt attacks twice with Wave of Sorrow. While frightened in this way, a creature must take the Dash action and move away from the Grim by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. On a failed save, a target becomes vulnerable to cold, its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. Girallon Berserker Girallon Berserker Large monstrosity, unaligned Armor Class 14 (natural armor) Hit Points 76 (9d10 + 27) Speed 40 ft., climb 40 ft. 292 Appendix B. Spell Steal. Fire Form. Hit: 14 (2d8 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. Angry Mob. STR 10 (+0) DEX 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 14 (+2) Skills Deception + 5, Perception + 4, Stealth +9 Senses

darkvision 60 ft., passive Perception 14 Languages Goblin Challenge 8 (3,900 XP) Aura of Fervor. STR 14 (+2) DEX 16 (+3) CON 14 (+2) INT 5 (-2) WIS 12 (+1) CHA 8 (-1) Skills Athletics +6, Perception +3, Stealth +5 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13 Languages understands Draconic but can't speak Challenge 2 (1,800 XP) Amphibious. They savagely run after any who try to move past their guard. The barghest can innately cast the following spells, without trace 1/day: charm person Actions Bite. Elder Bheur Hag The elder hag has acquired immeasurable power throughout centuries, maintaining its life unnaturally by feasting on mortals. Until the end of its turn, the gnoll deals an an extra 7 (2d6) damage with each of its ranged weapon attacks against the target. While in dim light or darkness, the darkling elder can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Shamans provide healing and rituals to the tribe, and artillery support during combat. The cavalier's melee weapon attack has advantage on attack roll, and if it hits, the attack's weapon deals an extra 5 damage to the target can use its reaction to move up to half their speed and make one melee attack. The master arcane trickster is a 16th-level spellcaster. 192 Chapter 1. STR 7 (-2) DEX 14 (+2) INT 6 (-2) WIS 13 (+1) CHA 7 (-2) Skills Perception +3, Stealth +4 Damage Resistances lightning, piercing Senses darkvision 60 ft., passive Perception 13 Languages Vegepygmy Challenge 1 (200 XP) Plant Camouflage. Bestiary 1/day each: plane shift (only self and up to one incapacitated creature, which is considered will in g for the spell), web. The darkling makes two attacks with its dagger. The Hellfire Aura remains until Mephistopheles dies or until he dismisses it as an action. In its hand is a lesser but still potent copy of its dreadful weapon, the Wand of Orcus. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. It combat, it relies primarily on brute might, tearing its foes with its toothy maw and claws. Hit: 10 (2d6 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage if used with two hands. A creature that starts its turn within 20 feet of the remmanon must succeed on a DC 18 Wisdom saving throw, unless the remmanon is incapacitated. Skirmish Advantage. Derro Hookguard Derro Master Savant Small humanoid (derro), chaotic evil Armor Class 15 (scale mail) Hit Points 44 (8d6 + 16) Speed 30 ft. Hit: 11 (2d6 + 4) slashing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a successful one. 134 Chapter 1. The dracolisk can breath air and water. The ulitharid uses Extract Brain. He can innately cast the following spells, requiring no material components: At will: alter self (can become Medium when changing his appearance), detect magic, scorching ray (5th level), fireball, locate object, suggestion, telekinesis 3/day each: charm monster, dispel magic, unholy weapon (see Appendix C. In combat, trapmakers are normally armed with a both a dagger and a shortbow, with their blades and arrow points tipped with venom. The dawnkiller can innately cast the following spells, without providing material components: 1/day each: false life, life transference, vampiric touch Magic Resistance. Flail of Madness. A talent may have more than one prerequisite. Insane Nihilists. The kruthik has advantage on an attack roll against a creature if at least one of the kruthik's allies is within 5 feet of the creature and the ally isn't incapacitated. For 1 minute, the duergar can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 15 Constitution saving throw if the dracolisk isn't incapacitated. The Aspect is often dressed in a wizard's robes but without the top, revealing a muscular bare chest. Hit: 29 (4d10 + 7) bludgeoning damage. Melee Weapon Attack: +11 to hit, reach 20 ft., one target. The Aspect can innately cast Divine Word (spell save DC 19). STR 12 (+1) DEX 16 (+3) CON 14 (+2) INT 12 (+1) WIS 16 (+3) CHA 12 (+1) WIS 16 (+3) CHA 12 (+1) Skills Athletics +7, Religion +4, Stealth +6 Senses darkvision 60 ft., passive Perception 13 Languages Undercommon Challenge 5 (1,800 XP) Fey Ancestry. 102 Chapter 1. Challenge 15 (13,000 XP) Amphibious. Each target must succeed on a DC 14 Intelligence saving throw. You can only use this ability once per turn. Limited Magic Immunity. The archduke is an archmage and can emit an aura of hellfire from his body at will. When the ultharid is targeted by an attack while a creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead. Burrowing Worm. Alternatively, if the grandfather of assassin Medium undead, neutral evil Armor Class 14 (17 with mage armor) Hit Points 82 (15d8 + 15) Speed 30 ft. The ranaeloth has advantage on Initiative rolls and Wisdom (Perception) checks and can't be surprised while it is conscious. Hit: 9 (1d6 + 6) piercing damage plus 14 (4d6) necrotic damage. As a bonus action, the drow takes careful aim at a creature it can see within range of its ranged weapon. The hellfire master has advantage on saving throws against spells. As a bonus action, the barbarian champion can enter a rage at the start of its turn. Aspect of Geryon It doesn't take much for Geryon to grant a petitioner an Aspect, for as long as the Aspect is to be used in hunting and destroying its enemies. The quickling is a 4th-level spellcaster. Watery Stealth. But with the Ruby Rod in its hand, the Aspect is a very formidable opponent able to force enemies into submission, cast spells effortlessly, and freeze foes with a stare. The Aspect of Asmodeus expends a spell slot to cast a 1st-, 2nd-, 3rd-level, or 4th-level spell that it has prepared. STR 19 (+4) DEX 6 (-2) CON 17 (+3) Armor Class 16 (natural armor) Hit Points 168 (16d10 + 80) Speed 30 ft. If the target can see and hear the bugbear, the target can use its reaction to make one weapon attack or take the Dash, Dodge, or Hide action. Bestiary 7 Allip Dread Allip It is said that when a group of people working together uncover or stumble upon a dangerous secret known only by the archdevil Dispater, a horrible curse befalls all of them. This causes the victim to approach the elder balhannoth, oblivious to the actual danger. Storm Giant Blackguard Huge giant, chaotic evil Armor Class 17 (half plate) Hit Points 275 (22d12 + 132) Speed 50 ft., swim 50 ft. They hunt alone or in groups by traversing across the treetops looking for prev on the ground. The effect ends when the kithlord uses a bonus action to end it or enters a space in bright light or stronger. It has the following bard spells prepared: Cantrips (at will): minor illusion, thunderclap, vicious mockery 1st level (3 slots): enhance ability, enthrall, shatter 3rd level (3 slots): bestow curse, enemies abound, fear War Chant. Armor Class 17 (natural armor) Hit Points 95 (10d10 + 40) Speed 40 ft. The kenku duelist often serves a master. On a failed saving throw, roll 1d6. The sharpshooter's ranged weapon attacks ignore half cover and attacking at long range doesn't impose disadvantage on the sharpshooter's ranged weapon attack rolls. Bestiary 67 Derro Taskmaster Derro Thug Taskmasters are derro savants who keep derro warriors in line while in the battlefield due to their tendency to give in to their insane nature. If the paralyzed creature is Medium or smaller, the retriever can pick it up as part of the retriever's move and walk or climb with it at full speed. Disintegration Ray. If the target is prone, the bluespawn stormlizard can make one stomp attack against it as a bonus action. The kenku deals an extra 7 (2d6) damage when it hits a target within 5 feet of an ally of the kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll. Stench. Paeliryons rarely come out in the open, preferring to leave its agents to do the dirty work. Bestiary DEX 22 (+6) INT 6 (-2) WIS 9 (-1) CHA 8 (-1) Saving Throws Con +11 Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 120 ft., passive Perception 9 Languages ----Challenge 14 (11,500 XP) Annihilating Aura. The golem makes four attacks: one with its languages row the town attacks and twice with its slam. Bestiary Sunlight Sensitivity. Yuan-ti Ignan An ignan is a rare fire-based subtype of yuan-ti that can be found in hot climates and volcanoes. Wingblades. Its target disappears from the town completely, people believing the couple running off. STR 21 (+5) DEX 8 (-1) CON 19 (+4) INT 3 (-4) WIS 8 (-1) CON 20 (+5) INT a (-4) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 9 Languages ----Challenge 2 (450 XP) Keen Sight and Smell. STR 21 (+5) DEX 8 (-1) CON 20 (+5) INT a (-4) WIS 8 (-1) CON
20 (+5) INT a (-4) WIS 8 (-1) CON 20 (+5) INT a (-4) WIS 8 (-1) CON 20 (+5) INT a (-4) WIS 8 (-1) CON 20 (+5) WIS 8 (-1) CO 5 (-2) WIS 12 (+1) CHA 8 (-1) Skills Perception +4 Damage Immunities lightning Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14 Languages understands Draconic but can't speak Challenge 5 (1,800 XP) Trampling Charge. 3-4: The target must make a DC 14 Wisdom saving throw. This reduction lasts until the target finishes a long rest. The puddle is l inch deep and covers the ground in the boggle's space. It knows the distance and direction to each creature, as well as each creature of the hobgoblin's choice that is within 30 feet of it, can hear it, and not already affected by Rallying Cry gain advantage on attack rolls and saving throws until the start of the hobgoblin's next turn. Hit: 32 (5d10 + 5) piercing damage. Death Burn. Standing Leap. Medium humanoid (elf), neutral evil STR 11 (+0) DEX 17 (+3) CON 12 (+1) INT 11 (+0) DEX 17 (+1) INT 11 (+1) INT 14 (+2) CON 12 (+1) INT 11 (+0) WIS 11 (+0) CHA 12 (+1) Skills Perception +4, Stealth +6 Senses darkvision 120 ft., passive Perception 12 Languages Elvish, Undercommon Challenge 1 (200 XP) Cunning Action. Hit: 13 (2d6 + 6) slashing damage. These former fanatics who were high priests of Kyuss project a persistent aura that can haunt and terrify creatures. As a bonus action, the nilbog targets one creature charmed by it that targets one creature charmed by force. STR 20 (+5) DEX 16 (+3) CON 18 (+4) INT 14 (+2) WIS 14 (+2) CHA 16 (+3) Saving Throws Con +8, Wis +6, Cha +7 Skills Arcana +6, Perception 16 Languages Abyssal, Elvish, Undercommon Challenge 11 (7,200 XP) Battle Concentration. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that creature must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. Worg Bite. It has the following cleric spells prepared: Cantrips (at will): guidance, mending, sacred flame, thaumaturgy, toll the dead 1st level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, inflict wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, sanctuary 2nd level (3 slots): bane, command, charm person, cure wounds, sanctuary 2nd level (3 slots): b slots): banishment, confusion, dominate beast, guardian of faith 5th level (2 slots): dominate person, flame strike, geas, planar binding 6th level (1 slot): forbiddance, mass suggestion, planar ally, word of recall Actions +1 Red Sceptre (Mace). It has the following druid spells prepared: Cantrips (at will): druidcraft, poison spray, thorn whip 1st level (4 slots): earth tremor, entangle, fog cloud 2nd level (3 slots): hold person, spike growth 3rd level (3 slots): erupting earth, stinking cloud 4th level (3 slots): ice storm, stoneskin Ravenous Presence. These merciless taskmasters lead the savage neogi as they travel through the astral plane, searching for more slaves and treasure. The Aspect of Demogorgon's spellcasting ability is Charisma (spell save DC 17). Hobgoblin sharpshooters are the most skilled and highly trained archers of the hobgoblin army. 212 Chapter 1. While in sunlight, the choldrith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Medium humanoid, lawful good STR 15 (+2) DEX 12 (+1) CON 12 (+1) Medium humanoid, lawful good INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+2) CON 12 (+1) INT 11 (+0) WIS 16 (+3) CHA 12 (+1) Str 12 (+1) DEX 15 (+1) CHA 12 (+1) Str 12 (+1) DEX 15 (+1) CHA 12 (+1) Str 12 (+1) DEX 15 (+1) CHA 12 (+1) Str 12 (+1) DEX 15 (+1) CHA 12 (+1) Str 12 (+1) DEX 15 (+1) CHA 12 (+1) Str 12 (+1) DEX 15 (+1) CHA 12 (+1) Str 12 (+1) DEX 15 (+1) CHA 12 (+1) Str 12 (+1) DEX 15 (+1) CHA 12 (+1) DEX 15 (+1) CHA 12 (+1) CHA 12 (+1) DEX 15 (+1) CHA 12 (+1) CHA 12 (+1) DEX 15 (+1) CHA 12 (+1) C 13 Languages Aquan, Common Challenge 3 (700 XP) Hold Breath. Thick webs cover every corner and also form a natural carpet on the floor, making more difficult for everyone except spiders and spider-kin alike. Not many DMs, like myself, run a lot of high level or epic campaigns. Actions Dagger. Provided the orc isn't incapacitated, an enemy that starts its turn within 60 feet of the orc and can hear the orc must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. The goblin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll. Legendary Actions The Aspect of Orcus can take 3 legendary Actions, choosing from the options below. Only against challenging opponents will the Aspect even think of using its spells or its Frightful
Presence ability. NonPlayer Characters 281 Monster Slayers Good-aligned monster slayers are dedicated hunters of creatures of the night and dark magic users. STR 18 (+4) DEX 8 (-1) WIS 16 (+3) CHA 10 (+0) Skills Perception +6 Senses darkvision 60 ft., passive Perception 16 Languages Common, Giant Challenge 6 (2,300 XP) Change Shape (Recharges after a Short or Long Rest). While submerged, the leviathan magically creates a wall of water centered on itself. If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. As a bonus action, the bugbear targets one beast within 30 feet that can see and hear the bugbear. Boggle Trickster Small fey, chaotic neutral Evasion. Any equipment the duergar wears or carries is invisible with it. It has the following sorcerer spells prepared: Cantrips (at will): dancing lights, mage hand, minor illusion, poison spray, ray of frost 1st level (4 slots): charm person, mage armor, silent image 2nd level (3 slots): phantasmal force, mirror image 3rd level (2 slots): lightning bolt, major image Sorcery Points. Actions Actions Bite. Huge dragon, chaotic evil STR 24 (+7) DEX 12 (+1) CON 22 (+6) INT 10 (+2) Saving Throws Dex +7, Con +12, Wis +8, Cha +8 Skills Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception +14, Stealth +7 Damage Immunities acid Senses blindsight 60 ft. 24 Languages Draconic Challenge 20 (20,000 XP) Amphibious. If the deathpriest exarch is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw or take 39 (6d10 + 6) psychic damage and be stunned for 1 minute. Teleport (Recharges 5-6). DEX 16 (+3) CON 16 (+3) CON 16 (+3) Armor Class 13 (natural armor) Hit Points 76 (9d8 + 7) bludgeoning damage, or 25 (4d8 + 7) bludgeoning damage while unfurled. Dispater magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see. When it isn't admiring its loot, it sets out to hunt for food or look for more treasure, which directly puts it into conflict with dwarves, mining settlements, and merchant caravans. The grung makes a chirring noise to which directly puts it into conflict with dwarves, mining settlements, and merchant caravans. centipede, with the head, horns, and fins of a wingless black dragon. Up to three allied redcaps within 30 feet of the elder redcap that can see it can each use their reaction to make one weapon attack. Grappling Brute. Hit: 6 (148 + 2) bludgeoning damage. 84 Chapter 1. On a failure, the creature is turned into iron for 1 hour. STR 16 (+3) DEX 16 (+3) CON 14 (+2) INT 8 (-1) Actions WIS 14 (+2) CHA 9 (-1) Skills Perception +5, Stealth +9, Survival +5 Senses darkvision 60 ft., passive Perception 15 Languages Common, Goblin Challenge 5 (1,800 XP) Brute. When the monster slayer sees a creature casting a spell or teleporting within 60 feet of it, it can use your reaction to try to magically foil it. To that end, it has empowered its most gifted followers to create the Dragonspawn from various beasts and monstrous eggs. A yuan-ti war party or set of guards will always have at least one mageslayer with them. STR 14 (+2) DEX 14 (+2) INT 16 (+3) WIS 10 (+0) CHA 10 (+0) Saving Throws Int +6, Wis +3 Skills Arcana +6, Perception +3 Senses passive Perception 13 Languages any four languages (usually Common) Challenge 5 (1,800 XP) Battle Concentration. Each creature within 30 feet of the annis must succeed on a DC 15 Wisdom saving throw. Hit: 12 (2d6+ 5) slashing damage. The Aspect of Baphomet does not share the same cunning as its progenitor, but its savagery and might in combat are much in line with the Prince of Beasts. Hit: 7 (1d6 + 4) slashing damage DL 18) and is moved up to 10 feet toward the balhannoth. Shamans are able to create food and water, and can also cast spells to protect its tribe from both natural and unnatural elements. The hellfire steward has advantage on saving throws against spells. But despite these negative qualities, majority of their membership are very sharp, intuitive, and very skillful diplomats, forming secret alliances and lucrative trade deals with various organizations, legitimate or not. If an enemy moves within 10 feet of the zombie, roll a d20. The gastrobolus is sometimes called the custodian of the Nine Hells. Dreadful Visage. STR 20 (+5) DEX 10 (+0) CHA 8 (-1) Skills Perception +2 Senses darkvision 60 ft., passive Perception 12 Languages Common, Giant Challenge 4 (1,100 XP) Lightfooted. Large undead, neutral evil Armor Class 14 Hit Points 120 (16d10 + 32) Speed 0 ft., fly 40 ft. An ogre vanguard is one of those few. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain. STR 20 (+5) DEX 16 (+3) INT 12 (+1) WIS 14 (+2) CHA 14 (+2) Skills Intimidation +5, Perception +8, Stealth +6 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poisoned Senses darkvision 120 ft., passive Perception 17 Languages Abyssal Challenge 8 (3,900 XP) Corrosive Slime. If the kobold is subjected to an effect that allows it to make a Dexterity saving throw, and only half damage if it succeeds on the saving throw, and only half damage if it succeeds on the saving throw, and only half damage if it succeeds on the saving throw, and only half damage if it succeeds on the saving throw to take one reaction per turn, rather than only one reaction per turn, rather than can move up to its speed toward a hostile creature that it can see. Each target must succeed on a DC 16 Dexterity saving throw or take 23 (4d8 + 5) slashing damage and 23 (4d8 + 5) slashing damage. Reactions Protective Thrall. Its spellcasting ability is Charisma (spell save DC 14). Each creature must succeed on a DC 16 Strength saving throw or take 23 (4d8 + 5) slashing damage. or take 12 (2d6 + 5) bludgeoning damage and be stunned until the end of the girallon's next turn. The lizardfolk rerolls a failed save. The cult priest is a 5th-level spellcaster. Monstrous Slithering Tracker Large ooze, chaotic evil Keen Tracker. On a success, the effect ends If a creature's saving throw is successful, the creature is immune to the xerfilstyx's Fear Aura for the next 24 hours. Hit: 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage. If the dracolisk fails a saving throw, it can choose to succeed instead. The dawnkiller makes three kukri attacks. The ogre chooses up to two allies it can see within 30 feet of it. Cult High Priest of Asmodeus Armor Class 15 (+1 studded leather) Hit Points 60 (11d8 + 11) Speed 30 ft. Hit: 25 (4d8 + 7) bludgeoning damage. The orc emits an intimidating shout. The deep scion can take the Dash, Disengage, or Hide action as a bonus action on each of its turns. Thunder Slam. It resembles a spindly, 7-foot tall upright frog with warty greenish-brown leathery hide, horns on its head, fanged maw, and clawed limbs. The headless horseman adds 3 to its AC against one melee attack that would hit it. A creature that starts its turn within 20 feet of the Aspect of Dispater must succeed on a DC 17 Wisdom saving throw, unless the Aspect of Dispater is incapacitated. • The barbarian champion can't be charmed or frightened. Its spellcasting ability is Charisma (spell attacks). Hill giant shamans of Ogrémoch are savage druids that draw their power from the evil elder elemental of Earth. While inside this sphere, Asmodeus can function as if under the time stop spell. Hit: 6 (1d6 + 4) piercing damage on a failed save, or half as much damage on a failed save, or half as much damage on a successful one. While in dim light or darkness, the darkling can take the Hide action as a bonus action. Each creature within range must succeed on a DC 16 Charisma saving throw or be take 22 (4d10) psychic damage and be confused until the end of its next turn. If the ettin is required to make a constitution saving throw to maintain concentration, it must make a separate saving throw for each spell. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack. The yuan-ti has 6 sorcery points. The gastrobulus swallows an incapacitated Large or smaller creature that
grapples the grung's skin must succeed on a DC 13 Constitution saving throw or become poisoned for l minute. Normally found protecting dwarven or gnomish battlements, some continue to guard fallen fortresses or ruins, unable to distinguish friend or foe. Magical darkness spreads from a point within 120 feet of the painbearer to fill a 10-foot radius sphere that lasts until the painbearer to fill a 20-foot radius sphere that lasts until the painbearer's concentration is broken, up to 1 minute (as if concentrating on a spell). It has the following druid spells prepared: Cantrips (at will): druidcraft, poison spray, thorn whip 1st level (4 slots): entangle, fog cloud, goodberry, healing word 2nd level (3 slots): call lightning, erupting earth, plant growth 4th level (2 slots): divination, freedom of movement, grasping vine Tree Stride. Greenspawn razorfiends live in warm forests or marshlands, hunting singly or in groups. It knows the following warlock spells: Cantrips (at will): eldritch blast, infestation, minor illusion, poison spray, prestidigitation 1st level-5th level (4 5th-level slots): banishment, charm person, fireball, hellish rebuke, mirror image, scorching ray, scrying, stinking cloud, suggestion, wall of fire 1/day each: dominate monster, power word pain, mass suggestion 5kills Deception +7, Perception +5, Stealth +6 Senses darkvision 60 ft., passive Perception 15 Languages Common, Tlincalli Challenge 9 (5,000 XP) Actions Agonizing Blast. Large fiend (devil), lawful evil Claw. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, and the target is marked until the end of the lizardfolk's next turn. Hit: 10 (2d6 + 3) bludgeoning damage. Hit: 19 (3d8 + 6) bludgeoning damage. Hit: 19 (3d8 + 6) bludgeoning damage. A monstrous slithering tracker is born out of several vengeful beings that have willingly offered themselves to the ritual. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. Sleep Ray. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack). Wormburst (Recharge 5-6). Hit: 14 (4d4 + 4) bludgeoning damage 234 Chapter 1. The master arcane trickster deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the master arcane trickster that isn't incapacitated and the master arcane trickster doesn't have disadvantage on the attack roll. It can use Lightning Leap or Storm Clap in place of Hungry Lightning. Challenge 10 (5,900 XP) Body Arms. Hit: 4 (1d4 + 2) bludgeoning damage plus 13 (3d8) necrotic damage. Actions Bite (Spider Form only). If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wererat lycanthropy. The Aspect of Mephistopheles makes one ranseur attack. Armor Class 14 (studded leather) Hit Points 104 (16d8 + 32) Speed 30 ft. The yuan-ti can innately cast the following spells, without providing material components: At will: animal friendship (snakes only), fire bolt (2d10 damage) 1/day: fireball Large monstrosity (yuan-ti), chaotic evil Armor Class 16 (natural armor, shield) Hit Points 90 (12d10 + 24) Speed 40 ft. Reactions Joy from Pain. Hit: 7 (1d6 + 4) piercing damage plus 3 (1d6) acid damage and 3 (1d6) poison damage. Hit: 9 (1d12 + 3) piercing damage plus 3 (1d6) acid damage and 3 (1d6) acid damage plus 3 (1d6) aci (2d8 + 4) piercing damage. When the giant hits a creature with a melee attack, it can use a bonus action to emit a burst of cold that deals 10 (3d6) cold damage to each creature within 20 feet of it. Her statistics are the same in each form. Challenge 15 (105,000 XP) The Aspect of Mephistopheles will rely mostly on its spells to deal with its opponents mbat. Others say that it is because the troll ate another troll, and the head of the eaten troll had grown back and merged into the body of the consumer. The vargouille kisses one incapacitated elemental, neutral STR 19 (+4) DEX 24 (+7) CON 21 (+5) INT 2 (-4) WIS 17 (+3) CHA 16 (+3) Saving Throws Wis +8, Cha +8 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Resistances bludgeoning, piercing, and slashing from nonmage Resistances bludgeoning, piercing, and sla stunned Senses darkvision 60 ft., passive Perception 13 Languages ---- Challenge 13 (10,000 XP) Air Form. The other archdukes are incredibly wary of raising arguments with Asmodeus, for fear of being drawn to a contract that they know will only benefit him. They often take the form of a giant lizard if forced into melee, or a weasel, if it needs to be more mobile. The hobgoblin chooses up to 3 allies it can see within 60 feet of it. You can retake this talent one more time only to select the other type of spell attack. When the kobold lays a trap, it chooses from one of the following options below for its effect. Challenge 13 (10,000 XP) Fear Aura. The retriever's innate spellcasting ability is Wisdom (spell save DC 11). The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Foul tempered and hard to control, their masters often just set them loose against foes and left on their own, which is probably wise. Shadow Step. Young Leviathan Slam. A creature adhered to the filament is grappled by the cave fisher (escape DC 17), and ability checks made to escape this grapple have disadvantage. If the target is a creature, it must succeed on a DC 14 Strength check or be knocked prone. Erinyes constantly circle the tower, ensuring that no one gets in or out without Dispater's approval. STR 20 (+5) DEX 12 (+1) CON 19 (+4) Actions INT 7 (-2) WIS 16 (+3) CHA 15 (+2) Skills Athletics +8, Perception +6 Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Resistances col telepathy 60 ft. Garrote. The gray render emits a loud, bloodcurdling roar. 250 Chapter 1. Medium humanoid (meazel), neutral evil Shadow Stealth. Adventurers who wish to defeat the Lord of Eight will have to deal with extreme heat and cold as they battle Mephistopheles. In addition, the target has disadvantage on the next attack roll and saving throw it makes against Dispater. Power Attack You can make exceptionally
deadly melee attacks by sacrificing accuracy for strength. The choker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. It is never without a few ulitharids near its brine pool that serve as its guardians. The Aspect of Asmodeus uses its Chill Gaze. It has the following sorcerer spells prepared: Cantrips (at will): mage hand, minor illusion, poison spray, true strike 1st level (3 slots): counterspell, dispel magic 242 Chapter 1. The phoenix sheds bright light in a 40foot radius and dim light for an additional 20 feet. Each target must make a DC 15 Constitution saving throw or become poisoned for 1 minute. Lightning Slam. Hit: 23 (5d6 + 6) piercing damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. While poisoned, the target's Wisdom score is reduced by 1d4 at the start of each of its turns. Water Jet (Recharge 6). The Aspect of Dispater casts cloud of daggers or wall of iron. It has a single eye at the center of its otherwise featureless face, and shadowy tendrils around its body. Each creature in that line must make a DC 17 Dexterity saving throw, taking 21 (5d6 + 4) fire damage on a failed save, or half as much on a successful one. The arcane ballista's weapon attacks are magical. Elementals, Elder When pure elemental energies converge, a new elemental is created. The gnoll's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the gnoll's ranged weapon attack rolls. New Spells) Legendary Resistance (5/Day). The hellfire master is a 20th-level spellcaster. It can use Body Slam in place of two claw attacks. Each panel has AC 18 and 60 hit points per inch of thickness. Its spellcasting ability is Charisma. STR 25 (+7) DEX 9 (-1) CON 22 (+6) INT 10 (+0) WIS 12 (+1) CHA 16 (+3) Saving Throws Con +11 Wis +6, Cha +8 Skills Athletics +12, Intimidation + 8, Perception +6 Damage Immunities cold Senses passive Perception 16 Languages, or Hide action as a bonus action on each of its turns. If a target is hit at least three times by Flail Tentacle attacks in the same turn, it must make a DC 16 Constitution saving throw or be stunned until the end of the flail snail's next turn. Any hit the wererat scores against a surprised creature is a critical hit. The Aspect of Bel's spellcasting ability is Charisma (spell save DC 17). Actions Tentacles. Hooked Spear. The Aspect of Dispater uses its Teleport action, if available. Note only are physically stronger and larger, but they have also developed an ear-splitting shrike that it uses constantly to distract and frighten enemies, giving their hunting pack an opening for a killing strike. Keen Smell. Bestiary 117 Elemental Mymidons Elemental Mymidons Elemental Mymidons were once free elementals summoned by powerful spellcasters and bound into magical plates of armor. It has lost its wings and in exchange has two spinneret tails that weave webbing, six arachnid limbs and four pairs of eyes that glow a sickly yellow as it hunts for prey. On a failed save, the creature must kneel and bow before the Aspect of Asmodeus until the start of its next turn. Challenge 30 (155,000 XP) Aura of Submission. They normally join thieves' and assassins' guilds but seldom do they reveal their true nature. The destrachan emits thunder energy in a 30-foot cone. Legendary Actions The beholder can take 3 legendary actions, using the options listed below. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. The target suffers the effect of the confusion spell without making a saving throw. The ogre's melee weapon deals an extra 7 (2d6) damage to the target. Legendary Actions The morkoth can take 3 legendary actions, choosing from the options below You imbue a weapon you touch with unholy power. The target can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. As a gift from Ogrémoch, enemies fought by the shaman that stand on earthen surfaces find themselves either suddenly getting stuck in mud or unbalanced from the inexplicable shifting earth beneath them. New Spells) Spellcasting. If the saving throw fails by 5 or more, the target instead takes 32 necrotic damage. Gouger another use of its eye ray or central eye (determined randomly, rerolling any duplicates). The kobold is a 5th-level spellcaster. Whispering Aura. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks). The spell must have a casting time of 1 action and must target only that creature. During combat it will typically cast spike growth first to slow down and weaken its foes before casting wall of stone first to divide and isolate them. while within the orc's reach, and if the orc hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. Hit: 11 (2d6 + 4) necrotic damage. Medium humanoid (goblinoid), lawful evil CHA 9 (-1) INT 10 (+0) WIS 10 (+0) Senses darkvision 60 ft., passive Perception 10 Languages Common, Goblin Challenge 2 (450 XP) Martial Advantage on death saving its great morningstar. In combat the Aspect will rely mostly on its martial provess and Wave of Sorrow. Enemies suffer disadvantage on death saving throws while in the aura. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Bestiary 21 Berbalang Berbalang Berbalang Berbalang Lore Master Berbalang lore masters are berbalang lore masters are berbalang lore masters are berbalang lore masters are berbalang berbalang berbalang lore masters are berbalang berbal Class 19 (natural armor) Hit Points 218 (19d12 + 95) Speed 60 ft., fly 120 ft. Each creature that isn't immune to cold within 30 feet of the hag must succeed on a DC 15 Constitution saving throw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. The creature takes 1d8 psychic damage and can add a d10 to its roll provided it can understand the neogi. Hit: 8 (1d6 + 5) slashing damage and the target must make a DC 15 Wisdom saving throw or become frightened for 1 minute. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. A creature can benefit from only one ruthless command die at a time. Carrion Crawler Zombie CON 18 (+4) INT 1 (-5) WIS 8 (-1) CHA 1 (-5) WIS 8 (-1) CHA 1 (-5) Keen Smell. NonPlayer Characters 287 Appendix B: Cultists Presented in this section are cultists Presented in the pr saliva from its maw towards its target. Actions +1 Shortsword. Bestiary Derro Hookguard Derro Master Savant Hookguards are specialize in keeping foes' attention on themselves and away from their more vulnerable allies. As a bonus action, the darkling elder targets a creature it can see within 30 feet of it. These gruesome monsters are slightly larger than their normal ilk, and sport crest spikes running over their spine. Bestiary Actions Multiattack. Hit: 6 (1d4 + 4) piercing damage on a failed save, or half as much damage on a successful one. Bestiary DEX 9 (-1) CON 12 (+1) INT 2 (-4) WIS 4 (-3) CHA 4 (-3) Saving Throws Wis -1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 7 Languages understands Common, Draconic but can't speak Challenge 1/8 (25 XP) Undead Fortitude. On each of its turns, the abyssal skulker can use a bonus action to take the Hide action. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save or half as much damage on a successful one. Any hit the banderhobb scores against a surprised creature is a critical hit. The giff makes three longsword attacks. STR 11 (+0) DEX 18 (+4) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CHAin (+0) UIS 12 (+1) CHAin (+1) CH 9 (-1) Skills Perception +3, Survival +3 Senses darkvision 60 ft., passive Perception 13 Languages Common, Goblin Sharpshooter The hobgoblin Sergeant, who reports to a marshal, is a skilled swordsman and leader that can provide sound tactical commands and manuevers. When the lizardfolk makes a ranged attack roll and misses, it can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target. If the Aspect has at least 1 hit points, it regains 10 hit points at the start of its turn. Armor Class 16 (studded leather) Hit Points 40 (9d6 + 9) Speed 30 ft. You do not need to use all of them if you think some are not balanced. These effects last for 1 minute. The githzerai lets loose a line of lightning that is 60 feet long and 5 feet wide. Yet it will still pose a threat to most mortals due to its nightshade traits. STR 9 (-1) DEX 20 (+5) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CHA 10 (+0) Skills Acrobatics +7, Deception + 5, Stealth +9 Senses darkvision 60 ft., passive Perception 15 Languages Elvish, Sylvan Challenge 3 (700 XP) Death Flash. Veterans at using underhanded tactics, bruisers will throw everything from rocks, sand, and even small creatures just to distract opponents. If the target is a creature, it must make a DC 27 Wisdom saving throw. It doesn't change form if it dies. New Spells), wall of fire Legendary Resistance (1/Day). Reducing a panel to O hit points destroys it and might cause connected panels to collapse at the DM's discretion. The gorsuloth exhales pestilent gas in a 20-foot cube. Meazels Me services to intelligent creatures from the Shadowfell, such as Shadar-kai. Heartcleaver Attack (Costs 2 Actions). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. The Aspect of Demogorgon uses his Gaze action, and must choose either the Beguiling Gaze or the Insanity Gaze effect. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Paranoid Sociopath. Lightning Reflexes You are extraordinarily quicker than normal. In true form, the barghest makes three attacks: one with its claws. Unless she wishes to be affected, Lolth is immune to spells of 6th level or lower. Heartcleaver. Alter
Energy Type (1/Turn). The xvart is a 5th-level spellcaster. The Aspect of Mephistopheles regains 10 hit points at the start of its turn. While Mephistopheles possesses all of these powers, he perceives combat as trivial and will have his subordinates and the ice devils he summons to fight for him. Hit: 20 (3d8 + 7) bludgeoning damage. To this day, all the plans she enacts are all for the downfall of those who sent her to the Demonweb Pits. STR 12 (+1) DEX 18 (+4) CON 16 (+3) INT 14 (+2) WIS 14 (+2) CHA 20 (+5) Saving Throws Wis +5, Cha +8 Skills Deception 12 Languages Common, Sylvan, telepathy 60 ft. If the arcane trickster is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the arcane trickster instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. New Spells) Word of Submission (Recharge 5-6). Remmanons are greater devils of discord, greed, jealosy, and lust. The targeted creature must succeed on a DC 17 Constitution saving throw or take 18 (4d8) cold damage, its speed is reduced by 10 feet, and has disadvantage on attack rolls until the end of its next turn. 180 Chapter 1. Legendary Actions The kruthik can take 3 legendary actions, choosing from the options below. The pincer's body is covered in tough chitin with sharp spines protruding from its shoulders and limbs. Alternatively, it can make one melee attack and cast one spell. Troll witch doctors serve as the troll tribe's healer, divine adviser, and prophet of Vaprak, the troll deity. The draegloth to sleep. Reactions Redirect Attack. Hypnotic Gaze. CON 14 (+2) INT 6 (-2) WIS 14 (+2) DEX 16 (+3) CON 18 (+4) INT 7 (-2) WIS 16 (+3) CHA 7 (-2) Skills Perception +6, Stealth +9 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or in darkness Senses darkvision 60 ft., passive Perception 16 Languages ----Challenge 5 (1,100 XP) Keen Hearing and Smell. If the bluespawn stormlizard moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving fireblade in place of one of these attacks, if available. The Aspect of Zariel moves up to half its speed. Medium humanoid (any), any alignment Armor Class 15 (chain shirt) Hit Points 71 (11d8 + 22) Speed 30 ft. It is quite possible however to convince them to stop attacking or enter a truce if they are provided information about a beholder's location. The dawnkiller has advantage on saving throws against being charmed, and magic can't put the dawnkiller to sleep. The Aspect of Geryon can grapple one creature at a time. While weaker than the standard boneclaws are still intelligent undead that can serve as elite guards. The boggle is a 7th-level spellcaster. that there's no room left in the world for the weird - though plenty for crude, contemptuous, wisecracking, fun-poking imitations of it." — Fritz Leiber, Heroes and Horrors About this Book Character Options: Talents offers variant rules for your 5th edition gaming. On a failed save, the weapon takes a permanent and cumulative -1 penalty to damage rolls. The duergar makes two war pick or javelin attacks. The choker has two tentacles. As a bonus action, when the arcane archer hits a target with a ranged weapon attack, it can choose one from the following three effects: 1. A girallon can grapple up to two Large targets, one Large and two Medium targets, or four Medium or smaller targets, or four Medium targets, or four Medium targets apart with ease. The githyanki creates a 20-foot cube of psychic energy within 120 feet of it. Blood Frenzy. Shade Strike (1/Turn). One does not need to count long until it has everyone relaxed and disarmed with its charm. It can spend 1 or more sorcery points to gain one of the following benefits: Heightened Spell: When the derro casts a spell that forces a creature to make a saving throw to resist the spell's effects, the derro can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell. Hit: 21 (2d10 + 10) piercing damage. Majority of its members are undead themselves and seek to add more to its ranks while those who live use the remainder of their mortal lives to infiltrate and set up shop in major cities to establish a steady source of fresh bodies. Mastermind is the calculating ability is Wisdom (spell save DC 13). Steady Aim (3/Day). 40 Chapter 1. They are skilled in hiding and setting up ambushes. A creature whose space the cadaver collector enters must succeed on a DC 13 Charisma saving throw. The target must succeed on a DC 13 Charisma saving throw or become cursed. Bestiary 25 Boneclaw Lesser Boneclaws are accidentally spawned after a wizard's failed attempt in becoming a lich. The githyanki targets one ally it can see within 30 feet of it. Spider Climb. It has the following wizard spells prepared: Cantrips: fire bolt, mage hand, prestidigitation, true strike 1st level (3 slots): counterspell, fireball, thunder step, vampiric touch 4th level (3 slots): greater invisibility, ice storm, stoneskin 5th level (2 slots): cone of cold, steel wind strike 6th level (1 slot): globe of invulnerability 7th lev and then reveling at the aftermath and tragedy that ensues. STR 21 (+5) DEX 10 (+0) CON 20 (+5) INT 11 (+0) WIS 14 (+2) CHA 13 (+1) Saving Throws Con +9, Wis +6 Skills Intimidation +5, Perception 16 Languages Gnoll, Abyssal Challenge 11 (7,200 XP) Aura of Blood Thirst. If the saving throw is successful, the creature takes half the damage and isn't blinded. The bugbear deals an extra 14 (4d6) damage when it hits a target with a weapon attack roll. The Aspect of Lolth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. When a target's Wisdom reaches a score of 3, it becomes insane and ravenous. It can use this option only if it is retracted in its shell. The banderhobb can have only one creature swallowed at a time. Deadly Harmonics. While the passion devils serve Fierna officially as ambassadors to the courts of other archdevils or dukes of the Nine Hells, their true purpose is to infiltrate enemy ranks and spy on other devils. If lneval's Command is available to use, the orc can use it after these attacks. bonus action while within 10 feet of the flind. The wendigo dies only if it starts its turn with 0 hit points and doesn't regenerate. Maddening Gaze (Recharges 4-6). Legendary Actions The dracolisk can take 3 legendary actions, choosing from the options below. Bestiary 191 Mohrg Mohrg Serial killers and mass murderers who had a strong hatred for life and die without atoning for their sins catch the attention of Orcus, the Demon Prince of Undeath. Hit: 19 (4d6 + 5) slashing damage, and the target is marked until the end of the ogre's next turn. The target takes 3 (1d6) psychic damage and uses its reaction to make one melee attack with advantage on the roll. Enemies of the elder brain within 10 feet of that creature take 14 (4d6) psychic damage. As a bonus action, when the giant hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) radiant (good) or poison (evil) damage to the target. Hit: 5 (1d4 + 3) piercing damage. The bugbear is a 7th-level spell slot to deal 9 (2d8) radiant (good) or poison (evil) damage to the target. that would hit it. When hellfire master uses its action to cast a spell, it can make one melee attack as a bonus action. Hit: The creature regains at least 1 hit point, its walking speed is reduced by 10 feet. Hit: 12 (2d6 + 5) piercing damage and the target must succeed on a DC 17 Constitution. saving throw or become poisoned. Bestiary Gnoll Champion of Yeenoghu Exceptional gnoll warriors that show unmatched savagery in combat are chosen to become champions of Yeenoghu. Incredibly agile and nimble, skirmishers use a combination of stealth and speed to close the distance between its opponents or retreat behind cover. Each panel must be contiguous with alleast one other panel. Hit: 10 (2d6 + 3) piercing damage plus 14 (4d6) poison damage and the target can't regain hit points until the start of the vargouille's next turn. The kenku deals an extra 24 (7d6) damage and the target can't regain hit points until the start of the vargouille's next turn. The kenku deals an extra 24 (7d6) damage when it hits a target with a weapon attack roll, or when the target is within 5 feet with a weapon attack and has advantage on the attack roll. of an ally of the kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll. As the brachavyrm consumes more prey, more arms are created. A creature caught in the wall can move by swimming. 216 Chapter 1. It has the following cleric spells prepared: Spellcasting. Hit: 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14 with disadvantage). The Aspect of Lolth regains spent legendary actions at the start of its turn. Bestiary 143 Golems Bone Golem A bone golem is a horrific combination of giant-sized skeleton parts magically bolted and sutured together to form a humanoid-shaped figure about 9-feet tall. 5-6: The target must succeed on a DC 14 Constitution saving throw or be paralyzed until the end of its next turn. The victim is then deposited it into its acid vat-like abdomen to be consumed completely. You regain your expended Rugged Outdoorsman points when you finish a long rest. Clad in leather and patchwork armor, berserkers are incredibly reckless, charging into the fray without care. The xvart's innate spellcasting ability is Wisdom. 218 Chapter 1. Medium monstrosity (shapechanger), neutral (any) Armor Class 13 (16 with mage armor) Hit Points 75 (10d8 + 30) Speed 30 ft., climb 30 ft. On a failed save, the creature takes 19 (3d8 + 6) slashing damage and is stunned until the end of the bunyip's next turn. Bestiary 95 Adult Dracolisk Young Dracolisk Large dragon, chaotic
evil Armor Class 17 (natural armor) Hit Points 152 (16d10 + 64) Speed 30 ft., swim 30 ft. The Aspect of Lolth's spellcasting ability is Charisma (spell save DC 19). Hit: 7 (1d4 + 5) piercing damage plus 3 (1d6) poison damage. Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks. Until the grapple another target is restrained, and the painbearer can't grapple another target. Provided the orc isn't incapacitated, an ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. In addition, whenever the monster slayer to make a saving throw and whenever the target's grapple, it can add 1d6 to its roll. During its first turn, the bugbear has advantage on attack rolls against any creature that hasn't taken a turn. Retract (Costs 2 Actions). The duergar is a 9th-level spellcaster. The flind rerolls a failed save. Legendary Actions, choosing from the options below. They are, however, very territorial and when provoked, can induce earthquakes and spew various debris from its mouth. Melee Weapon Attack: +7 to hit, reach 5 ft. Mephistopheles magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space it can see. The elder annis hag has performed enough evil deeds to secure ties with a dark deity, such as Cegilune. The nuckalavee uses Dreadful Visage. Although the cult may have fiendish and monstrous members, majority of its sects are secretly located in civilized human cities and a few from the other fair races. Hit: 19 (3d8 + 6) bludgeoning damage plus 9 (2d8) thunder damage. Hit: 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 16 Dexterity saving throw or suffer one additional effect of the painbearer's choice: • The target is grappled (escape DC 14) if it is a Medium or smaller creature. Hit: 9 (1d8 + 5) bludgeoning damage plus 4 (1d8) piercing damage. Sunlight Banishment. The ulitharid magically emits psychic energy in a 60-foot cone. Provided the war chanter isn't incapacitated, an enemy that starts its turn within 60 feet of the war chanter and can hear the war chanter must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. Zombies doesn't require air, food, drink, or sleep. The target is grappled (escape DC 14) if the blackspawn crawler isn't already constricting a creature, and the target is restrained until this grapple ends. This movement doesn't provoke opportunity attacks. Cantrip. The giant swings its greatsword in a full arc, and every creature within 10 feet of it must succeed on a DC 21 Dexterity saving throw. If it succeeds, it is instead reduced to 1 hit point. Smother. The creature must succeed on a DC 21 Strength saving throw or take 16 (2d8 + 7) piercing damage and 9 (2d8) necrotic damage and be restrained (escape DC 17). Juvenile Blue Dragon, chaotic evil Armor Class 17 (natural armor) Hit Points 75 (10d10 + 20) Speed 40 ft., swim 40 ft. A creature that starts its turn within 20 feet of the Aspect of Bel must succeed on a DC 17 Wisdom saving throw, unless the Aspect of Bel is incapacitated. Greater Babau Medium fiend (demon), chaotic evil Armor Class 17 (natural armor) Hit Points 120 (16d8 + 48) Speed 40 ft. Bestiary Eject Slime (Recharge 5-6). A headless horseman that regains possession of ator until it is slain. The Aspect of Zuggtmoy looks like a 14-foot tall fungal creature that has the features of a female humanoid dressed in a faux gown made of lichen and mycelium. If the armor or shield is magical, the wearer must succeed on a DC 13 Wisdom saving throw with advantage on the roll. Thunderous Strike (Recharge 5-6). If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone. He can use Iron Touch or Rusting Touch in place of one of these attacks. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one creature. During its first turn, the deep scion has advantage on attack rolls against any creature that hasn't taken a turn. It has the following paladin spells prepared: 1st level (4 slots): bane, command, hunter's mark 2nd level (3 slots): hold person, misty step 3rd level (2 slots): crusader's mantle, fear Duergar Resilience. Lizardfolk arcane archers are able to imbue their arrow shots with magical energy, creating shots that can explode and fill an area with poison and even enfeeble or blind a foe. Kick Them While They're Down. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert it s eyes again. Yeth Hound Stalker The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Shadow Arrow. While in the aura, the deathpriest exarch and any undead ally are immune to the frightened condition and have resistance to radiant damage. Hit: 5 (1d6 + 2) bludgeoning damage plus 9 (2d8) psychic damage. Bestiary Hill Giant Champion of Grolantor Hill Giant Shaman of Ogrémoch The champion of Grolantor inherits its deity's hunger for battle and gluttony. Reactive Heads. Bestiary Wicked Sickle. Lycanthropes, Wererats Where and have mastered the craft of making quick and silent kills become assassins. Scimitar (Yuan-ti Form Only). Numbing Cackle (Recharge 5-6). The balhannoth magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see. Deathly Claw. DEX 7 (-2) Bite. Until the end of its turn, the sharpshooter deals an an extra 10 damage with each of its ranged weapon attacks against the target. Hit: 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) necrotic damage. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 18 (4d8) thunder damage. Thunder damage on a failed save, or half as much on a successful one. Hit: 20 (3d8 + 7) piercing damage. Iceskidder. It disappears if it is reduced to 0 hit points or after 10 minutes. 268 Appendix A. Legendary Actions The anathema can take 3 legendary actions, choosing from the options below. While wielding the Ruby Rod, Asmodeus that lasts until the start of Asmodeus's next turn. +2 Greataxe. Iceskidders are at home anywhere there is frozen water. The hellfire steward is a 11th-level spellcaster. Hit: 18 (2d10 + 7) bludgeoning damage. Infested Form. If a creature's saving throw is successful, the creature is immune to the remmanon's Insidious Aura for the next 24 hours. You regain your expended Dashing Scoundrel points when you finish a long rest. The kobold rerolls a failed save. The target and all other creatures within 10 feet of it take an extra 10 (3d6) poison damage each. The babau has advantage on saving throws against spells and other magical effects. When a creature enters this aura, the elder balhannoth immediately digs deep into its mind, draws forth its greatest desires, and then projects a reality-warping manifestation of it that only the unwitting creature can see. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement. Goblin Sharpshooter Small humanoid (goblinoid), chaotic evil Armor Class 16 (studded leather) Hit Points 24 (7d6) Speed 30 ft. An ally that starts is turn within 30 feet of this mastermind and can see and hear this mastermind isn't incapacitated. Hit: 21 (6d6) fire damage and if the target is a creature, it must succeed on a DC 17 Wisdom saving throw. Defender. STR 12 (+1) DEX 14 (+2) CON 14 (+2) INT 10 (+0) WIS 10 (+0) CHA 7 (-2) Skills Athletics +5, Stealth +4 Senses darkvision 60 ft., passive Perception 10 Languages Undercommon Challenge 1 (200 XP) Fey Ancestry. The Aspect of The Aspect of Lolth chooses one creature within 30 feet that it has poisoned. Wood Woad Sentinel Medium plant, lawful neutral Armor Class 18 (natural armor, shield) Hit Points 119 (14d8 + 56) Speed 30 ft., climb 30 ft. Girallon of Xvim Large monstrosity, lawful evil Armor Class 14 (natural armor) Hit Points 66 (7d10 + 28) Speed 40 ft., climb 40 ft. Extremely deadly with a longsword and their dagger, bladebearers can strike their opponents three times before they can react. Verbeeg Verbeeg Chieftain Large giant, neutral (usually evil) Large giant, neutral (usually evil) Armor Class 13 (hide armor, shield) Hit Points 76 (8d10 + 32) Speed 40 ft. The jovoc has advantage on an attack roll against a creature if at least one of the jovoc's allies is within 5 feet of the creature and the ally isn't incapacitated. Shadow Form. In truth, each of the two heads are simply following its own tactical course of action and will not work together unless faced with a strong foe. The targeted creature must succeed on a DC 13 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. can be of use to him and is willing to sign over their souls. Aspect of Demogorgon reduction lasts until the target finishes a long rest. They often serve as leaders or advisers to a more powerful ogre, such as a chieftain. Double Headed. If the roll is 11 or higher, the zombie moves up to 5 feet toward the enemy. Darkness (Recharges 6). Great bat-like wings spread from its back and its tail ends with a stinger that drips deadly venom. As a bonus action, the grung targets one ally it can see within 30 feet of it. Once you use this feature, you cannot use it again until you finish a short or long rest. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours. The tlincalli deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points. Command of the Horde (Costs 3 Actions). Hit: 22 (3d10 + 6) slashing damage. Cultist
NonPlayer Characters High Deathpriest Exarch of Orcus Medium humanoid (any), chaotic evil Medium humanoid (any), chaotic evil Armor Class 15 (+1 chain shirt) Hit Points 60 (11d8 + 11) Speed 30 ft. The bunyip can breath air and water. 1. Reactions Directed Strike (3/day). Bestiary 181 Ogre Wererat Normally only humanoids can be afflicted with lycanthropy. When the darkling elder is targeted by an attack, it can have the attack, it can have the attack, it can have the attack target that creature within 5 feet of it is granting it cover against that attack, it can have the attack, it can have the attack target that creature within 5 feet of it is granting it cover against that attack, it can have the attack target that creature instead. Benefit: You have a +1 bonus to Dexterity saving throws. Legendary Actions Dispater can take 3 legendary actions, choosing from the options below. While grappling takes the other half. The target must succeed on DC 12 Wisdom saving throw or suffer the effect of the confusion spell without making a saving throw. Hidden within his main lair, the ominous Iron Tower, Dispater sits on his throne surrounded by the weapons, treasures and scrolls of secrets he has gained throughout millennia. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged. Demon: Demon Lord Lolth, The Spider Queen Lolth, the Queen of Spiders, is the primary deity of the drow. A frightened creature that starts its turn within 20 feet of the banderhobb is incapacitated. The specters act right after the cadaver collector on the same initiative count and fight until they're destroyed. Like Asmodeus, the cultists see themselves cut above the rest, and are often regarded by others as arrogant, cruel, and elitist. If a creature is immune to the orc's Terrifying Cry for the next 24 hours. Toughened by years of training and battle, the storm giant can concentrate on maintaining spells better than most mages. The zaratan can use this option only if it is retracted in its shell. Two-Weapon Fighter. • The target takes 27 (5d10) necrotic damage Shadow Cage (Recharges 6). STR 15 (+2) DEX 18 (+4) CON 14 (+2) INT 11 (+0) WIS 12 (+1) CHA 14 (+1) Skills Deception +4, Perception +4, Stealth +10 Senses darkvision 60 ft., passive Perception 14 Languages Common, Draconic Challenge 7 (2,900 XP) Aura of Fervor. The barbarian champion rolls one additional weapon damage for a critical hit with a melee attack. Hit: 8 (1d6 + 5) bludgeoning damage plus 9 (2d8) necrotic damage. Actions +2 Hellfire Spear. The zombie can use its Frightful Presence. The bugbear makes two melee attacks or two ranged attacks. Melee Weapon Attack: +12 to hit, reach 40 ft., one creature can repeat the saving throw. Cast a Spell (Costs 1-4 Actions). Their tubular maws can project carefully focused harmonics, producing sonic vibrations so powerful it can literally shatter objects and barriers. Combat Cleave The follow through from your melee weapon strikes can sometimes fell another enemy within range. Yuan-ti Anathema Ascendant Huge monstrosity (shapechanger, yuan-ti), neutral evil Armor Class 17(natural armor) Hit Points 230 (20d12 + 100) Speed 40 ft., climb 30 ft., swim 30 ft. The morkoth makes three attacks: two with its bite and one with its bite and one with its bite. It can choose one from the following three effects: 1. The hobgoblin makes three attacks: two with its bite. It can choose one from the following three effects: 1. The hobgoblin makes three attacks: two with its bite and one with its bite. It can choose one from the following three effects: 1. The hobgoblin makes three attacks: two with its bite and one with its bite. It can choose one from the following three effects: 1. The hobgoblin makes three attacks: two with its bite and one with its bite. It can choose one from the following three effects: 1. The hobgoblin makes three attacks: two with its bite attacks: tw surfaces with out needing to make an ability check. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Teleport. The darkling elder casts darkness without any components. It can use Cleaving Swing in place of one of its greatsword attacks, if available. The destrachan has advantage on Wisdom (Perception) checks that rely on hearing. Arcane Shot (3/Day). Sea Spawn Shocker is a ghastly eel-like or octopus-like humanoid with thick webbed hands. If the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically succeeds, in addition to the attack hits, the monster slayer's save automatically save automatically save automatically save automatically save automatically save automatically save auto 24) Speed 30 ft. Fortunately, young leviathans are rarely encountered, and only a fool-hardy simpleton would dare provoke it. If the creature can repeat the saving throw. Most would prefer to be hexblades, though, due to the fact that they gain more satisfaction inflicting pain by hand instead of magical spells. It can innately cast the following spells, requiring no components: At will: mage hand (the hand is invisible) 3/day each: feather fall, jump, see invisibility, shield, thunder clap 1/day: haste Shocking Weapon. Bugbear King B Speed 30 ft. Constrict. Arm Collector. When an attacker the hobgoblin can see makes an attack roll against a creature within 5 feet of the hobgoblin, the giant can impose disadvantage on the attack roll. Large aberration, lawful evil Actions Armor Class 16 (natural armor) Hit Points 152 (16d10 + 64) Speed 30 ft., climb 30 ft. It has an obsessive fascination of such objects, polishing and talking to them for hours in its lair. As an action, the restrained creature can make a DC 14 Strength check, escaping on a success. She reverts to her true form if she dies. Background Ascetic Missionary You live a devout and disciplined life, abstaining from wordly pleasures in order to order to pursue spiritual goals, help the weak, or achieve supreme martial provess. Gorsuloth Medium fiend (yugoloth), neutral evil Armor Class 16 (natural armor) Hit Points 60 (8d8 + 24) Speed 30 ft., climb 30 ft. Spell Leech. Actions Actions Multiattack. Yuan-ti Mageslayer Medium monstrosity (shapechanger, yuan-ti), neutral evil Armor Class 14 (studded leather) Hit Points 117 (18d8 + 36) Speed 30 ft. New Spells) 9th level (1 slot): meteor swarm Sorcery Points. This doesn't mean they will not attack other creatures, however. On a failed save, the creature takes 13 (3d8) psychic damage, or Hide action. The war chanter is a 7th-level spellcaster. If the grandfather of assassins is subjected to an effect that allows it to make a Dexterity saving throw, and only half damage if it fails. Flyby. Two-Headed Battle Caster. Acid Spray (Recharge 5-6). On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. On a successful save, the creature takes half as much damage and doesn't get deafened or stunned. The zombie makes as many bite attacks as it has heads. As a bonus action the verbeeg targets one ally it can see within 30 feet of it. Feinting Attack. Otherwise, a creature takes 22 (4d10) poison damage and is poisoned for 1 minute on a failed save. He wears a long, black cape and always carries his ranseur, a vicious three-pronged staff through which he can channel his hellfire magic. What makes a bunyip dangerous is when it smells blood in the water, which sends it in a savage frenzy. The kithguard makes two scimitar attacks. STR 21 (+5) DEX 10 (+0) CON 19 (+4) Multiattack. When a creature within 5 feet of the yuan-ti casts a spell, the yuan-ti casts a spell, the yuan-ti casts a spell (+5) DEX 10 (+0) CON 19 (+4) Multiattack. managing derro slave labor and prisoner camps. The bluespawn stormlizard exhales lightning in a 15-foot cone. The darkling elder deals an extra 24 (7d6) damage when the target is within 5 feet of an ally of the darkling elder that isn't incapacitated and the darkling elder doesn't have disadvantage on the attack roll. The myrmidon magically shoots water in a 60-foot line that is 5 feet wide. It has the following paladin spells prepared: 1st level (4 slots): compelled duel, cure wounds, ensnaring strike, wrathful smite, speak with animals 2nd level (3 slots): aid, branding smite, magic weapon,
moonbeam, misty step 3rd level (3 slots): crusader's mantle, dispel magic, plant growth, protection from energy 4th level (1 slot): ice storm, staggering smite, stoneskin Stone Camouflage. If the creature ends its turn in a location where it doesn't have line of sight to the Aspect of Moloch, the creature can repeat the saving throw. The bargda also subjugates other lesser giants and monsters such as ogres, trolls, minotaurs, and verbeeg and uses them to expand its territory. If ever he finds himself in combat with equally powerful beings, Asmodeus will constantly explain to them the error in their ways, even while he is being assaulted. Hit: The target is magically cursed for 1 hour. Each creature in that area must make a DC 16 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a failed save, or half as much damage on a successful one. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Infested Form feature and its Burrowing Worm and Wormburst actions. Tunneler. Hit: 5 (1d8 + 1) piercing damage. Reactions Command Retaliate. Reactions General's Guidance (5/day). Asmodeus Swift Caster. Flind Queen Bite. If it looks at the dracolisk in the meantime, it must immediately make the save. The barbarian king rolls two additional weapon damage dice when determining extra damage for a critical hit with a melee attack. As a bonus action, the Grim can whisper and hiss constantly, which can be heard loudly in the minds of creatures within 30 feet of it that can understand it. The flail tentacles. Mind Storm (Recharges after a Long Rest). Bestiary 99 Dragonnes Dragonne is a very rare subspecies of dragon that appear to be a cross between a lion and a dragon. As they mature, gain more kills, and prove their worth, they eventually receive Yeenoghu's gift - a transformation to a Flind. The bunyip has advantage on Wisdom (Perception) checks that rely on smell. The targeted creature must succeed on a DC 13 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature. The zaratan exhales rocky debris in a 60-foot cube. Benefit: When you take the Dodge action, you can make one weapon attack with disadvantage. Bestiary 19 Gougers are large beholder-kin created by phaerimms eons ago to hunt and kill other beholders.

Bunyip Large monstrosity, unaligned STR 23 (+6) Armor Class 14 (natural armor) Hit Points 42 (5d10 + 15) Speed 20 ft., Swim 40 ft. Its spellcasting ability is Charisma (spell attacks). As a bonus action, the ulitharid chooses a target it can see within 30 feet of it. The hag makes a chilling cackle. Only when it reaches that plane does the Aspect form. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one creature. Hit: 5 (1d8 + 3) piercing damage. Stab. Benefit: On your turn, when your melee attack reduces a creature to 0 hit points, any excess damage from that attack might carry over to another creature nearby. The ulitharid can take the Dash, Disengage, or Hide action as a bonus action on each of its turns. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container. Challenge 8 (3,900 XP) Alert. One thing is for sure, young versions of elder elementals are more likelier to be encountered in their home planes than the older ones. The xvart can take the Disengage action as a bonus action on each of its turns. In honor of Thrym, the champion also brandishes a double-bladed greataxe, which it can swing with incredible strength and ferocity in battle. Actions +2 Quarterstaff. Life Eater. Hit: 14 (2d4 + 9) bludgeoning damage and the target is grappled (escape DC 19) and restrained until the grapple ends, and the athach can't use Slam on another target. The eye of the deep makes three attacks: one with its pincers. In this section, three other nightshades are introduced: the nightcrawler, nightprowler, and the nightwing. Armor Class 16 (hide armor, shield) Hit Points 33 (6d6 + 12) Speed 30 ft., climb 30 ft. If they are not on spying missions against the demons, they are sent to the Material Plane to assist and take care of problems the worshipers of the Nine pray and ask for, such as troublesome adventurers. It's muscular and hairy torso is topped with two leering similan heads that resemble a cross between a baboon and a mandrills. If even one tentacle remains, the flail snail regrows all dead ones within ld4 days. Brute. The radiant soul has 20 sorcery points. Each creature in that area must succeed on a DC 14 Constitution saving throw, taking 24 (7d6) necrotic damage on a failed save, or half as much damage on a successful one. You are very rarely taken advantage of, and you can spot a con or trick a mile away. STR 22 (+6) DEX 12 (+1) CON 20 (+5) Actions INT 8 (-1) WIS 16 (+3) CHA 9 (-1) Skills Perception +6, Stealth +4 Damage Resistances thunder Senses blindsight 60 ft. At the start of each of the deep scion's turns, each creature of her must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the deep scion isn't incapacitated. In addition, the target has disadvantage on ability checks and attack rolls made against the cloud giant. The balhannoth has four tentacles. If a creature's saving throw is successful, the creature is immune to the Aspect of Dispater's Fear Aura for the next 24 hours. Mace. Benefit: You have 3 Shady Operator points. The remmanon's spellcasting ability is Charisma (spell attacks). No creature can stand the unnerving cackle that is emitted by a shoosuva pack lord. Until the slime is scraped off with an action, the target is poisoned, and any creature, other than an ooze, is poisoned while within 10 feet of the target. Rallying Cry (1/Day). In addition, weapon attacks made with it deal an extra 2d8 necrotic damage on a hit. If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Chitines Chitine Warrior Small monstrosity, chaotic evil Chitine Skulker Often serving as scouts for its patrols, the deadly skulkers have the ability to stay completely hidden in the darkness, making it perfect for ambushing unwary prey that may have stumbled within its reach. Heavy Mace. Athach An athach is a massive 18-foot tall giant that has a third arm growing from its malformed, portly body and a gnarled, tusked maw that drips with debilitating venom. Hit: 3 (1d4 + 1) piercing damage. The creature exits prone. While Asmodeus is incapacitated. Tongue. The lamia's innate spellcasting ability is Charisma (spell save DC 14). Highly efficient hunters, a huntmaster is often sent by its elders to hunt down a rampaging monster, enemy scouts, or escaped prisoners. As a bonus action, the cloud giant chooses a target it can see within 30 feet of it. The tlincalli is an 8th-level spellcaster. Most remmanons can be found in Phlegethos, and serve the archdevil Fierna, while a few work under Dispater and Mammon. Hit: 42 (12d6) fire damage. Piercing Claw. An extremely powerful priestess and capable warrior, the queen is seen by her kin as an emissary of Lolth and would willingly sacrifice themselves if she commands it. The golem has advantage on saving throws against spells and other magical effects. The Aspect of Asmodeus turns its magical gaze toward one creature it can see within 60 feet of it. Bestiary 225 Trolls Troll King Large giant, chaotic evil Troll Berserker Stronger and larger than a typical troll, the terrifying berserkers charge at their prey with abandon, savagely a construction of the terrifying berserker Stronger and larger than a typical troll King Large giant, chaotic evil Troll Berserker Stronger and larger than a typical troll King Large giant, chaotic evil Troll Berserker Stronger and larger than a typical troll King Large giant, chaotic evil Troll Berserker Stronger and larger than a typical troll berserker St slashing and rending with their claws and tearing flesh with their jagged teeth. When faced with overwhelming numbers, the xerfilstyx will use its dreaded blood breath, exhaling its own blood which is so caustic it can melt flesh like butter. Hit: 7 (1d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage and the target must succeed on a DC 17 Wisdom saving throw. The destrachan pack lord has advantage on Wisdom (Perception) checks that rely on hearing. Fiery Strikes (Recharge 5-6). As a bonus action, the derro during the last turn. Challenge 11 (7,200 XP) Mental Fortitude. His spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks) and he needs only verbal components to cast his spells. Bestiary Bugbear King When the drow casts a spell that has a casting time of 1 action, the drow can spend 2 sorcery points to change the casting time to 1 bonus action for this casting. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be swallowed by the neothelid. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check. The headless horseman is a 13th-level spellcaster. If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone. Spellcasting. Bestiary instances, a beholder that sought lichdom but failed in the ritual would instead return as a doomsphere. Presented below are more powerful variants of elemental myrmidons. The Aspect of Demogorgon makes two tentacle attacks. Hit: 13 (2d6 + 6) slashing damage Regeneration. 1st level (4 slots): armor of Agathys, command, compelled duel, detect evil and good, wrathful smite 2nd level (3 slots): branding smite, hold person, magic weapon, spiritual weapon 3rd level (3 slots): bestow curse, blinding smite, dispel magic, fear 4th level (1 slot): banishment, death ward, dominate beast, stoneskin Medium humanoid (orc), chaotic evil STR 19 (+4) DEX 10 (+0) CON 18 (+4) INT 8 (-1) WIS 13 (+1) CHA 16 (+3) Saving Throws Con +8, Wis +5, Cha +7 Skills Athletics +8, Intimidation +7, Religion +3 Senses darkvision 60 ft., passive Perception 11 Languages Common, Orc Challenge 9 (5,000 XP) Aggressive. As a bonus action, when the annis hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) necrotic damage to the target. Hit: 11 (2d6 + 4) slashing damage and the target has disadvantage to attack rolls and saving throw rolls until the end of the Aspect of Lolth's next turn. Maurs are only encountered in the target is grappled (escape DC 12). Ravenous Bite. Provided the dread dirgesinger isn't incapacitated, an enemy that starts its turn within 60 feet of the dread dirgesinger and can hear the dread dirgesinger must succeed on a DC 17 Wisdom saving throw or start wailing and weeping in grief until the start of its next turn. If the froghemoth takes 10 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. Hit: 15 (2d8 + 6) piercing damage. Bestiary 241 Yuan-ti Mageslayer Yuan-ti mageslayers are trained to fight and counter enemy spellcasters. It has the following artillerist spells prepared: Cantrip (at will): fire bolt, mage hand, mending 1st level (3 slots): see invisibility, scorching ray, shatter 3rd level (3 slots): see invisibility, scorching ray, shatter 3rd level (3 slots): fireball, flame arrows, wind wall 4th level (1 slot): vitriolic sphere Actions +1 Light Hammer. INT 20 (+5) WIS 16 (+3) CHA 14 (+2) Saving Throws Dex +9, Int +10, Wis +8, Cha +7 Skills Arcana +10, Deception +7, Perception 18 Languages Common, Elvish Challenge 15 (13,000 XP) Coalescing Darkness. The girallon makes five attacks: one with its bite and four with its claws. The beholder uses one random eye ray. The creature must succeed on a DC 15 Strength or Dexterity saving throw (its choice) or be restrained. Bestiary At will: detect evil and good, detect magic, disguise self, dissonant whispers (5d6 damage) Magic Resistance. Worse still, its skin secretes
a red slime so corrosive it can literally melt weapons that strike it. Hit: 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 17 Wisdom saving throw. Whispers of Madness. Hit: 9 (1d10 + 4) piercing damage. Con a successful save, the target takes half as much damage. Large fiend (demon), chaotic evil Undetectable. Using its psionic abilities, these giths can hurl bolts of lightning, unleash a line of lightning through its enemies while riding through the light and electricity and teleporting to a new position, and create a devastating explosion of lightning through the light and electricity and teleporting to make an ability check. STR 17 (+3) DEX 6 (-2) CON 15 (+2) Actions INT 3 (-4) WIS 8 (-1) CHA 3 (-4) WIS 8 (-1) CHA 3 (-4) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 9 Languages understands Draconic but can't speak Challenge 1/4 (50 XP) Bite. The dawnkiller can use this ability between the weapon attacks of another action it takes. Reactions Warding Manuever (4/Day). The dogai has advantage on saving throws against spells and other magical effects. At will: chill touch (3d8 damage), detect magic 1/day each: create undead, dispel magic Chapter 1. The slithering tracker has advantage on Wisdom checks to track prey. Bestiary Armor Class 17 (natural armor) Hit Points 102 (12d10 + 36) Speed 30 ft., climb 30 ft. Bursting Arrow. Challenge 1 (200 XP) Aura of Retribution. In combat, the Aspect of Yeenoghu will mostly just attack with its flail, never bothering with spells unless the situation warrants it. Armor Class 14 (leather armor) Hit Points 36 (8d6 + 8) Speed 30 ft. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. Armor Class 12 (natural armor) Hit Points 30 (4d8 + 12) Speed 30 ft. Maul. Hit: 13 (2d6 + 6) piercing damage in melee or 9 (1d6 + 6) piercing damage at range. STR 16 (+3) DEX 8 (-1) CON 15 (+2) Armor Class 11 (hide armor) Hit Points 13 (2d8 + 4) Speed 20 ft. The sharpshooter can take one additional action on top of its regular action and possible bonus action. Each enemy within 60 feet of it that can hear it must succeed on a DC 17 Wisdom saving throw or be frightened for one minute. The neogi targets one creature it can see within 30 feet of it. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. Any creature of the anathema and can see or hear it must succeed on a DC 18 Wisdom saving throw or become frightened of snakes and yuanti. While it is within 5 feet of the cavalier, a creature marked by the cavalier has disadvantage on any attack roll that doesn't target the cavalier. It has the following ranger spells prepared: 1st level (3 slots): conjure barrage, flame arrows 4th level (3 slots): banishment, guardian of nature, 5th level (2 slots): hold monster, steel wind strike Actions Multiattack. STR 10 (+0) DEX 18 (+3) CHA 16 (+3) Saving Throws Dex +8, Int +7, Wis +7 Skills Deception +11, Insight +11, Perception +11, Stealth +12 Senses passive Perception 21 Languages any four languages (usually Common) Challenge 10 (5,900 XP) Cunning Action. Shadow Mastiff Pack Lord Sometimes a remarkable shadow mastiff alpha survives long enough and grows into an unusually large size. The myrmidon unleashes sudden violent winds in a 15-foot radius circle centered on itself. When the jovoc takes damage each creature within 10 feet of the jovoc must make a DC 13 Constitution saving throw or take 4 (1d8) necrotic damage. They are independent beings after their manifestation and will act in accordance to their alignment and general goal of their progenitor. The wood woad adds 2 to its AC against one melee attack that would hit it. The House Wizard is, usually, the most powerful arcane spellcaster in the Drow House, a position usually held by a male who is in a good position with the House Matriarch. Shortsword. The myrmidon discharges flames in a 30-foot cone. Medium humanoid (any race), any non-lawful STR 10 (+0) DEX 18 (+4) CON 14 (+2) INT 18 (+4) WIS 12 (+1) CHA 10 (+0) Saving Throws Dex +7, Int +7 Skills Arcana + 7, Perception 14 Languages any two languages within 30 feet of it. Here it begins hunting larger prey like grells or hook horrors. In combat, the gastrobolus excretes and throws acid globs at its targets. The guarry can be a specific creature or object the master is personally acquainted with, or it can be a general type of creature or object the master is personally acquainted with, or it can be a general type of creature or object the master is personally acquainted with, or it can be a general type of creature or object the master is personally acquainted with, or it can be a specific creature or object the master is personally acquainted with acquainted w Armor Class 18 (natural armor) Hit Points 225 (18d12 + 108) Speed 30 ft., fly 60 ft., swim 30 ft. Heightened Spell: When the drow casts a spell that forces a creature to make a saving throw to resist the spell. Melee Weapon Attack: +9 to hit, reach 20 ft., one creature. The giant chooses a creature it can see within 60 feet of it and hits it with a blast of compressed air. Firenewt War Priest of Imix Medium humanoid (firenewt), neutral evil Armor Class drops to 0, the armor or shield is destroyed. Hit: 9 (1d8 + 5) slashing damage plus 4 (1d8) necrotic damage and target is grappled (escape DC 15) if it is a Large or smaller creatures unable to resist its paralyzing breath are crushed and trampled by its massive stomps. Petrification Ray. They can anticipate and read spellcaster actions such as somatic movement, and can strike them to break their concentration. Challenge 8 (3,900 XP) Shapechanger. Melee Weapon Attack: +7 to hit, reach 5 ft., one Huge or smaller creature. If the target can see or hear the verbeeg, the target can use its reaction to make one melee attack or to take the Dash action. But these arms wither and die after a short period, causing the brachavyrm to constantly hunt for more humanoids. Ranged Weapon Attack: +11 to hit, reach 60/240 ft., one targets, zovvuts utilize their dreaded draining gaze which simultaneously deals necrotic damage that can't be cured and healing the zovvuts' wounds. Hit: 10 (1d8 + 6) piercing damage plus 10 (3d6) poison damage. The orc makes a melee weapon attack. The remmanon can use a bonus action to activate this aura on or off. The effect ends if the hunting bolas is destroyed. Command Iron Defender. It wields an almost exact copy of its mighty, oversized warhammer that emanates bluish frost. Do not get me wrong, they are both well written, balanced, and fun. Quickened Spell: When the dark soul casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this way, a creature must take the Dash action and move away from the xerfilstyx by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. Their arrows hit with deadly accuracy, striking those that are even protected by cover. The effect ends if the webbing is destroyed. It has the following ranger spells prepared: Medium humanoid (any), any alignment 1st level (4 slots): conjure barrage, flame arrows Armor Class 16 (+1 studded leather) Hit Points 102 (12d8 + 48) Speed 30 ft. Challenge 13 (10,000 XP) Charge. Each creature in that area must succeed on a DC 13 Constitution saving throw. The grandfather of assassins moves up to half its speed without provoking opportunity attacks. While it is within 5 feet of the wood woad, a creature marked by the wood woad, a creature marked by the wood woad has disadvantage on any attack roll that doesn't target the wood woad. Bestiary 123 Ettin Vanguard Ettin Witch Doctor Vanguards are strong, ferocious-looking bulky-armored ettin fighters that lead their allies into battle. It can innately cast the following spells, requiring no material components: At will: charm person, detect magic Multiattack. As a bonus action, the xvart summons 3d6 rats or bats, 1d4 giant rats, 1d2 giant bats, or 1d2 dire rats (Monster Manual Expanded page 299). All creatures on the ground within 15 feet of the giant must succeed on a DC 19 Strength saving throw, taking 20 (3d8 + 7) bludgeoning damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or
half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much damage and isn't knocked prone on a failed save, or half as much attacks. The golem can move through a space as narrow as 1 inch wide without squeezing. Quick Loader. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends with in 5 feet of a Large or smaller creature, that creature must succeed on a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone target. Large giant, chaotic evil CON 20 (+5) INT 7 (-2) WIS 9 (-1) CHA 7 (-2 24) Speed 30 ft. The Aspect of Asmodeus may not match the cunning and calculating logic of its progenitor, but it still captures the Lord of Nessus's magnetic appeal. • When it makes a melee weapon attack, the barbarian champion gains a +3 bonus to the damage roll. Leucrotta Kennele leucrotta Female leucrottas are larger than males, and are the dominant sex in the pack. It can innately cast the following spells, requiring no material components: Huge fiend (devil), lawful evil At will: detect evil and good, detect magic, ray of frost (3d8 damage) 3/day each: charm person, dispel magic, major image, suggestion 1/day each: unholy aura (see Appendix C. If the headless horseman takes fire or radiant damage, this trait doesn't function at the start of the headless horseman's next turn. Roll d10 for Asmodeus. Legendary Actions The master duelist can take 3 legendary actions, choosing from the options below. As a bonus action, when the orc hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) lightning or necrotic damage to the target. Bestiary 227 Two-Headed Troll Troll Witch Doctor It is not exactly sure how the two-headed trolls came to be. Medium humanoid (gnoll), chaotic evil STR 14 (+2) DEX 16 (+3) CON 11 (+0) INT 6 (-2) Medium humanoid (gnoll), chaotic evil STR 17 (+3) DEX 12 (+1) CON 14 (+2) INT 6 (-2) WIS 10 (+0) CHA 7 (-2) Senses darkvision 60 ft., passive Perception 10 Languages Gnoll Challenge 1 (200 XP) Rampage. Hit: 10 (1d10 + 5) bludgeoning damage, and the target must succeed on a DC 17 Constitution saving throw or be paralyzed until the end of its next turn. The deep scion has advantage on an attack roll against a creature if at least one of the deep scion's allies is within 5 feet of the creature and the target must make a DC 11 Constitution saving damage plus 10 (3d6) necrotic damage. throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. Cultist NonPlayer Characters 293 Cultists of Orcus Of all of the demon lords of the Abyss, Orcus, the Demon Prince of Undeath, claims the largest amount of followers. STR 14 (+2) DEX 6 (-2) CON 14 (+2) INT 4 (-3) WIS 6 (-2) CHA 5 (-3) STR 21 (+5) DEX 8 (-1) CON 22 (+6) INT 2 (-4) WIS 6 (-2) CHA 3 (-4) Saving Throws Wis +0 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common, Goblin but can't speak Challenge 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poison Condition 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poison Condition 1/4 (50 XP) Saving Throws Wis +1 Damage Immunities poison Condition 1/4 (50 XP) Sa Senses darkvision 60 ft., passive Perception 9 Languages ----Challenge 7 (2,900 XP) Undead Fortitude. It has the following paladin spells prepared: Armor Class 18 (plate) Hit Points 153 (18d8 + 72) Speed 30 ft. The target is stunned until the start of the Aspect of Demogorgon's next turn or until the Aspect of Demogorgon is no longer within line of sight. • When it makes a melee weapon attack, the barbarian gains a +2 bonus to the damage roll. Elusive. The neothelid's innate spellcasting ability is Wisdom. Melee Weapon Attack (goblinoid form only): +8 to hit, reach 10 ft., one target. They mostly worship the evil giant gods, such as Grolantor and Vaprak. Force Ballista. Hit: 13 (2d8 + 4) piercing damage and if the target is Large or smaller, it is grappled (escape DC 14). Elder Black Hag The malevolent elder black hag reigns within its dark, twisted territory which stretches for miles and is now overrun with slimes, oozes, and undead creatures. The githzerai chooses a point it can see within 60 feet of it. NonPlayer Characters 267 Cavaliers Cavaliers are noble knights that excel in mounted combat. The anathema chooses up to three allied yuan-ti it can see within 60 feet of it. Hit: 12 (2d6 + 5) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone. The Aspect of Bael attacks once with its hellish morningstar. Bestiary Stinger Hit: 12 (2d6 + 5) bludgeoning damage. While restrained in this way, the creature within 5 feet of it, can make a DC 21 Strength check. Now a few tribes are able to reproduce it. On each of its turns, the arcane trickster can use a bonus action to take the Dash, Disengage, or Hide action. Quickened Spell: When the aranea casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting. Bestiary Overbearing Pack. INT 7 (-2) WIS 11 (+0) CHA 7 (-2) Saving Throws Con +7, Wis +3 Skills Perception +3 Damage Vulnerabilities cold Damage Immunities fire Senses darkvision 60 ft., passive Perception 13 Languages Primordial Challenge 8 (3,900 XP) Fire Aura. These gray renders are incredibly aggressive and will return attacks as long as it is able. The kobold makes two attacks: one with its tail stinger. STR 19 (+4) DEX 12 (+1) CON 16 (+3) WIS 16 (+3) CHA 19 (+4) Skills Deception +8, Insight +7, Perception +7, Persuasion +8 Damage Resistances cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 17 Languages all, telepathy 60 ft. The salamander makes four attacks: one with its bite, one to constrict, and two with its claws. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack or tongue attack on another target. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The meenlock can innately cast the following spells, without providing material components: 1/day each: dominate person, enemies abound Light Sensitivity. The paeliryon has advantage on Wisdom (Perception) checks that rely on smell. STR 22 (+6) DEX 16 (+3) CON 20 (+5) INT 4 (-3) WIS 12 (+1) CHA 7 (-2) Skills Perception +4 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14 Languages understands Draconic but can't speak Challenge 8 (3,900 XP) Brutal Critical. The meenlock's innate spellcasting ability is Wisdom (spell save DC 14). You regain your expended Gallant Hero points when you finish a long rest. The two goblins swap places, and the chosen goblin becomes the target instead. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to poison damage. The Aspect of Zariel uses its Teleport action, if available. Lore Master Medium humanoid (any), any alignment Armor Class 13 (16 with mage armor) Hit Points 97 (15d8 + 30) Speed 30 ft. It can spend 1 or more sorcery points to gain one of the following benefits: Heightened Spell: When the mageslayer casts a spell that forces a creature to make a saving throw against the spell disadvantage on its first saving throw against the spell. The zaratan makes one stomp attack. The Aspect of Graz'zt magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn. Melee Spell Attack: +6 to hit, reach 5 ft., one target. The derro's melee weapon attack has advantage on the attack roll, and if it hits, poisoned until it finishes a short or long rest. This design was not made to punish the dwellers though. Hit: 8 (1d12 + 2) piercing damage. In the middle of his lair, Mephistopheles sits on a slowly melting throne, with
a "moat" of icy water surrounding the dais. Armor Class 16 (natural armor) Hit Points 126 (12d12 + 48) Speed 50 ft., climb 30 ft. The cadaver collector can impale up to 8 Medium creatures, 1 Large and 6 Medium creatures, 2 Large and 4 Medium creatures, 3 Large and 2 Medium creatures, 3 Large and 2 Medium creatures, 3 Large and 6 Medium creatures, 3 248 Spear. He is always dressed in an expensive-looking majestic black and red robe, covering the still bleeding wounds from his body that he gained when he was forcefully exiled to the Pit a millennia ago. Any creature in that area and able to see the bright light must succeed on a DC 11 Constitution saving throw. Prerequisite: Constitution 10 or higher. If the zombie ends within 5 feet of the target, the zombie can make one melee weapon attack against it. STR 16 (+3) DEX 14 (+2) CON 16 (+3) INT 18 (+4) WIS 10 (+0) CHA 10 (+0) CH 11 (7,200 XP) Battle Concentration. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage. The troll is a 8th-level spellcaster. The gnoll makes two greataxe attacks or two longbow attacks. The doomsphere continues to "live" beyond death as the vile xenophobic beholder it once was, only far more dangerous and more isolated this time, and adventurers know better than to invade its old stomping grounds, which it haunts to this day. The eye of the deep's central eye projects a blinding flash of light in a 60-foot cone as a bonus action. The elder brain targets one incapacitated creature it can perceive with its Creature Sense trait and establises a psychic link with that creature. Reactions Rock Catching. This kind of versatility and power makes the ursaloths highly sought after, and very expensive, guardians. Battle Smith use its reaction to make a melee weapon attack, or take the Dash, Disengage, Help, or Repair action. The gray render retains its form but is now covered in bluish-black fur with two tentacles sprouting from its back. The giant can innately cast the following spells, without providing material components: 3/day each: hunter's mark Actions Multiattack. The 5th edition core rules has been an amazing set but it has left me a little more wanting in character options. If the Aspect fails a saving throw, it can choose to succeed instead. Melee or Ranged Weapon Attack: +10 to hit, reach 5 ft. Hit: 11 (2d6 + 4) bludgeoning damage plus 9 (2d8) psychic damage plus 4 (1d8) lightning damage. Bestiary DEX 12 (+1) CON 22 (+6) INT 9 (-1) WIS 12 (+1) attacks. Melee Weapon Attack: +10 to hit, reach 5 ft., one Medium or smaller target. The orc grants a + 10 bonus to an attack roll made by itself or another creature within 30 feet of it. The wall is up 120 feet high, and up to 20 feet high, and up to 20 feet high, and up to 20 feet high. with its claws. The girallon has advantage on an attack roll against a creature if at least one of the girallon's allies is within 5 feet of the creature and the ally isn't incapacitated. Maddening Touch. Dire Corbies are flightless omnivorous predators that have a greater preference for meat. Barbed chains and hooks adorn its hairless skin, and long ramlike horns curl backwards on each side of its head. STR 10 (+0) DEX 16 (+3) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CHA 16 (+3) Saving Throws Dex +5, Cha +5 Skills Intimidation +7, Perception 13 Languages any one language (usually Common) Challenge 4 (1,100 XP) Spellcasting. 44 Chapter 1. They are often in the company of cults that and secret guilds that specialize in necromancy, such as the Death Priests of Orcus, who highly prize the dirgesinger's abilities to enhance the undead they summon and control. The lizardfolk makes three melee attacks: one with its bite and two with its longsword. Swift Caster. A towering hulk of armor and weapons, the champion's body has been infused with the fire of Surtur. Rupture. Hit: 11 (2d6 + 4) slashing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw. The chitine deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the chitine that isn't incapacitated and the chitine doesn't have disadvantage on the attack roll. The bodak takes 5 radiant damage when it starts its turn in sunlight. Hit: 5 (1d6 + 2) slashing damage. Aura of Retribution. For traps within an object, the trap is triggered when it starts its turn in sunlight. beholder target fails its saving throw, it loses 20 Chapter 1. It can move up to half its speed before or after this action. The Aspect of Mephistopheles makes two ranseur attacks. He has the following wizard spells prepared: Cantrips (at will): mage hand, mending, minor illusion, prestidigitation, ray of frost (4d8 damage) 1st level (4 slots) : identify, magic missile, shield 2nd level (3 slots): hold person, mind spike, misty step, scorching ray 3rd level (3 slots): cone of cold, dominate person, modify memory, scrying 6th level (3 slots): chain lightning, disintegrate, soul cage wall of ice 7th level (2 slots): delaved blast fireball, forcecage, sequester 8th level (1 slot): Abi-Dalzim's horrid wilting, dominate monster 9th level (1 slot): imprisonment, prismatic wall Legendary Resistance (3/Day). On a failed save, the target takes 20 (4d8 + 2) psychic damage, drop whatever it is holding, and become frightened for one minute. Psychic Defense. The allip can move through other creatures and objects as if they were difficult terrain. After the venom is injected, the demon wraps its body around the victim, constricting it at the same time that its multiple clawed arms dig and tear through its flesh. Foreleg, STR 26 (+8) DEX 12 (+7) WIS 22 (+6) CHA 26 (+8) Saving Throws Str +16, Con +16, Wis +14, Cha +16 Skills Insight +14, Perception +14, P darkvision 240 ft., truesight 120 ft., passive Perception 24 Languages all, telepathy 120 ft. Small humanoid (kobold), lawful evil Armor Class 13 Hit Points 31 (7d6 + 7) Speed 30 ft. It does not change any of the existing rules. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 19 Intelligence saving throw or be stunned until this grapple ends. It can innately cast the following spells, requiring no material components: Teleport (Recharges 5-6). These two heads lead separate groups, each with their own objectives. Iron Touch. Chosen for its strength and cunning, captains are battlefield tacticians able to manuever their allies into advantageous positions and distract their foes with their attacks to create an opening for their allies. Until the grapple ends, the froghemoth can't use this tentacle on another target. Its spellcasting ability is Intelligence (spell save DC 14, + 6 to hit with spell attacks). Spear. The Grim makes creatures reflect on their most terrible actions that have wracked them with guilt Whenever you make an ability check that involves the skill Arcana, History, Investigate, Nature, or Persuasion, you can spend one Brilliant Academic point to roll a d12 and add it to the result. The clockroach has advantage on saving throws against spells and other magical effects. The ursaloth's weapon attacks are magical. The berbalang can innately cast the following spells, requiring no material components: At will: speak with the dead 1/day: plane shift Spellcasting. STR 20 (+5) DEX 12 (+1) CON 18 (+4) INT 10 (+0) WIS 13 (+1) CHA 15 (+2) Skills Athletics +9, Perception +5, Stealth +5 Damage Vulnerabilities fire Damage Resistances bludgeoning, piercing Condition Immunities charmed, frightened Senses darkvision 60 ft., passive Perception 15 Languages Sylvan Challenge 9 (5,000 XP) Magic Club. Some will bear some resemblance to their masters. Each creature within 5 feet of that point must make a DC 18 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one. Each creature must succeed on a DC 19 Strength saving throw or take 21 (4d6 + 7) bludgeoning damage and be stunned until the end of the girallon's next turn. Light Sensitivity. Devils of Discord. They never knowingly put themselves at risk, and will always have a bodyguard or two nearby to redirect an attack made against them to it. Melee Weapon Attack: +12 to hit, reach 15 ft., one Large or smaller creature. The Dark Souls, who draw their magic from fiends and evil gods, and the Radiant Soul, who gain their powers from celestial beings. Artillerist Medium humanoid (any), any alignment Armor Class 16 (+1 chain shirt) Hit Points 84 (13d8 + 26) Speed 30 ft. The darkling elder is a 10th-level spellcaster. Hill Giant Champion of Grolantor Hill Giant Shaman of Ogrémoch Huge giant, chaotic evil
Huge giant, chaotic evil Armor Class 13 (natural armor) Hit Points 172 (15d12 + 75) Speed 40 ft. (20 ft. The brachavyrm spits webbing in a line that is 30 feet long and 10 feet wide. You must use the result of the second roll, even if it is lower. The brachavyrm is a solitary predator that hunts for mortal humanoids. Having lived in the waters of Styx, the xerfilstyx devil has been driven insane from the constant bombardment of memories. Arms Dealer. It has therefore spawned scores of cults with diversified objectives, but all fall under three major doctrines. The dracolisk can use its Frightful Presence. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Bestiary 107 Drakes Ambush Drake Ambush Drak 10 (3d6) acid damage on a failed save, or half as much on a successful one. The dragon exhales poisonous gas in a 30-foot cone. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack. The nuckalavee has advantage on saving throws Death Claw. When a creature the hobgoblin can see within 30 feet of it makes an attack roll, and the creature can hear the hobgoblin, the draegloth can pull a target restrained by its web into an unoccupied space within 5 feet of the draegloth. Marut Guards Marut Concordants were created to carry out justice for broken contracts accepted and imposed by the marut. STR 14 (+2) DEX 14 (+2) CON 16 (+3) INT 10 (+0) WIS 16 (+3) INT 10 (+1) WIS 16 (+1) WIS 1 11 (7,200 XP) Spellcasting. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. The kobold is a 7th-level spellcaster. When a creature within 5 feet of the firenewt can force the creature to make a DC 14 Dexterity saving throw. The lamia can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Meazel Assassin that isn't incapacitated and the meazel doesn't have disadvantage on the attack roll. If Asmodeus fails a saving throw, he can choose to succeed instead. Careful Eyes. The darkling elder and up to 3 creatures of its choice have advantage on ability checks, attack rolls, and saving throws made against the target. Most visitors are loyal worshipers and powerful wizards who would like to study under Mephistopheles or offer him new knowledge. Legendary Actions The Aspect of Moloch can take 3 legendary actions, choosing from the options below. The bugbear beast shaman wears a grizzly bear cloak and is armed with meticulously crafted bear claws as fist weapons. Hit: 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage, or 16 (2d10 + 5) slashing damage, or 16 (2d8 + 5) slashing damage. extracting it from tortured elven prisoners. Hit: 13 (2d8 + 4) piercing damage plus 4 (1d8) lightning damage. If the annis expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8). The nightprowler resembles a creature that has a vaguely humanoid upper body and a lower body of a large feline. A bite from a bunyip can become a life and death struggle for its victim. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. The beholder regains spent legendary actions at the start of its turn. Telekinetic Ray. now appear as tall, emaciated humanoids with vestigial wings protruding from their back and hot flames enshrouding their entire bodies. Surprise Attack. Presented in this section are various zombie types of standard creatures. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. This effect ends early if the ogre is incapacitated or it dies, or if someone else marks the target. Longword. The barbarian king regains spent legendary actions at the start of its turn. Stun. The morkoth is an 15th-level spellcaster. Rugged Outdoorsman You have dedicated your life and work in the frontier and harsh wilderness. The berbalang's innate spellcasting ability is Intelligence (spell save DC 15). Verbeeg Shaman Large giant, neutral (usually evil) Armor Class 15 (patchwork armor) Hit Points 119 (14d10 + 42) Speed 40 ft. Ilneval's Command (Recharge 4-6). The war chanter is a 13th-level spellcaster. Legendary Actions The Aspect of Mephistopheles can take 3 legendary Actions, choosing from the options below. The phoenix deals double damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned. Legendary Actions The zaratan can take 3 legendary actions, choosing from the options below. The troll has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Reactions Spell Reflection. Nightcrawler A nightcrawler at first glance resembles a nightmarish purple worm, but is jet black in color and oozes an insidious presence. On each of its turns, the kenku can use a bonus action to take the Dash, Disengage, or Hide action. The headless horseman is immune to effects that turn undead. The greenspawr leaper's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start. Hit: 16 (2d8 + 7) bludgeoning damage. It is often mistaken for an undead or lycanthrope due to its mind control spores. STR 14 (+2) DEX 12 (+1) CON 16 (+3) INT 3 (-4) WIS 12 (+1) CHA 8 (-1) Senses darkvision 60 ft., passive Perception 11 Languages ----Challenge 2 (450 XP) Keen Smell. The Aspect of Zuggtmoy makes three pseudopod attacks. Cave Strider. On a failed save, the creature spends its action that turn retching and reeling. She will be willing to grant a petitioner and Aspect if it would somehow help her further her goal of escaping her eternal prison in the Nine Hells. The hag's innate spellcasting ability is Wisdom (spell attacks). The giant has advantage on attack rolls made against targets that are touching the earth. The deep scion deals an extra 7 (2d6) damage when the deep scion hits a target with a weapon attack and has advantage on the attack roll. On a failed save, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. The verbeeg is a 5th-level spellcaster. Bestiary 31 Catoblepas Calf Medium monstrosity, unaligned Catoblepas Calf Normally docile, a catoblepas Calf Normally docile, a catoblepas Calf Medium monstrosity, unaligned Catoblepas Calf Normally docile, a catoblepas Calf Medium monstrosity, unaligned Catoblepas Calf Medium monstros Speed 120 ft. You'll also find in these pages the Spider Queen herself, plus a trio of Archdevils that's been curiously missing from the main books. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Poisonous spines protrude from its sides, and its skin and outer shell is coated with a corrosive, sticky slime. The rage lasts for 1 minute or until the drake is incapacitated. NonPlayer Characters 275 Lore Master Lore Masters are wizards who specializes in understanding how magic works. DEX 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 14 (+2) Saving Throws Dex +4 Skills Athletics +2, Perception +2, Stealth +4, Survival +2 Damage Immunities poison Condition Immunities poisoned Senses passive Perception 12 Languages Grung Challenge 3 (700 XP) Amphibious. Ranged Weapon Attack: +8 to hit, range 60 ft., one target. When a creature can hear the hobgoblin, the hobgoblin grants advantage to that roll. Bark Command (Costs 2 Actions). STR 18 (+4) DEX 8 (-1) CON 16 (+3) Cantrips (at will): guidance, sacred flame, thaumaturgy, toll the dead 1st level (4 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (4 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (4 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (3 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (4 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (4 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (4 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (4 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (4 slots): bane, command, cure wounds, divine favor, guiding bolt 2nd level (4 slots): bane, command, cure wounds, divele (4 slots): bane, command, cure wounds, divine favo 14 (+2) CHA 10 (+0) Skills Perception +5, Religion +3 Senses darkvision 60 ft., passive Perception 15 Languages Common, Giant Challenge 5 (1,800 XP) Multiattack. In addition, it can maintain concentration on up to two spells. Sneak Attack (1/Turn). Slam Foe. The yuan-ti is a 5th-level spellcaster. The hobgoblin makes a greatsword attack. The neogi can climb difficult surfaces, including upside down on ceilings, without needing to make an
ability check. Each time the target takes necrotic damage, it must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage, it must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage, it must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage, it must succeed on a DC 22 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. blue-scaled body, which crackles with electricity, no longer have wings but have adapted to burrowing under the ground. Dark Soul Medium humanoid (any), any evil alignment Armor Class 13 (16 with mage armor) Hit Points 110 (20d8 + 20) Speed 30 ft., fly 30 ft. The Aspect's skin is pale like a corpse's, but is as tough as iron. The eye of the deep makes one pincer attack. You can choose to spend one of your Rugged Outdoorsman points after you roll the die, but before the outcome is determined. Reactions Parry. When a creature within 60 feet of the passion devil makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 17 Wisdom saving throw. STR 16 (+3) DEX 14 (+2) CON 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 18 (+4) Saving Throws Dex +5, Cha +7 Skills Intimidation +7, Perception 14 Language (usually Common) Challenge 8 (3,900 XP) Spellcasting. Finger of Doom (Recharge 6). The catoblepas makes two attacks: one with its bite and one with its tail. Creatures provoke an opportunity attack, the target is incapacitated, and if the ogre when they move 5 feet or more while within the ogre's reach, and if the ogre when they move 5 feet or more while within the ogre's reach, and if the ogre when they move 5 feet or more while within the ogre when they move 5 feet or more when they mo Bestiary 45 Demons Abyssal Skulker Small fiend (demon), chaotic evil Armor Class 15 (natural armor) Hit Points 9 (2d6 + 2) Speed 30 ft. If available, it can use Flame Scorch in place of one of these attacks. Sea Spawn Pincer Medium humanoid, neutral evil Armor Class 14 (natural armor) Hit Points 75 (10d8 + 30) Speed 20 ft., swim 20 ft. It can innately cast the following spells, without providing material components: At will: detect magic, fog cloud, light 3/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person, misty step, telekinesis 1/day each: feather fall, fly, gust of wind, hold person + 2) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage and the target gains vulnerability to fire until the end of the hellfire steward's next turn. These duergar have strong commanding presence enough to maneuver allies in the battlefield. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. (blind beyond this radius), passive Perception 14 Languages understands Undercommon but can't speak Challenge 3 (700 XP) Echolocation. Challenge 10 (5,900 XP) Innate Spellcasting. Charm Ray. Hit: 10 (2d6 + 3) slashing damage plus 5 (1d10) fire damage and the target catches fire. Elder Gray Render Elder gray render have grown to a massive size and are covered in tougher skin as compared to its normal brethren. The elder brain regains spent legendary actions at the start of its turn. On a successful save, the target takes 14 (4d6) psychic damage. It then makes two melee attacks: one with its tentacle and one with its dagger Damage Transfer. Each creature in that area must succeed on a DC 19 Constitution saving throw, taking 22 (5d8) fire damage on a successful one. If the kenku is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the kenku instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. As a gift from its deity, the war priest's red scales are always glowing faintly like embers. Longbow. If it finds an opportunity to trap or block targets within melee range from escaping, it will use its Creeping Death ability and cast it centered on itself. STR 16 (+3) DEX 16 (+3) CON 14 (+2) INT 12 (+1) WIS 14 (+2) CHA 18 (+4) Saving Throws Wis +6, Cha +8 Skills Arcana +5, Perception 16 Languages any two lan roll against a different target within 60 feet of the original target. The radiant soul is a 20th-level spellcaster that takes advantage of its dual heads, each head being able to maintain concentration on two spells at the same time. Each creature in the area must succeed on a DC 16 Dexterity saving throw taking 33 (6d10) lightning damage on a failed save, or half as much on a successful one. The gnoll makes two flail attacks or three longbow attacks. Horrid Link (1/Turn). The boggle has advantage on Wisdom (Perception) checks that rely on smell. The drow deals an extra 10 (3d6) damage when the drow hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll. The kobold makes a spear attack. The deathpriest exarch is an 11th-level spellcaster. Prerequisites S ome talents have prerequisites. Any creature that isn't flying and enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. weakened. Reactions Fiery Retribution (3/day). Bestiary 11 Balhannoth A balhannoth, if left alone for decades, can gain a vast amount power from devouring countless victims. DEX 14 (+2) CON 12 (+1) Small humanoid (kobold), lawful evil Armor Class 12 (15 with mage armor) Hit Points 54 (12d6 + 12) Speed 30 ft. The meazel deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the meazel Garrote. The creature can continue to make saving throws at the end of each of its turns. If the cult high priest is incapacitated, it makes no choice; instead, the closest ally within 30 feet is the chosen ally. The giant makes a maul attack. Both the space it teleports Kithlord Legendary Resistance (3/Day). Any hit the darkling elder scores against a surprised creature is a critical hit. What make jovocs a real threat in battle is their aura of retribution which allows them to magically inflict pain against nearby creatures when they get hurt. The hellhounds appear in unoccupied spaces within 30 feet of the giant and acts as its allies. Bestiary Reactions Sudden Lunge. Hit: 12 (2d6 + 5) piercing damage. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start. You can choose to spend one of your Crafty Dealer points after you roll the die, but before the outcome is determined. Small humanoid (xvart), chaotic evil STR 8 (-1) DEX 15 (+2) CON 10 (+0) INT 8 (-1) WIS 7 (-2) CHA 7 (-2) Skills Stealth +6 Senses darkvision 30 ft., passive Perception 8 Languages Abyssal Challenge 1/4 (50 XP) Low Cunning. STR 13 (+1) DEX 19 (+4) CON 12 (+1) INT 12 (+1) WIS 14 (+2) CHA 13 (+1) STR 13 (+1) DEX 17 (+3) CON 12 (+1) INT 10 (+1) WIS 14 (+2) CHA 16 (+3) Skills Acrobatics +7, Deception +8, Stealth +10 Senses darkvision 60 ft., passive Perception 18
Languages Elvish, Sylvan Challenge 5 (1,800 XP) Skills Acrobatics +6, Deception +8, Stealth +9 Senses darkvision 60 ft., passive Perception 18 Languages Elvish, Sylvan Challenge 6 (2,300 XP) Assassinate. Arcane Turret (Recharges after a Short or Long Rest). The duergar magically summons a Medium turret in an unoccupied space on a horizontal surface within 5 feet of it. They serve as the tribe's healer, prophet, and head adviser. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn. Until this grapple ends, the target is restrained, and the ranaeloth can't use its bite attack or tongue attack or tongue attack on another target. STR 18 (+4) DEX 19 (+4) CON 18 (+4) INT 20 (+5) WIS 21 (+5) CHA 22 (+6) Saving Throws Str +8, Dex 8, Wis +9, Cha +10 Damage Resistances cold biercing, and slashing from nonmagical attacks that aren't silvered Damage Immunities fire, poison Condition Immunities poisoned Senses darkvision 120 ft. To prepare for a big fight, the Aspect of Zuggtmoy will always create thralls and spore creatures first. Actions +1 Hellfir Spear. Tail. Kithlord Kithguard Kithlords are the undisputed leaders and generals of the shadarkai army. However, this is more for show than necessity, as the ulitharid supreme is very capable of defending itself, even against powerful foes, such as high level adventurers or giths. The trap creates a 10-foot radius sphere of green, nauseating gas centered on the trap which lasts for 1 minute. The goblin is a 5th-level spellcaster. Aspect of Zuggtmoy Large fiend (demon), chaotic evil Armor Class 14 (natural armor) Hit Points 142 (19d10 + 38) Speed 30 ft. The blackspawn stalker spits webbing in a line that is 30 feet long and 10 feet wide. The githzerai's innate spellcasting ability is Wisdom (spell save DC 16). This is usually reserved for escape since the gas would ruin the flesh of the victim and render it inedible for the leapers. Knowledge Collectors. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Armor Class 18 (+2 studded leather) Hit Points 104 (16d8 + 32) Speed 30 ft. Asmodeus turns his magical gaze toward one creature he can see within 120 feet of it. As an action, the restrained creature can make a DC 17 Strength check, escaping from the Waterial Plane 256 Chapter 1. As a bonus action, the kenku can choose one creature within 5 feet of it. When the drow casts a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage with one other type from that list. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. The retriever can innately cast the following spells, requiring no material components. The mastermind deals an extra 24 (7d6) damage when the mastermind that isn't incapacitated and the mastermind doesn't have disadvantage on the attack roll. Pack lords can lead multiple packs, each led by an alpha. Medium humanoid (lizardfolk), neutral Armor Class 17 (natural armor) Hit Points 71 (11d8 + 22) Speed 30 ft., swim 30 ft. On each of its turns, the yeth hound can use a bonus action to take the Hide action. The palrethee's innate spellcasting ability is Intelligence (spell save DC 12). The Aspect of Dispater will resemble a 7-foot tall tall man with long dark hair, a pair of short horns on its forehead, and with one leg ending with a cloven hoof. It has an AC of 18 and 60 hit points. If the attack hits, the target must succeed on a DC 18 Strength saving throw or be pushed 15 feet in a straight line away from the Aspect of Yeenoghu. Bestiary 153 Gnoll Archer Gnoll Berserker Armor Class 15 (studded leather) Hit Points 27 (6d8) Speed 30 ft. Knowledge is your tool to gain the attention of everyone around you when you explain your points. Hit: 9 (2d4 + 4) slashing damage. The wall is an object made of iron that can be damaged and thus breached. If the orc isn't incapacitated, a creature frightened of the orc that starts its turn within 30 feet of the orc takes 7 (2d6) psychic damage and has its speed is reduced to 0. The gastrobolus has advantage on a ving throws against spells and other magical effects. The target takes 19 (2d12 + 6) slashing damage on a failed saving save, or half as much damage on a successful one. If a thrown target strikes an object, such as a wall or floor, the target is pulled to a space within 5 feet of the ranaeloth, which can use a bonus action to make a bite attack against the target. New Spells) Undying Soul (Recharges after a Short or Long Rest). On a failed save, the creature falls prone and takes 25 (4d8 + 7) bludgeoning damage and 16 (3d10) necrotic damage and be restrained until the effect ends. Great Morningstar (Costs 2 Actions). It can use Mesmerizing Chirr in place of one of these attacks. Hit: 12 (2d4 + 7) bludgeoning damage and the target is grappled (escape DC 17) and restrained until the grapple ends, and the grant can't use Slam on another target. The Aspect of Mephistopheles is an 11th-level spellcaster. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Sightless Hunters. Each creature within 40 feet of it must make a DC 18 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a failed save, or half as magical effects. Aside from being shrewd battle tacticians, their presence alone bolsters other redcaps to a blood thirsty frenzy when they smell blood or weakness. STR 21 (+5) DEX 8 (-1) CON 19 (+4) INT 5 (-3) WIS 9 (-1) CHA 6 (-2) Skills Perception +2 Senses passive Perception +2 Senses passive Perception 12 Languages Giant Challenge 6 (2,300 XP) Overbearing. You regain your expended Shady Operator points when you finish a long rest. Typical cornugon devils stand at around 11 to 12 feet tall, are overly muscular, and have steel-like scales or tough fur covering their body. If the nightcrawler takes 20 damage or more on a single turn from a creature inside it, the nightcrawler must succeed on a DC 24 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the nightcrawler. DEX 15 (+2) Zovvut Palrethee Small fiend (demon), chaotic evil STR 12 (+1) Flaming Warrior. If the Aspect of Moloch fails a saving throw, it can choose to succeed instead. It is commonly said though that the creature first rose from the decapitated corpse of a disgraced knight that was animated by a night hag. Mephistopheles dies only if he starts his turn with 0 hit points and doesn't regenerate. Hit: 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged. Hobgoblin Marshal Hobgoblin Marshal Hobgoblin Pikeman Armor Class 19 (splint, shield) Hit Points 71 (11d8 + 22) Speed 30 ft. The target becomes aware that something is linked to its mind once it is no longer incapacitated, and the elder brain can terminate the link at any time (no action required). Any creature that starts its turn within 10 feet of the paeliryon and can smell the paeliryon must succeed on a DC 20 Constitution saving throw or be poisoned until the start of its next Teleport (1/Day). Male aranea do not have the ability to shapechange into humanoid form and have no magical abilities. STR 14 (+2) DEX 15 (+2) CON 12 (+1) INT 10 (+0) WIS 12 (+1) CHA 16 (+3) Skills Arcana + 3, Deception +6, Perception +7, Stealth +8 Senses darkvision 60 ft., passive Perception 17 Languages Common, Draconic Challenge 5 (1,800 XP) Cunning Action. Greatsword. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. In combat, the Aspect of Demogorgon will seemingly appear to employ random attacks, not focusing on any single target. Quicklings Quicklings out to do mischief is normally led by a captain. Aspects are a great way to increase the presence of these fiends in your campaign, and allows you to create a mid-level preview of what's to come at the end, if you ever plan to get there. While in bright light, the darkling elder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. The target must succeed on DC 14 Wisdom saving throw. Due to Dispater's deep paranoia, he prefers to stay in his fortress and instead send messages to his archdukes
through letters sewed on the bodies of imp servants. Lightning Discharge (Recharges 4-6). The derro is a 7th-level spellcaster. 200 Chapter 1. The meenlock chooses up to three humanoid creatures it can see within 30 feet of it. The xerfilstyx has advantage on saving throws against spells and other magical effects. Bestiary Foe Smiter of Ilneval. Whirlwind Blast (Recharge 6). It must use the new rolls. Cult Priest of Demogorgon Medium humanoid (any), chaotic evil Armor Class 14 (studded leather) Hit Points 32 (5d8 + 10) Speed 30 ft. Ranged Weapon Attacks. Large fey, chaotic evil Armor Class 14 (natural armor) Hit Points 142 (19d10 + 10) Speed 30 ft. Ranged Weapon Attacks. 38) Speed 40 ft. They are also quite insane. The Aspect of Bael casts charm person or major image. Medium humanoid (orc), chaotic evil WIS 11 (+0) CHA 10 (+0) Senses darkvision 60 ft., passive Perception 10 Languages Common, Orc Challenge 3 (700 XP) Aggressive. On a failed save, the target is paralyzed for 1 minute. Challenge 5 (1,800 XP) Skills Perception +6, Stealth +7, Survival +4 Condition Immunties frightened Senses darkvision 120 ft., passive Perception 16 Languages telepathy 120 ft. Arcane Bolt. The beast shaman is a potent druid that can cast spells and attack with its claws on the same turn. Hit: 13 (2d8 + 4) bludgeoning damage. Challenge 26 (90,000 XP) Hellfire Aura. Stink Cloud. Each ally of the target and if it is within range, make one melee weapon attack against it. While the phaerimm have since mostly forgotten about them, the gougers continue to aggressively prowl the Underdark, hunting actively for beholders. The anathema is destroyed only if it starts its turn with 0 hit points and doesn't regenerate. The allip chooses up to four creatures it can see within 60 feet of it. Each attack that hits deals an extra 5 (1d10) cold damage. The target dies if reduced to 0 hit points by this ray. Bestiary Githyanki Psi-Blade Githyanki Psi-Blad (+1) DEX 10 (+0) CON 12 (+1) INT 12 (+1) WIS 16 (+3) CHA 12 (+1) Saving Throws Wis +5, Cha +3 Skills Arcana +3, Religion +2 Senses passive Perception 13 Languages any two languages (usually Common) Challenge 2 (450 XP) Spellcasting. It has the following cleric spells prepared: Cantrips (at will): guidance, mending, resistance, toll the dead, thaumaturgy 1st level (4 slots): bane, false life, inflict wounds, ray of sickness 162 Chapter 1. Bestiary 77 Dispater The reclusive lord of Dis rules the second layer of Baator with a militaristic grip. If the zombie ends within 10 feet of the target, the zombie ends within 10 feet of the target of the target. The reclusive lord of Dis rules the second layer of Baator with a militaristic grip. If the zombie ends within 10 feet of the target. 13, +5 to hit with spell attacks). The Aspect of Zariel turns its magical gaze toward one creature it can see within 120 feet of it and commands it to combust. Each creature within 120 feet of it and commands it to combust. moves at least 10 feet straight toward a creature and then hits it with a melee attack on the same turn, the target takes an extra 3 (1d6) weapon damage and must succeed on a DC 12 Strength saving throw or be knocked prone. Mephistar was brought to lower than freezing temperatures so that the citadel could sustain Mephistopheles' hellfire experiments. Once per turn, when the giant hits a creature with a melee weapon attack, it can force the creature is next turn. The giant's innate spellcasting ability is Charisma (spell save DC 14). Monstrous Flail snail 7-8. The third most common doctrine is the true goal of Orcus, which is to seek an end to all life in the cosmos, replacing the living with undead who serve only him. Reactions Smite the Weak. The goblin makes two scimitar attacks or two javelin attacks. Stone Giant Skirmisher Huge giant, neutral Armor Class 17 (natural armor) Hit Points 138 (12d12 + 60) Speed 40 ft. Unarmed Strike. Headless Horseman extra damage increases by 1d8 for each level above 1st (maximum 5d8). Such a creature will attract the attention of the Queen of Air and Darkness or Malar the Beastlord. It is not uncommon to encounter greater barghests leading their own goblinoid armies, with their unfortunate goblin underlings both serving as slaves and sources of sustenance. NonPlayer Characters 283 War Caster Medium humanoid (any), any alignment Armor Class 14 (studded leather) Hit Points 71 (11d8 + 22) Speed 30 ft. Prerequisite: Great Cleave, Strength 17 or higher. The young phoenix partially retains the wisdom of its former self, and gains a hot-headed temperament, eager to try its new-born powers in the world. It can also turn its pain into a pleasurable gift, bolstering nearby allies when it takes damage. Its thorax has a humpback-shaped bulge which houses its brain. In addition, the target must make a DC 14 Wisdom saving throw or be blinded until the end of the dawnkiller's next turn. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. The harsh, cramped, and tight spaces of subterranean life has transformed them into hunched, stoop-shouldered caricatures of their former greatness and their skin and hair pasty white. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 9 (2d8) necrotic damage. Trained for combat and sworn to servitude since childhood, drow soldiers exhibit their discipline and combat mastery with perfect and unbreakable phalanx formations. Aspect of Bael Bael only listens to petitions from his followers who consider themselves soldiers and generals, and only if the Aspect is to be used in times of war as part of a tactical move or stratagem. Mounted Advantage. If the dragonne moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone and stunned until the end of the dragonne's next turn. STR 16 (+3) DEX 12 (+1) CON 16 (+3) INT 14 (+2) WIS 20 (+5) CHA 14 (+2) Skills Arcana + 6, Deception +6, Perception +6, Perception +6, Perception +6 Damage Resistances acid, necrotic, poison Senses darkvision 60 ft., passive Perception 19 Languages Abyssal, Common Challenge 11 (7,200 XP) Spider Climb. The cavalier makes three longword attacks. Melee Weapon Attacks: +16 to hit, reach 5 ft., one creature. 30 Chapter 1. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one. It can use its Doom Shriek in place of its beak attack. The Aspect of Asmodeus attacks with its Ruby Rod. STR 20 (+5) DEX 18 (+4) CON 20 (+5) Multiattack. The drow has 10 sorcery points. Bark Command (Costs 3 Actions). Hit: 15 (2d8 + 6) piercing damage plus 9 (2d8) fire damage. The pulverizer emits intense sound in a cone 15 feet long. Once fully upright, the Maurs are better able to leverage their strength and spell capabilities to their maximum potential. The blackspawn stalkers is an expert trap hunter, spinning webs on the forest floor or the treetops to waylay unsuspecting wanderers with. 36 Chapter 1. A creature the bunyip is grappling must make a DC 14 Constitution saving throw. Unless there is actual space to stand up, these 15-foot tall giants are always hunched over and scraping their knuckles on the floor. In combat she unleashes an assortment of powerful necromantic spells that can drain the life out of her foes. Benefit: You have a +1 bonus to Strength saving throws. The babau makes two melee attacks. Until this curse ends, every undead and every creature from hiding from them. The cursed target loses l point of Charisma after each hour, as its head takes on fiendish aspects. Bestiary malevolent red. Ranged Weapon Attack: +15 to hit, range 60/120 ft., one Huge or smaller creature, it must succeed on a DC 15 Strength saving throw or the beholder moves it up to 30 feet in any direction. As a bonus action, when the giant hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 9 (2d8) lightning or necrotic damage to the target. 246 Chapter 1. Hit: 9 (3d6 - 1) piercing damage. Reactions Vexing Escape (Recharge 5-6). In combat, the Aspect of Zuggtmoy will lash at and batter its foes with its pseudopods. Dark One's Own Luck (Recharge 5-6). In combat, the Aspect of Zuggtmoy will lash at and batter its foes with its pseudopods. Dark One's Own Luck (Recharge 5-6). after a Short or Long Rest). Hit: 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. For 1 minute, the weapon deals an extra 1d8 lightning damage (included in the attack). In combat, the bone golem fights like a brute, hacking at each foe with its weapons and pair of oversized clubbed arms. An athach is a greedy collector of gems, jewelry, and precious metals. Mephistopheles regains spent legendary actions at the start of his turn. The kithlord regains spent legendary actions at the start of his turn. The kithlord regains spent legendary actions at the start of his turn.

Berserker Large giant, chaotic evil Armor Class 12 (natural armor) Hit Points 123 (13d10 + 52) Speed 40 ft. This has made them more cunning and dangerous opponents and the obvious leaders of a redcap band. On a 1 to 4, the creature does nothing. The Iron Tower. Deathpriests of Orcus perform an unholy ritual where they sacrifice, willing or otherwise, a knight and its steed to the demon lord. During combat, it mixes its arcane and martial skills with deadly efficiency, taking advantage of both its empowered and quickened spell powers and tail stinger. Twisted Amalgamation. The curse ends early if the target dies, the deathlock dies, or it is incapacitated. Majority of the cultists are fiends and intelligent aberrations. Unleash Hell! (1/Day). Actions Claws. While he is the only one who has mastered the use of hellfire magic, Mephistopheles willingly imparts the power to influential people and devoted followers in order to build up and strengthen his cult following. Bargda Bargda Bargda Huge monstrosity, chaotic evil Once in every generation, a hill giant worshiper of Baphomet will give birth to a Bargda. Hit: 9 (1d8 + 5) piercing damage. Orc Zombie Medium undead, neutral evil Owlbear Zombie Armor Class 10 (hide armor) Hit Points 17 (2d8 + 8) Speed 20 ft. The Aspect of Yeenoghu makes a bite attack against each creature within 10 feet of it. Hit: 6 (1d8 + 2) piercing damage Shell Defense. Hit: 12 (2d8 + 3) piercing damage plus 3 (1d6) acid damage. STR 14 (+2) DEX 16 (+3) INT 4 (-3) WIS 10 (+0) CHA 7 (-2) Skills Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +7 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +3 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +4 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +4 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +4 Damage Immunities poison Senses blindsight 10 ft., darkvision 60 ft., passive Perception +2, Stealth +4 D XP) Ambusher, INT 3 (-4) WIS 7 (-2) CHA 5 (-3) STR 13 (+1) DEX 8 (-1) CON 15 (+2) INT 3 (-4) WIS 6 (-2) CHA 3 (-4) WIS 6 (-2) WIS 6 (-2) WIS 6 (-2) WIS 6 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Bullywug but can't speak Challenge 1/4 (50 XP) Brute. Good storm giant war casters usually have good diplomatic ties with good-aligned kingdoms and societies and maintain trade agreements with them. Cunning Lurer. Hit: 8 (1d8 + 4) piercing damage and 5 (1d10) fire damage. An ally that is within 30 feet of the ogre and can see and hear this ogre has advantage to saving throws against being charmed and frightened, and all attack rolls against enemies within 30 feet of the ogre isn't incapacitated. While the bodak still prefers to use its terrifying gazes to kill its foes, the ravager enjoys using its imposing size and strength to crush its enemies. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Yeenoghu's Laugh for the next 24 hours. In addition, the grappled target takes 22 (4d10) necrotic damage at the start of each of its turns. Its statistics, other than its size, are the same in each form. If the Aspect of Lolth fails a saving throw, it can choose to succeed instead. The phoenix regains spent legendary actions at the start of its turn. Alternatively, the number rolled can be added to Asmodeus's next ability check, attack roll or saving throw, it can choose to succeed instead. The palrethee can innately cast the following spells, without providing material components: At will:: detect evil and good, detect magic 1/day: fear Actions Multiattack. She prefers to live in the dark recesses of caves in the gloomiest forests or most treacherous swamps. Until this grapple ends, the sea spawn can't use this pincer on another target. 230 Chapter 1. INT 18 (+4) WIS 14 (+2) CHA 19 (+4) Skills Intimidation +9, Perception +7, Persuasion +9 Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered Damage Resistances cold; bludgeoni Perception 17 Languages all, telepathy 60 ft. Command Allies (Costs 3 Actions). In very rare cases, however, instead of the great old master becoming helpless, the toxin instead of the great old master becoming helpless, the toxin instead of the great old master becoming helpless. creatures are closest, the attacker chooses which one to target. Benefit: You have 3 Rugged Outdoorsman points. The Aspect of Juiblex regains spent legendary actions at the start of its turn. Hit: 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 7 (2d6) acid damage at the start of each of the froghemoth's turns. The remmanon magically teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see. Until the grapple ends, the target can't breathe and takes 14 (4d4 + 4) bludgeoning damage at the start of each of the bugbear's turns. The neogi is an 11th-level spellcaster. The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. It can spend 1 or more sorcery points to gain one of the following benefits: Empowered Spell: When the goblin rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage and catches fire; until someone takes an extra 11 (2d10) fire damage at the start of each of its turns. 262 Appendix A. The Aspect of Orcus stands about 12-feet tall and has a disgusting corpulent body that is covered with animal hair. The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The Aspect of Bel magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 60 feet of it: 1. Any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. It can emerge from its shell as a bonus action on its turn. It can use Combustion, Rolling Flame, or Detionation in place of one of these attacks. Dread Dirgesinger Medium humanoid (any), any non-good alignment Armor Class 16 (+2 studded leather) Hit Points 112 (15d8 + 45) Speed 30 ft. The ranaeloth exhales poisonous gas in a 15-foot cone. The darkling elder makes two melee attacks. The devils appear in an unoccupied spaces within 60 feet of the remmanon and act as the remmanon's allies. Hit: 9 (1d8 + 5) slashing damage. The targeted creature must succeed on a DC 13 Dexterity saving throw or take 27 (5d10) necrotic damage. The targeted creature must succeed on a DC 13 Dexterity saving throw or take 27 (5d10) necrotic damage. war priest, able to cast spells that either complement and enhance its martial skills, or wreak havoc at the enemy ranks. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Armor Class 15 (studded leather armor) Hit Points 82 (15d8 + 15) Speed 30 ft. The jovoc dies only if it starts its turn with 0 hit points and doesn't regenerate. In its natural form, the aranea appears as a giant spider with slender humanoid arms in place of its pedipalps. NonPlayer Characters 259 Arcane Tricksters are rogues that have learned to blended their knowledge of enchantment and illusion magic into their craft, further enhancing their abilities for combat, subterfuge, and mischief. The Aspect of Bael dies only if it starts its turn with 0 hit points and doesn't regenerate. STR 19 (+4) DEX 10 (+0) CON 17 (+3) INT 13 (+1) WIS 12 (+1) CHA 16 (+3) Saving Throws Dex +3, Con +6, Wis +4, Cha +6 Skills Perception +7, Stealth +3 Damage Immunities lightning Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14 Languages Draconic Challenge 6 (2,300 XP) Actions Multiattack. The greenspawn razorfiend exhales poisonous gas in a 30-foot cone. Until the grapple ends on the targets, the cave fisher can't extrude another filament. Each giant, humanoid, and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the vargouille's next turn. The zaratan moves up to its speed. Huge fiend (demon), chaotic evil Armor Class 16 (natural armor) Hit Points 178 (17d12 + 68) Speed 50 ft., swim 50 ft. It eventually evolves into the more fearsome elder balhannoth. Grung Sorcerer Small humanoid (grung), lawful evil STR 7 (-2) Armor Class 12 Hit Points 22 (4d6 + 8) Speed 25 ft., climb 25 ft. The meazel makes two shortsword attacks. Hit: 14 (2d8 + 5) piercing Damage plus 9 (2d8) lightning damage. The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell. The berbalang lore master has also evolved into a more powerful spellcaster, capable of unleashing deadly attacks at will. She is never without her cadre of flind bodyguards, and is often gifted by Yeenoghu with a pack of shoosuva. Mind Flayers Ancient Elder Brain An ancient elder brain has lived for centuries and has absorbed thousands of mind flayer brains, making it even more powerful. Melee Weapon Attack (true form only): +4 to hit, reach 5 ft., one target. It then spits caustic webbing at its prey to pin them down before lunging at them for a bite and bludgeoning them with its tails. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 60 feet of the deathpriest exarch and obey its commands until they are destroyed, until it dismisses them as an action, or 8 hours have passed. Hit: 16 (2d10 + 5) piercing damage (lack dragon head), fire damage (red dragon head), or cold damage (white dragon head). On a failed save, the creature takes 10 (3d6) poison damage and becomes poisoned. Blood Breath (Recharge after a Long Rest). Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 36 (8d8) thunder damage on a failed save, or half as much on a successful one. It uses its knowledge of its surroundings to find the perfect ambush spots where it can lie in wait and pick off a lone passerby, such as the rear quard of an adventuring party, without it getting noticed. Baleful Weapons. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The fire ignites flammable objects in the area that aren't worn or carried. Orc Sharpshooter Orc sharpshooters are highly skilled archers with deadly aim. In addition, any nonmagical armor or shield worn by the target gets crushed. Alternatively, it can make one claw attack and cast one spell. If they encounter a threat or problem, they rarely act on it themselves. Hit: 16 (3d6 + 6) piercing damage. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. Bestiary Armor Class 16 (chain mail) Hit Points 65 (10d8 + 20) Speed 25 ft. You regain your expended Grizzled Veteran points when you finish a long rest. Baleful Breath (Recharge 5-6).

The Expanded Psionics Handbook (2004) re-introduced the psionic mind flayer, detailing the differences between psionic and normal mind flayers, although creating a Psionic Mind Flayer still requires the information from the Monster Manual. Monster Manual V (2007) introduced the concept of "thoon", a driving force (be it some alien god, outside ... Monster Manual II was a 160-page hardcover book published in 1983, also credited solely to Gygax. The book was a supplement describing over 250 monsters, most with illustrations. Many of the monsters were drawn from scenario modules. The book included random encounter tables for dungeon and wilderness settings built from the Monster Manual, Fiend Folio, and Monster ...

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