D&D 5e Monsters

Acolyte
Allosaurus
Ambush Drake
Animated Armor
Ankylosaurus
Ape
Ape, Giant
Assassin
Awakened Shrub
Awakened Tree
Axe Beak
Baboon
Badger
Badger, Giant
Banshee
Bat
Bat, Giant
Basilisk
Bear, Black
Bear, Brown
Bear, Polar
Berserker
Blink Dog
Blood Hawk
Boar
Boar, Giant
Bugbear
Bullywug
Cat
Centaur
Centipede, Giant
Chimera
Cockatrice
Commoner
Constrictor Snake
Constrictor Snake, Giant
Crab
Crab, Giant
Crocodile
Crocodile, Giant
Cultist
Cyclops
Death Dog
Deer
Doppelganger
Dragon, Blue, Adult
Dragon, Green, Young
Dragon, Red, Adult
Dragon, White, Adult
Eagle
Eagle, Giant
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Elephant
Elk
Elk, Giant
Ettercap
Fire Beetle, Giant
Flameskull
Flying Snake
Flying Sword
Frog
Frog, Giant
Gargoyle
Ghost
Giant, Fire
Giant, Hill
Giant, Frost
Giant, Stone
Gnoll
Goat
Goat, Giant
Goblin
Golem, Flesh
Golem, Stone
Grick
Griffon
Guard
Guard Drake
Half-Dragon
Harpy
Hawk
Hell Hound
Helmed Horror
Hobgoblin
Hobgoblin Captain
Horse, Draft
Horse, Riding
Hydra
Hyena
Imp
Jackal
Killer Whale
Knight
Kobold
Kobold, Winged
Lion
Lizard
Lizard, Giant
Lizardfolk
Mage
Mammoth
Manticore
Mastiff
Medusa
Merfolk
Minotaur
Mule
Mummy
Noble
Nothic
Ochre Jelly
Ogre
Orc
Otyugh
Owl
Owl, Giant
Owlbear
Panther
Pegasus
Peryton
Phase Spider
Poisonous Snake
Pony
Priest
Pseudodragon
Pteranodon
Quasit
Quipper
Rat
Rat, Giant
Raven
Rhinoceros
Roper
Ruffian
Rug of Smothering
Sabre-Tooth Tiger
Satyr
Scout
Sea Horse
Sea Horse, Giant
Shambler Mound
Shark, Giant
Shark, Hunter
Shark, Reef
Skeleton
Spectator
Specter
Spider
Spider, Giant
Sprite
Spy
Stirge
Swarm of Bats
Swarm of Insects
Swarm of Poisonous Snakes
Swarm of Quippers
Swarm of Rats
Swarm of Ravens
Thug
Tiger
Triceratops
Troglodyte
Troll
Twig Blight
Tyrannosaurus Rex
Vampire
Vampire Spawn
Veteran
Violet Fungus
Vulture
Warhorse
Wasp, Giant
Weasel
Weasel, Giant
Werewolf
Wight
Will-o’-Wisp
Winter Wolf
Wolf
Wolf, Dire
Wolf Spider, Giant
Worg
Wyvern
Yeti
Zombie
Acolyte

Medium humanoid (any race), any alignment

Armor Class: 10
Hit Points: 9 (2d8)
Speed: 30 ft

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<td>14 (+2)</td>
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Skills: Medicine +4, Religion +2
Senses: passive Perception 10
Languages: any one language (usually Common)
Challenge: ¼ (50 XP)

Traits

Spellcasting: The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (3 slots): bless, cure wounds, sanctuary

Actions

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

*Large beast, unaligned*

**Armor Class:** 13 (natural Armor)

**Hit Points:** 51 (6d10 + 18)

**Speed:** 60 ft.

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**Skills:** Perception +5

**Senses:** passive Perception 15

**Languages:** —

**Challenge:** 2 (450 XP)

**Traits**

**Pounce:** If the allosaurus 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 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

**Actions**

**Bite** - Melee Weapon Attack:

+6 to hit, reach 5 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

**Claw** - Melee Weapon Attack:

+6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage.
Ambush Drake

*Medium dragon, unaligned*

**Armor Class:** 13 (natural armor)
**Hit Points:** 22 (4d6 + 8)
**Speed:** 30 ft.

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**Skills:** Perception +4, Stealth +4  
**Damage Resistances:** poison  
**Senses:** darkvision 60 ft., passive Perception 14  
**Languages:** understands Draconic but can’t speak it  
**Challenge:** 1/2 (100 XP)

**Traits**

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

**Actions**

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

Medium construct, unaligned

Armor Class: 18 (natural Armor)
Hit Points: 33 (6d8 + 6)
Speed: 25 ft.

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Damage Immunities: Poison, psychic
Condition Immunities: Blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: Blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages: —
Challenge: 1 (200 XP)

Traits

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

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

Actions

Multiattack. The Armor makes two melee attacks.

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

Huge beast, unaligned

**Armor Class:** 15 (natural Armor)
**Hit Points:** 68 (8d12 + 16)
**Speed:** 30 ft.

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<td>15 (+2)</td>
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<td>12 (+1)</td>
<td>5 (-3)</td>
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**Senses:** passive Perception 11
**Languages:** —
**Challenge:** 3 (700 XP)

**Actions**

- **Tail - Melee Weapon Attack:**
  +7 to hit, reach 10 ft., one target.
  Hit: 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.
Ape

Medium beast, unaligned

Armor Class: 12
Hit Points: 19 (3d8 + 6)
Speed: 30 ft., climb 30 ft.

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Skills: Athletics +5, Perception +3
Senses: passive Perception 13
Languages: —
Challenge: 1/2 (100 XP)

Actions

Multiattack. The ape makes two fist attacks.

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

Rock. Ranged Weapon Attack:
+5 to hit, range 25/50 ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage.
Ape, Giant

_Huge beast, unaligned_

**Armor Class:** 12  
**Hit Points:** 157 (15d12 + 60)  
**Speed:** 40 ft., climb 40 ft.

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<td>18 (+4)</td>
<td>7 (-2)</td>
<td>12 (+1)</td>
<td>7 (-2)</td>
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**Skills:** Athletics +9, Perception +4  
**Senses:** passive Perception 14  
**Languages:** —  
**Challenge:** 7 (2,900 XP)

**Actions**  
**Multiattack:** The ape makes two fist attacks.

**Fist** - Melee Weapon Attack:  
+9 to hit, reach 10 ft., one target.  
Hit: 22 (3d10 + 6) bludgeoning damage.

**Rock** - Ranged Weapon Attack:  
+9 to hit, range 50/100 ft., one target.  
Hit: 30 (7d6 + 6) bludgeoning damage.
Assassin

Medium humanoid (any race), any non-good alignment

Armor Class: 15 (Studded Leather)
Hit Points: 78 (12d8 + 24)
Speed: 30 ft.

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<td>13 (+1)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
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Saving Throws: Dex +7, Int +5
Skills: Acrobatics +7, Deception +4, Perception +4, Stealth +11
Damage Resistances: Poison
Senses: passive Perception 14
Languages: Thieves’ cant plus any two languages
Challenge: 8 (3,900 XP)

Traits

Assassinate: During its first turn, the assassin has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion: If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn): The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn’t incapacitated and the assassin doesn’t have disadvantage on the attack roll.

Actions

Multiattack: The assassin makes two shortsword attacks

Shortsword - Melee Weapon Attack:
+7 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow - Ranged Weapon Attack:
+7 to hit, range 80/320 ft., one target.
Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.
Awakened Shrub

Small plant, unaligned

**Armor Class:** 9  
**Hit Points:** 10 (3d6)  
**Speed:** 20 ft.

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<td>10 (+0)</td>
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**Damage Vulnerabilities:** Fire  
**Damage Resistances:** Piercing  
**Senses:** passive Perception 10  
**Languages:** one language known by its creator  
**Challenge:** 0 (10 XP)

**Traits**  
**False Appearance:** While the shrub remains motionless, it is indistinguishable from a normal shrub.

**Actions**  
**Rake** - Melee Weapon Attack:  
+1 to hit, reach 5 ft., one target.  
Hit: 1 (1d4 − 1) slashing damage.
Awakened Tree

*Huge plant, unaligned*

**Armor Class:** 13 (Natural Armor)

**Hit Points:** 59 (7d12 + 14)

**Speed:** 20 ft.

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**Damage Vulnerabilities:** Fire

**Damage Resistances:** Bludgeoning, piercing

**Senses:** passive Perception 10

**Languages:** one language known by its creator

**Challenge:** 2 (450 XP)

**Traits**

- **False Appearance:** While the tree remains motionless, it is indistinguishable from a normal tree.

**Actions**

- **Slam** - Melee Weapon Attack:
  - +6 to hit, reach 10 ft., one target.
  - Hit: 14 (3d6 + 4) bludgeoning damage.
Axe Beak

Large beast, unaligned

Armor Class: 11
Hit Points: 19 (3d10 + 3)
Speed: 50 ft.

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<td>12 (+1)</td>
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Senses: passive Perception 10
Languages: —
Challenge: 1/4 (50 XP)

Actions

**Beak** - Melee Weapon Attack:
+4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) slashing damage.
Baboon

*Small beast, unaligned*

**Armor Class** 12  
**Hit Points** 3 (1d6)  
**Speed** 30 ft., climb 30 ft.

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**Senses** passive Perception 11  
**Languages** —  
**Challenge** 0 (10 XP)

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

**Actions**  
*Bite* - Melee Weapon Attack:  
+1 to hit, reach 5 ft., one target.  
Hit: 1 (1d4 − 1) piercing damage.
Badger

Tiny beast, unaligned

Armor Class: 10
Hit Points: 3 (1d4 + 1)
Speed: 20 ft., burrow 5 ft.

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Senses: Darkvision 30 ft., passive Perception 11
Languages: —
Challenge: 0 (10 XP)

Traits
Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions
Bite - Melee Weapon Attack:
+2 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.
Badger, Giant

Medium beast, unaligned

**Armor Class:** 10

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

**Speed:** 30 ft., burrow 10 ft.

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**Senses:** Darkvision 30 ft., passive Perception 11

**Languages:** —

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

**Traits**

Keen Smell: The badger has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**

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

**Bite** - Melee Weapon Attack:
+3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage.

**Claws** - Melee Weapon Attack:
+3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) slashing damage.
Bandit

Medium humanoid (any race), any non-lawful alignment

Armor Class: 12 (leather armor)
Hit Points: 11 (2d8 + 2)
Speed: 30 ft.

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Senses: passive Perception 10
Languages: any one language (usually Common)
Challenge: 1/8 (25 XP)

Actions

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

Light Crossbow - Ranged Weapon Attack:
+3 to hit, range 80ft./320 ft., one target.
Hit: 5 (1d8 + 1) piercing damage.
Banshee

Medium undead, chaotic evil

Armor Class: 12
Hit Points: 58 (13d8)
Speed: 0 ft., fly 40 ft. (hover)

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Saving Throws: Wis +2, Cha +4
Damage Resistances: Acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities: Cold, necrotic, poison
Condition Immunities: Charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: Darkvision 60 ft., passive Perception 10
Languages: Common, Elvish
Challenge: 4 (1,100 XP)

Traits

Detect Life: The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.
Incorporeal Movement: The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Corrupting Touch - Melee Spell Attack:
+4 to hit, reach 5 ft., one target.
Hit: 12 (3d6 + 2) necrotic damage.

Horrifying Visage: Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day): The banshee releases a mournful wail, provided that she isn’t in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.
Bat

*Tiny Beast, Unaligned*

**Armor Class:** 12  
**Hit Points:** 1 (1d4-1)  
**Speed:** 5ft, fly 30ft

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**Senses:** Blindsight 60ft, passive Perception 11  
**Languages:** -  
**Challenge:** 0 (10 XP)

**Traits**

**Echolocation:** While it can’t hear, the bat has no blindsight.  
**Keen Hearing:** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Actions**

**Bite** - Melee Weapon Attack:  
+0 to hit, reach 5ft, one creature.  
Hit: 1 piercing damage
Bat, Giant

*Large beast, unaligned*

**Armor Class:** 13  
**Hit Points:** 22 (4d10)  
**Speed:** 10 ft., fly 60 ft.

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**Senses:** Blindsight 60 ft., passive Perception 11  
**Languages:** —  
**Challenge:** 1/4 (50 XP)

**Traits**
- **Echolocation:** The bat can't use its blindsight while deafened.  
- **Keen Hearing:** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

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

Medium monstrosity, unaligned

Armor Class: 15 (natural Armor)
Hit Points: 52 (8d8 + 16)
Speed: 20 ft.

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Senses: Darkvision 60 ft., passive Perception 9
Languages: —
Challenge: 3 (700 XP)

Traits

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn’t incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn’t surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can’t see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

**Bite - Melee Weapon Attack:**

+5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage
Bear, Black

Medium Beast, Unaligned

Armor Class: 11 (Natural Armor)
Hit Points: 19 (3d8+6)
Speed: 40 ft, climb 30ft

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Skills: Perception +3
Senses: passive Perception 13
Languages: -
Challenge: ½ (100xp)

Traits

Keen Smell: The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack: The beat makes two attacks, one with its bite and one with its claws.

Bite - Melee Weapon Attack:
+3 to hit, reach 5 ft; One Target.
Hit: 5 (1d6+2) piercing damage.

Claw - Melee Weapon Attack:
+3 to hit, reach 5 ft; One Target.
Hit: 7 (2d4+2) slashing damage.
**Bear, Brown**

*Large Beast, Unaligned*

**Armor Class:** 11 (Natural Armor)

**Hit Points:** 34 (4d10+12)

**Speed:** 40ft, climb 30ft

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**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** -

**Challenge:** 1 (200xp)

**Traits**

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

**Actions**

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

**Bite** - Melee Weapon Attack:

+5 to hit, reach 5 ft, One Target.

*Hit:* 8 (1d8+4) piercing damage.

**Claw** - Melee Weapon Attack:

+5 to hit, reach 5 ft, One Target.

*Hit:* 11 (2d6+4) slashing damage.
Bear, Polar

*Large beast, unaligned*

**Armor Class:** 12 (natural Armor)

**Hit Points:** 42 (5d10 + 15)

**Speed:** 40 ft., swim 30 ft.

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**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** —

**Challenge:** 2 (450 XP)

**Traits**

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

**Actions**

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

**Bite** - Melee Weapon Attack:

+7 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 5) piercing damage.

**Claws** - Melee Weapon Attack:

+7 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) slashing damage.
Berserker

Medium humanoid (any race), any chaotic alignment

**Armor Class:** 13 (hide armor)
**Hit Points:** 67 (9d8 + 27)
**Speed:** 30 ft.

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**Senses:** passive Perception 10
**Languages:** any one language (usually Common)
**Challenge:** 2 (450 XP)

**Traits**

**Reckless:** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Actions**

**Greataxe** - Melee Weapon Attack:
+5 to hit, reach 5 ft., one target.
Hit: 9 (1d12 + 3) slashing damage.
Blink Dog

*Medium fey, lawful good*

**Armor Class:** 13  
**Hit Points:** 22 (4d8 + 4)  
**Speed:** 40 ft.

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**Skills:** Perception +3, Stealth +5  
**Senses:** passive Perception 13  
**Languages:** Blink Dog, understands Sylvan but can’t speak it  
**Challenge:** 1/4 (50 XP)

**Traits**

**Keen Hearing and Smell:** The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Actions**

**Bite** - Melee Weapon Attack:

+3 to hit, reach 5 ft., one target.  
Hit: 4 (1d6 + 1) piercing damage.

**Teleport (Recharge 4–6):** The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.
Blood Hawk

*Small beast, unaligned*

**Armor Class:** 12  
**Hit Points:** 7 (2d6)  
**Speed:** 10 ft., fly 60 ft.

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**Skills:** Perception +4  
**Senses:** passive Perception 14  
**Languages:** —  
**Challenge:** 1/8 (25 XP)

**Traits**  
**Keen Sight:** The hawk has advantage on Wisdom (Perception) checks that rely on sight.  
**Pack Tactics:** The hawk has advantage on an attack roll against a creature if at least one of the hawk’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

**Actions**  
**Beak** - Melee Weapon Attack:  
+4 to hit, reach 5 ft., one target.  
Hit: 4 (1d4 + 2) piercing damage.
Boar

Medium Beast, Unaligned

Armor Class: 11 (Natural Armor)
Hit Points: 11 (2d8+2)
Speed: 40ft

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Senses: passive Perception 9
Languages: -
Challenge: ¼ (50xp)

Traits
- **Charge**: If the boar moves at least 20 feet straight toward a creature right before hitting it with a tusk attack, the target takes an extra 3 (1d6) slashing damage and must succeed on a DC 11 Strength check saving throw or be knocked prone.
- **Relentless (Recharges after the Boar Finishes a Short or Long Rest)**: If the boar takes damage that reduces it to 0 hit points, unless the damage is 7 or more from a critical hit, it drops to 1 hit point instead.

Actions
- **Tusk** - Melee Weapon Attack:
  - +3 to hit, reach 5ft, one target.
  - Hit: 4 (1d6+1) slashing damage.
Boar, Giant

*Large beast, unaligned*

**Armor Class:** 12 (natural Armor)

**Hit Points:** 42 (5d10 + 15)

**Speed:** 40 ft.

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**Senses:** passive Perception 8

**Languages:** —

**Challenge:** 2 (450 XP)

**Traits**

- **Charge:** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

- **Relentless (Recharges after a Short or Long Rest):** If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

**Actions**

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

Medium Humanoid (Goblinoid), Chaotic Evil

Armor Class: 16 (Hide Armor, Shield)
Hit Points: 27 (5d8+5)
Speed: 30 ft

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Skills: Stealth +6, Survival +2
Senses: Darkvision 60 ft, passive Perception 10
Languages: Common, Goblin
Challenge: 1 (200xp)

Traits
Brute: When the bugbear hits with a melee weapon attack, the attack deals one extra die of the weapon’s damage to the target (included below)
Surprise Attack: 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.

Actions
Morningstar - Melee Weapon Attack:
+4 to hit, reach 5 ft, one target
Hit: 11 (2d8 + 2) piercing damage

Javelin - Melee or Ranged Weapon Attack:
+4 to Hit, reach 5 ft or range 30 ft/ 120 ft, one target
Melee Hit: 9 (2d6+2) piercing damage
Ranged Hit: 5 (1d6+2) piercing damage
Bullywug

Medium humanoid (bullywug), neutral evil

Armor Class: 15 (hide Armor, shield)
Hit Points: 11 (2d8 + 2)
Speed: 20 ft, swim 40 ft

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Skills: Stealth +3
Senses: passive Perception 10
Languages: Bullywug
Challenge: 1/4 (50 XP)

Traits

**Amphibious:** The bullywug can breathe air and water.

**Speak with Frogs and Toads:** The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

**Swamp Camouflage:** The bullywug has advantage on Dexterity (Stealth) checks made to hide in swammy terrain.

**Standing Leap:** The bullywug’s long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

**Multiattack.** The bullywug makes two melee attacks: one with its bite and one with its spear.

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

**Spear - Melee or Ranged Weapon Attack:**
- +3 to hit, reach 5 ft or range 20/60 ft, one target.
- Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.
Camel

*Large beast, unaligned*

**Armor Class:** 9  
**Hit Points:** 15 (2d10 + 4)  
**Speed:** 50 ft.

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**Senses:** passive Perception 9  
**Languages:** —  
**Challenge:** 1/8 (25 XP)

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

Tiny beast, unaligned

**Armor Class:** 12  
**Hit Points:** 2 (1d4)  
**Speed:** 40 ft., climb 30 ft.

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**Skills:** Perception +3, Stealth +4  
**Senses:** passive Perception 13  
**Languages:** —  
**Challenge:** 0 (10 XP)

**Traits**

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

**Actions**

- **Claws** - Melee Weapon Attack:  
  +0 to hit, reach 5 ft., one target.  
  Hit: 1 slashing damage.
Centaur

*Large monstrosity, neutral good*

**Armor Class:** 12  
**Hit Points:** 45 (6d10 + 12)  
**Speed:** 50 ft.

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**Skills:** Athletics +6, Perception +3, Survival +3  
**Senses:** passive Perception 13  
**Languages:** Elvish, Sylvan  
**Challenge:** 2 (450 XP)

**Traits**

**Charge.** If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

**Actions**

**Multiattack:** The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

**Pike - Melee Weapon Attack:**  
+6 to hit, reach 10 ft., one target.  
Hit: 9 (1d10 + 4) piercing damage.

**Hooves - Melee Weapon Attack:**  
+6 to hit, reach 5 ft., one target.  
Hit: 11 (2d6 + 4) bludgeoning damage.

**Longbow - Ranged Weapon Attack:**  
+4 to hit, range 150/600 ft., one target.  
Hit: 6 (1d8 + 2) piercing damage
Centipede, Giant

*Small beast, unaligned*

**Armor Class:** 13 (natural Armor)
**Hit Points:** 4 (1d6 + 1)
**Speed:** 30 ft., climb 30 ft.

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**Senses:** blindsight 30 ft., passive Perception 8
**Languages:** —
**Challenge:** 1/4 (50 XP)

**Actions**
- **Bite** - Melee Weapon Attack:
  +4 to hit, reach 5 ft., one creature.
  Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
Chimera

*Large monstrosity, chaotic evil*

**Armor Class:** 14 (natural Armor)
**Hit Points:** 114 (12d10 + 48)
**Speed:** 30 ft., fly 60 ft.

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**Skills:** Perception +8
**Senses:** darkvision 60 ft., passive Perception 18
**Languages:** understands Draconic but can’t speak
**Challenge:** 6 (2,300 XP)

**Actions**

**Multiattack:** The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

**Horns** - Melee Weapon Attack:
- +7 to hit, reach 5 ft., one target.
- Hit: 10 (1d12 + 4) bludgeoning damage.

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

**Fire Breath (Recharge 5–6):** The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.
Cockatrice

Small monstrosity, unaligned

**Armor Class:** 11  
**Hit Points:** 27 (6d6 + 6)  
**Speed:** 20 ft., fly 40 ft.

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**Senses:** Darkvision 60 ft., passive Perception 11  
**Languages:** —  
**Challenge:** 1/2 (100 XP)

**Actions**  
**Bite** - Melee Weapon Attack:  
+3 to hit, reach 5 ft., one creature.  
Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.
Commoner

Medium Humanoid (Any Race), Any Alignment

**Armour Class:** 10  
**Hit Points:** 4 (1d8)  
**Speed:** 30 ft

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**Senses:** passive Perception 10  
**Languages:** Any one (usually Common)  
**Challenge:** 0 (25xp)

**Actions**

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

*Large beast, unaligned*

**Armor Class:** 12  
**Hit Points:** 13 (2d10 + 2)  
**Speed:** 30 ft., swim 30 ft.

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**Senses:** blindsight 10 ft., passive Perception 10  
**Languages:** —  
**Challenge:** 1/4 (50 XP)

**Actions**

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

- **Constrict** - Melee Weapon Attack:  
  +4 to hit, reach 5 ft., one creature.  
  Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.
Constrictor Snake, Giant

_Huge beast, unaligned_

**Armor Class:** 12  
**Hit Points:** 60 (8d12 + 8)  
**Speed:** 30 ft., swim 30 ft.

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**Skills:** Perception +2  
**Senses:** blindsight 10 ft., passive Perception 12  
**Languages:** —  
**Challenge:** 2 (450 XP)

**Actions**

- **Bite** - Melee Weapon Attack:  
  +6 to hit, reach 10 ft., one creature.  
  Hit: 11 (2d6 + 4) piercing damage.

- **Constrict** - Melee Weapon Attack:  
  +6 to hit, reach 5 ft., one creature.  
  Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can’t constrict another target.
Crab

_Tiny beast, unaligned_

**Armor Class:** 11 (natural Armor)

**Hit Points:** 2 (1d4)

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

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**Skills:** Stealth +2

**Senses:** blindsight 30 ft., passive Perception 9

**Languages:** —

**Challenge:** 0 (10 XP)

**Traits**

_Amphibious:_ The crab can breathe air and water.

**Actions**

_Clawn_ - Melee Weapon Attack:

+0 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage.
Crab, Giant

Medium beast, unaligned

**Armor Class:** 15 (natural Armor)
**Hit Points:** 13 (3d8)
**Speed:** 30 ft., swim 30 ft.

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**Skills:** Stealth +4
**Senses:** blindsight 30 ft., passive Perception 9
**Languages:** —
**Challenge:** 1/8 (25 XP)

**Traits**
- **Amphibious:** The crab can breathe air and water.

**Actions**
- **Claw - Melee Weapon Attack:**
  - +3 to hit, reach 5 ft., one target.
  - Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.
**Crocodile**

*Large beast, unaligned*

**Armor Class:** 12 (natural Armor)  
**Hit Points:** 19 (3d10 + 3)  
**Speed:** 20 ft., swim 30 ft.

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**Skills:** Stealth +2  
**Senses:** passive Perception 10  
**Languages:** —  
**Challenge:** 1/2 (100 XP)

**Traits**  
**Hold Breath:** The crocodile can hold its breath for 15 minutes.

**Actions**  
**Bite** - Melee Weapon Attack:  
+4 to hit, reach 5 ft., one creature.  
Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can’t bite another target.
**Crocodile, Giant**

_Huge beast, unaligned_

**Armor Class:** 14 (natural Armor)

**Hit Points:** 85 (9d12 + 27)

**Speed:** 30 ft., swim 50 ft.

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**Skills:** Stealth +5

**Senses:** passive Perception 10

**Languages:** —

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

**Trait**

_Hold Breath:_ The crocodile can hold its breath for 30 minutes.

**Actions**

**Multiattack:** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite** - _Melee Weapon Attack:_

+8 to hit, reach 5 ft., one target.

Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail** - _Melee Weapon Attack:_

+8 to hit, reach 10 ft., one target not grappled by the crocodile.

Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.
Cultist

Medium Humanoid (Any Race), Any Non-Good Alignment

**Armour Class**: 12 (Leather Armour)
**Hit Points**: 9 (2d8)
**Speed**: 30 ft

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**Skills**: Deception +2, Religion +2
**Senses**: passive Perception 10
**Languages**: Any one (usually Common)
**Challenge**: ¼ (25xp)

**Traits**

**Devotion**: The cultist has advantage on saving throws against being charmed or frightened.

**Actions**

**Scimitar** - Melee Weapon Attack:
  +3 to hit, reach 5 ft, one target
  Hit: 4 (1d6+1) slashing damage
Cyclops

*Huge giant, chaotic neutral*

**Armor Class:** 14 (natural Armor)

**Hit Points:** 138 (12d12 + 60)

**Speed:** 30 ft.

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**Senses:** passive Perception 8

**Languages:** Giant

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

**Traits**

**Poor Depth Perception:** The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

**Actions**

**Multiattack:** The cyclops makes two greatclub attacks.

**Greatclub - Melee Weapon Attack:**

- +9 to hit, reach 10 ft., one target.
- Hit: 19 (3d8 + 6) bludgeoning damage.

**Rock - Ranged Weapon Attack:**

- +9 to hit, range 30/120 ft., one target.
- Hit: 28 (4d10 + 6) bludgeoning damage.
Death Dog

Medium monstrosity, neutral evil

Armor Class: 12
Hit Points: 39 (6d8 + 12)
Speed: 40 ft.

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<td>14 (+2)</td>
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Skills: Perception +5, Stealth +4
Senses: darkvision 120 ft., passive Perception 15
Languages: —
Challenge: 1 (200 XP)

Traits

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack: The dog makes two bite attacks.

Bite - Melee Weapon Attack:
+4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.
Deer

Medium beast, unaligned

Armor Class: 13
Hit Points: 4 (1d8)
Speed: 50 ft.

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Senses: passive Perception 12
Languages: —
Challenge: 0 (10 XP)

Actions
  Bite - Melee Weapon Attack:
  +2 to hit, reach 5 ft., one target.
  Hit: 2 (1d4) piercing damage.
Doppelganger

Medium Monstrosity (Shapechanger), Neutral

Armor Class: 14  
Hit Points: 52 (8d8+16)  
Speed: 30 ft

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<td>11 (+0)</td>
<td>12 (+1)</td>
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Skills: Deception +6, Insight +3  
Condition Immunities: Charmed  
Senses: Darkvision 60 ft, passive Perception 11  
Languages: Common  
Challenge: 1 (200xp)

Traits

Shapechanger: The doppelganger can use its action to polymorph into a small or Medium humanoid it has seen, or back into its natural form. Its statistics, other than size, are the same in each form. Its equipment is not transformed. If slain, the doppelganger reverts to its natural form.

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

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

Actions

Multiattack: The doppelganger makes two melee attacks

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

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

Huge dragon, lawful evil

Armor Class: 19 (Natural Armor)
Hit Points: 225 (18d12 + 108)
Speed: 40 ft, burrow 30 ft, fly 80 ft

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Saving Throws: Dex +5, Con +11, Wis +7, Cha +9
Skills: Perception +12, Stealth +5
Damage Immunities: Lightning
Senses: Blindsight 60 ft, darkvision 120 ft, passive Perception 22
Languages: Common, Draconic
Challenge: 16 (15,000 XP)

Traits

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

Actions

Multiattack: The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite - Melee Weapon Attack:
+12 to hit, reach 10 ft, one target.
Hit: 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw - Melee Weapon Attack:
+12 to hit, reach 5 ft, one target.
Hit: 14 (2d6 + 7) slashing damage.

Tail - Melee Weapon Attack:
+12 to hit, reach 15 ft, one target.
Hit: 16 (2d8 + 7) bludgeoning damage.

Frightful Presence: Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6): The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect: The dragon makes a Wisdom (Perception) check.
Tail Attack: The dragon makes a tail attack.
Wing Attack (Costs 2 Actions): The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.
Dragon, Green, Young

*Large Dragon, Lawful Evil*

**Armor Class:** 18 (Natural Armor)

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

**Speed:** 40 ft, Fly 60 ft, Swim 40 ft

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<td>16 (+3)</td>
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**Saving Throws:** Dex +4, Con +6, Wis +4, Cha +5

**Skills:** Deception +5, Perception +7, Stealth +4

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned

**Senses:** Blindsight 30 ft, Darkvision 120 ft, passive Perception 17

**Languages:** Common, Draconic

**Challenge:** 8 (3,900xp)

**Traits**

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

**Actions**

**Multiattack:** The dragon makes three attacks, one with its bite and two with its claws.

**Bite** - Melee Weapon Attack:
+7 to hit, Reach 10 ft; One Target.

*Hit:* 15 (2d10+4) piercing damage plus 7 (2d6) poison damage.

**Claw** - Melee Weapon Attack:
+7 to hit, Reach 10 ft; One Target.

*Hit:* 11 (2d6+4) slashing damage.

**Poison Breath (Recharge 5-6):** The dragon breathes poisonous gas in a 30-foot cone. Each creature in the cone must make a 16 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much on a successful one.
Dragon, Red, Adult

Huge dragon, chaotic evil

Armor Class: 19 (natural Armor)
Hit Points: 256 (19d12 + 133)
Speed: 40 ft, climb 40 ft, fly 80 ft

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Saving Throws: Dex +6, Con +13, Wis +7, Cha +11
Skills: Perception +13, Stealth +6
Damage Immunities: Fire
Senses: Blindsight 60 ft, darkvision 120 ft, passive Perception 23
Languages: Common, Draconic
Challenge: 17 (18,000 XP)

Traits

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

Actions

**Multiattack:** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite** - Melee Weapon Attack:
+14 to hit, reach 10 ft, one target.
Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

**Claw** - Melee Weapon Attack:
+14 to hit, reach 5 ft, one target.
Hit: 15 (2d6 + 8) slashing damage.

**Tail** - Melee Weapon Attack:
+14 to hit, reach 15 ft, one target.
Hit: 17 (2d8 + 8) bludgeoning damage.

**Frightful Presence:** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Fire Breath (Recharge 5–6):** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

**Detect:** The dragon makes a Wisdom (Perception) check.
**Tail Attack:** The dragon makes a tail attack.
**Wing Attack (Costs 2 Actions):** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.
A Red Dragon’s Lair

Red dragons lair in high mountains or hills, dwelling in caverns under snow-capped peaks, or within the deep halls of abandoned mines and dwarven strongholds. Caves with volcanic or geothermal activity are the most highly prized red dragon lairs, creating hazards that hinder intruders and letting searing heat and volcanic gases wash over a dragon as it sleeps.

With its hoard well protected deep within the lair, a red dragon spends as much of its time outside the mountain as in it. For a red dragon, the great heights of the world are the throne from which it can look out to survey all it controls—and the wider world it seeks to control.

Throughout the lair complex, servants erect monuments to the dragon’s power, telling the grim story of its life, the enemies it has slain, and the nations it has conquered.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can’t use the same effect two rounds in a row:

- Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser’s area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

Regional Effects

The region containing a legendary red dragon’s lair is warped by the dragon’s magic, which creates one or more of the following effects:

- Small earthquakes are common within 6 miles of the dragon’s lair.
- Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur.
- Rocky fissures within 1 mile of the dragon’s lair form portals to the Elemental Plane of Fire, allowing creatures of elemental fire into the world to dwell nearby.

If the dragon dies, these effects fade over the course of 1d10 days.
Dragon, White, Adult

Huge dragon, lawful evil

Armor Class: 18 (Natural Armor)
Hit Points: 200 (16d12 + 96)
Speed: 40 ft, burrow 30 ft, fly 80 ft, swim 40 ft

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Saving Throws: Dex +5, Con +11, Wis +6, Cha +6
Skills: Perception +11, Stealth +5
Damage Immunities: Cold
Senses: Blindsight 60 ft, darkvision 120 ft, passive Perception 21
Languages: Common, Draconic
Challenge: 13 (10,000 XP)

Traits

Ice Walk: The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn’t cost it extra moment.

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

Actions

Multiattack: The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite - Melee Weapon Attack:
+11 to hit, reach 10 ft, one target.
Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claw - Melee Weapon Attack:
+11 to hit, reach 5 ft, one target.
Hit: 15 (2d6 + 6) slashing damage.

Tail - Melee Weapon Attack:
+11 to hit, reach 15 ft, one target.
Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence: Each creature of the dragon’s choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the dragon’s Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6): The dragon exhales an icy blast in a 60-foot cone. Each creature in that line must make a DC 19 Constitution saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect: The dragon makes a Wisdom (Perception) check.
Tail Attack: The dragon makes a tail attack.

Wing Attack (Costs 2 Actions): The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.
Eagle

Small beast, unaligned

**Armor Class:** 12  
**Hit Points:** 3 (1d6)  
**Speed:** 10 ft., fly 60 ft.

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**Skills:** Perception +4  
**Senses:** passive Perception 14  
**Languages:** —  
**Challenge:** 0 (10 XP)

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

**Actions**  
**Talons** - Melee Weapon Attack:  
+4 to hit, reach 5 ft., one target.  
Hit: 4 (1d4 + 2) slashing damage.
Giant Eagle

*Large beast, neutral good*

**Armor Class:** 13  
**Hit Points:** 26 (4d10 + 4)  
**Speed:** 10 ft., fly 80 ft.

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**Skills:** Perception +4  
**Senses:** passive Perception 14  
**Languages:** Giant Eagle, understands Common and Auran but can’t speak them  
**Challenge:** 1 (200 XP)

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

**Actions**  
**Multiattack:** The eagle makes two attacks: one with its beak and one with its talons.

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

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

*Large elemental, neutral*

**Armor Class:** 15  
**Hit Points:** 90 (12d10 + 24)  
**Speed:** 0 ft, fly 90 ft (hover)

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**Damage Resistances:** Lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities:** Poison  
**Condition Immunities:** Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Senses:** Darkvision 60 ft, passive Perception 10  
**Languages:** Auran  
**Challenge:** 5 (1,800 XP)

**Traits**

**Air Form:** The elemental can enter a hostile creature’s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Actions**

**Multiattack:** The elemental makes two slam attacks

**Slam - Melee Weapon Attack:**  
+8 to hit, reach 5 ft, one target.  
Hit: 14 (2d8 + 5) bludgeoning damage.

**Whirlwind (Recharge 4–6):** Each creature in the elemental’s space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn’t flung away or knocked prone.
Earth Elemental

Large elemental, neutral

Armor Class: 17 (natural Armor)
Hit Points: 126 (12d10 + 60)
Speed: 30 ft, burrow 30 ft

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Damage Vulnerabilities: Thunder
Damage Resistances: Bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities: Poison
Condition Immunities: Exhaustion, paralyzed, petrified, poisoned, unconscious
Senses: Darkvision 60 ft, tremorsense 60 ft, passive Perception 10
Languages: Terran
Challenge: 5 (1,800 XP)

Traits
Earth Glide: The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn’t disturb the material it moves through.
Siege Monster: The elemental deals double damage to objects and structures.

Actions
Multiattack: The elemental makes two slam attacks.

Slam - Melee Weapon Attack:
+8 to hit, reach 10 ft, one target.
Hit: 14 (2d8 + 5) bludgeoning damage.
Elemental, Fire

*Large elemental, neutral*

**Armor Class:** 13  
**Hit Points:** 102 (12d10 + 36)  
**Speed:** 50 ft

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**Damage Resistances:** Bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities:** Fire, poison  
**Condition Immunities:** Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Senses:** darkvision 60 ft, passive Perception 10  
**Languages:** Ignan  
**Challenge:** 5 (1,800 XP)

**Traits**

**Fire Form:** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature’s space and stop there. The first time it enters a creature’s space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.  
**Illumination:** The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.  
**Water Susceptibility:** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

**Actions**

**Multiattack:** The elemental makes two touch attacks.

**Touch - Melee Weapon Attack:**  
+6 to hit, reach 5 ft, one target.  
Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.
Elemental, Water

*Large elemental, neutral*

**Armor Class:** 14 (natural Armor)

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

**Speed:** 30 ft, swim 90 ft

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<td>8 (-1)</td>
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**Damage Resistances:** Acid; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities:** Poison

**Condition Immunities:** Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** Darkvision 60 ft, passive Perception 10

**Languages:** Aquan

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

**Traits**

- **Water Form.** The elemental can enter a hostile creature’s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

- **Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

**Actions**

- **Multiattack.** The elemental makes two slam attacks.

- **Slam.** Melee Weapon Attack:
  
  +7 to hit, reach 5 ft, one target.

  Hit: 13 (2d8 + 4) bludgeoning damage.

- **Whelm (Recharge 4–6).** Each creature in the elemental’s space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental’s space.

  The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental’s turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.
Elephant

Huge beast, unaligned

Armor Class: 12 (natural Armor)
Hit Points: 76 (8d12 + 24)
Speed: 40 ft.

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Senses: passive Perception 10
Languages: —
Challenge: 4 (1,100 XP)

Traits

Trampling Charge: If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore - Melee Weapon Attack:
+8 to hit, reach 5 ft., one target.
Hit: 18 (3d8 + 5) piercing damage.

Stomp - Melee Weapon Attack:
+8 to hit, reach 5 ft., one prone creature.
Hit: 21 (3d10 + 5) bludgeoning damage.
**Elk**

*Large beast, unaligned*

**Armor Class** 10  
**Hit Points** 13 (2d10 + 2)  
**Speed** 50 ft

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**Senses:** passive Perception 10  
**Languages:** —  
**Challenge:** ¼ (50 XP)

**Traits**  
**Charge:** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Actions**  
**Ram** - Melee Weapon Attack:  
+5 to hit, reach 5 ft, one target.  
Hit: 6 (1d6 + 3) bludgeoning damage.  

**Hooves** - Melee Weapon Attack:  
+5 to hit, reach 5 ft, one prone creature.  
Hit: 8 (2d4 + 3) bludgeoning damage.
Elk, Giant

_Huge beast, unaligned_

**Armor Class:** 14 (natural Armor)
**Hit Points:** 42 (5d12 + 10)
**Speed:** 60 ft.

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**Skills:** Perception +4
**Senses:** passive Perception 14
**Languages:** Giant Elk, understands Common, Elvish, and Sylvan but can’t speak them
**Challenge:** 2 (450 XP)

**Traits**

**Charge.** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Actions**

**Ram** - Melee Weapon Attack:
+6 to hit, reach 10 ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage.

**Hooves** - Melee Weapon Attack:
+6 to hit, reach 5 ft., one prone creature.
Hit: 22 (4d8 + 4) bludgeoning damage.
Ettercap

Medium monstrosity, neutral evil

**Armor Class:** 13 (natural Armor)
**Hit Points:** 44 (8d8 + 8)
**Speed:** 30 ft., climb 30 ft.

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**Skills:** Perception +3, Stealth +4, Survival +3
**Senses:** darkvision 60 ft., passive Perception 13
**Languages:** —
**Challenge:** 2 (450 XP)

**Traits**
- **Spider Climb:** The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Web Sense:** While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.
- **Web Walker:** The ettercap ignores movement restrictions caused by webbing.

**Actions**
- **Multiattack:** The ettercap makes two attacks: one with its bite and one with its claws.
  - **Bite** - Melee Weapon Attack:
    +4 to hit, reach 5 ft., one creature
    Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
  - **Claws** - Melee Weapon Attack:
    +4 to hit, reach 5 ft., one target.
    Hit: 7 (2d4 + 2) slashing damage.
  - **Web (Recharge 5–6)** - Ranged Weapon Attack:
    +4 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.
**Fire Beetle, Giant**

*Small beast, unaligned*

**Armor Class:** 13 (natural Armor)

**Hit Points:** 4 (1d6 + 1)

**Speed:** 30 ft.

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**Senses:** blindsight 30 ft., passive Perception 8

**Languages:** —

**Challenge:** 0 (10 XP)

**Traits**

**Illumination:** The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**Actions**

**Bite** - Melee Weapon Attack:

+1 to hit, reach 5 ft., one target.

Hit: 2 (1d6 − 1) slashing damage.
Flameskull

_Tiny Undead, Neutral Evil_

**Armor Class:** 13  
**Hit Points:** 22 (5d8)  
**Speed:** 30 ft

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**Skills:** Arcana +5, Perception +2  
**Damage Resistances:** Lightning, Necrotic, Piercing  
**Damage Immunities:** Cold, Fire, Poison  
**Condition Immunities:** Charmed, Frightened, Paralyzed, Poisoned  
**Senses:** Darkvision, passive Perception 11  
**Languages:** Common  
**Challenge:** 4 (1,100xp)

**Traits**

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

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

**Rejuvenation:** If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a _dispel magic_ or _remove curse_ spell is cast on them.

**Spellcasting:** The flameskull is a 5th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC13; +5 to hit with spell attacks). It needs only verbal components to cast its spells. The flameskull knows the following spells from the wizard’s spell list:

- Cantrips (at will): _Mage Hand_
- 1st-Level (3 slots): _Magic Missile, Shield_
- 2nd-Level (2 slots): _Blur, Flaming Sphere_
- 3rd-Level (1 slots): _Fireball_

**Actions**

**Multiattack:** The flameskull makes two attacks with its _Fire Ray_

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

Tiny beast, unaligned

Armor Class: 14
Hit Points: 5 (2d4)
Speed: 30 ft., fly 60 ft., swim 30 ft.

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Senses: blindsight 10 ft., passive Perception 11
Languages: —
Challenge: 1/8 (25 XP)

Traits
Flyby: The snake doesn’t provoke opportunity attacks when it flies out of an enemy’s reach.

Actions
Bite - Melee Weapon Attack:
+6 to hit, reach 5 ft., one target.
Hit: 1 piercing damage plus 7 (3d4) poison damage.
Flying Sword

*Small construct, unaligned*

**Armor Class:** 17 (natural Armor)

**Hit Points:** 17 (5d6)

**Speed:** 0 ft., fly 50 ft.

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**Saving Throws:** Dex +4  

**Damage Immunities:** poison, psychic  

**Condition Immunities:** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned  

**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 7  

**Languages:** —  

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

**Traits**  

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

**False Appearance:** While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

**Actions**  

**Longsword** - Melee Weapon Attack: 

+3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.
Frog

*Tiny beast, unaligned*

**Armor Class:** 11
**Hit Points:** 1 (1d4 − 1)
**Speed:** 20 ft., swim 20 ft.

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**Skills:** Perception +1, Stealth +3
**Senses:** darkvision 30 ft., passive Perception 11
**Languages:** —
**Challenge:** 0 (0 XP)

**Traits**

*Amphibious:* The frog can breathe air and water.

*Standing Leap:* The frog’s long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.
Frog, Giant

Medium beast, unaligned

Armor Class: 11  
Hit Points: 18 (4d8)  
Speed: 30 ft., swim 30 ft.

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Skills: Perception +2, Stealth +3  
Senses: darkvision 30 ft., passive Perception 12  
Languages: —  
Challenge: 1/4 (50 XP)

Traits

Amphibious: The frog can breathe air and water.  
Standing Leap: The frog’s long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite - Melee Weapon Attack:  
+3 to hit, reach 5 ft., one target.  
Hit: 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can’t bite another target.

Swallow: The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog’s turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.
Gargoyle

Medium elemental, chaotic evil

Armor Class: 15 (natural Armor)
Hit Points: 52 (7d8 + 21)
Speed: 30 ft., fly 60 ft.

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Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Damage Immunities: poison
Condition Immunities: exhaustion, petrified, poisoned
Senses: darkvision 60 ft., passive Perception 10
Languages: Terran
Challenge: 2 (450 XP)

Traits

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

Actions

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

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

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

Medium undead, any alignment

Armor Class: 11
Hit Points: 45 (10d8)
Speed: 0 ft., fly 40 ft.

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Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: darkvision 60 ft., passive Perception 11
Languages: Any languages it knew in life
Challenge: 4 (1,100 XP)

Traits

Ethereal Sight: The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
Incorporeal Movement: The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch - Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness: The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can’t affect or be affected by anything on the other plane.

Horrifying Visage: Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target’s saving throw is successful or the effect ends for it, the target is immune to this ghost’s Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6): One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn’t deprive the target of awareness. The ghost can’t be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target’s statistics, but doesn’t gain access to the target’s knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost’s Possession for 24 hours after succeeding on the saving throw or after the possession ends.
Ghoul

Medium Undead, Chaotic Evil

Armor Class: 12
Hit Points: 22 (5d8)
Speed: 30 ft

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<td>13 (+1)</td>
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<td>10 (+0)</td>
<td>7 (-2)</td>
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Damage Immunities: Poison
Condition Immunities: Charmed, Poisoned
Senses: Darkvision 60 ft, passive Perception 10
Languages: Common
Challenge: 1 (200xp)

Actions

Bite - Melee Weapon Attack:
+2 to Hit, reach 5 ft, one target
Hit: 9 (2d6+2) piercing damage

Claws - Melee Weapon Attack:
+4 to Hit, reach 5 ft, one target
Hit: 7 (2d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC10 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.
Giant, Fire

_Huge giant, lawful evil_

**Armor Class:** 18 (plate)
**Hit Points:** 162 (13d12 + 78)
**Speed:** 30 ft.

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**Saving Throws:** Dex +3, Con +10, Cha +5
**Skills:** Athletics +11, Perception +6
**Damage:** Immunities fire
**Senses:** passive Perception 16
**Languages:** Giant
**Challenge:** 9 (5,000 XP)

**Actions**

**Multiattack:** The giant makes two greatsword attacks.

**Greatsword** - Melee Weapon Attack:
+11 to hit, reach 10 ft., one target.
Hit: 28 (6d6 + 7) slashing damage.

**Rock** - Ranged Weapon Attack:
+11 to hit, range 60/240 ft., one target.
Hit: 29 (4d10 + 7) bludgeoning damage.
Giant, Frost

_Huge giant, neutral evil_

**Armor Class:** 15 (patchwork Armor)
**Hit Points:** 138 (12d12 + 60)
**Speed:** 40 ft.

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<td>9 (-1)</td>
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**Saving Throws:** Con +8, Wis +3, Cha +4
**Skills Athletics:** +9, Perception +3
**Damage Immunities:** cold
**Senses:** passive Perception 13
**Languages:** Giant
**Challenge:** 8 (3,900 XP)

**Actions**

**Multiattack:** The giant makes two greataxe attacks.

**Greataxe** - Melee Weapon Attack:
  - +9 to hit, reach 10 ft., one target.
  - Hit: 25 (3d12 + 6) slashing damage.

**Rock** - Ranged Weapon Attack:
  - +9 to hit, range 60/240 ft., one target.
  - Hit: 28 (4d10 + 6) bludgeoning damage.
Giant, Hill

_Huge giant, chaotic evil_

**Armor Class:** 13 (natural armor)
**Hit Points:** 105 (10d12 + 40)
**Speed:** 40 ft.

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**Skills:** Perception +2
**Senses:** passive Perception 12
**Languages:** Giant
**Challenge:** 5 (1,800 XP)

**Actions**

- **Multiattack:** The giant makes two greatclub attacks.

  - **Greatclub** - Melee Weapon Attack:
    - +8 to hit, reach 10 ft., one target.
    - Hit: 18 (3d8 + 5) bludgeoning damage.

  - **Rock** - Ranged Weapon Attack:
    - +8 to hit, range 60/240 ft., one target.
    - Hit: 21 (3d10 + 5) bludgeoning damage.
Giant, Stone

Huge giant, neutral

**Armor Class:** 17 (natural armor)
**Hit Points:** 126 (11d12 + 55)
**Speed:** 40 ft.

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<td>20 (+5)</td>
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<td>9 (-1)</td>
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**Saving Throws:** Dex +5, Con +8, Wis +4
**Skills:** Athletics +12, Perception +4
**Senses:** darkvision 60 ft., passive Perception 14
**Languages:** Giant
**Challenge:** 7 (2,900 XP)

**Traits**
- **Stone Camouflage:** The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Actions**
- **Multiattack:** The giant makes two greatclub attacks.

- **Greatclub - Melee Weapon Attack:**
  - +9 to hit, reach 15 ft., one target.
  - Hit: 19 (3d8 + 6) bludgeoning damage.

- **Rock - Ranged Weapon Attack:**
  - +9 to hit, range 60/240 ft., one target.
  - Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Reactions**
- **Rock Catching:** If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.
Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class: 15 (hide armor, shield)
Hit Points: 22 (5d8)
Speed: 30 ft.

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<td>6 (-2)</td>
<td>10 (+0)</td>
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Senses: darkvision 60 ft., passive Perception 10
Languages: Gnoll
Challenge: 1/2 (100 XP)

Traits
Rampage: 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.

Actions
Bite - Melee Weapon Attack:
+4 to hit, reach 5 ft., one creature.
Hit: 4 (1d4 + 2) piercing damage.

Spear - Melee or Ranged Weapon Attack:
+4 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow - Ranged Weapon Attack:
+3 to hit, range 150/600 ft., one target.
Hit: 5 (1d8 + 1) piercing damage.
Goat

Medium beast, unaligned

Armor Class: 10
Hit Points: 4 (1d8)
Speed: 40 ft.

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<td>12 (+1)</td>
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<td>11 (+0)</td>
<td>2 (-4)</td>
<td>10 (+0)</td>
<td>5 (-3)</td>
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Senses: passive Perception 10
Languages: —
Challenge: 0 (10 XP)

Traits

Charge: If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

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

Actions

Ram - Melee Weapon Attack:
+3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) bludgeoning damage.
Goat, Giant

*Large beast, unaligned*

**Armor Class:** 11 (natural armor)
**Hit Points:** 19 (3d10 + 3)
**Speed:** 40 ft.

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<td>12 (+1)</td>
<td>6 (-2)</td>
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**Senses:** passive Perception 11
**Languages:** —
**Challenge:** 1/2 (100 XP)

**Traits**
- **Charge:** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.
- **Sure-Footed:** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

**Actions**
- **Ram - Melee Weapon Attack:**
  - +5 to hit, reach 5 ft., one target.
  - Hit: 8 (2d4 + 3) bludgeoning damage.
Goblin

*Small Humanoid (Goblinoid), Neutral Evil*

**Armor Class:** 15 (Leather Armor, Shield)
**Hit Points:** 7 (2d6)
**Speed:** 30 ft

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**Skills:** Stealth +6
**Senses:** Darkvision 60 ft, passive Perception 9
**Languages:** Common, Goblin
**Challenge:** ¼ (50xp)

**Traits**

**Nimble Escape:** The goblin can take the Disengage or Hide Action as a bonus action on each of its turns.

**Actions**

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

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

Medium construct, neutral

Armor Class: 9
Hit Points: 93 (11d8 + 44)
Speed: 30 ft.

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<td>18 (+4)</td>
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<td>10 (+0)</td>
<td>5 (-3)</td>
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Damage Immunities: lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t adamantine
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft., passive Perception 10
Languages: understands the languages of its creator but can’t speak
Challenge: 5 (1,800 XP)

Traits

Berserk: Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Aversion of Fire: If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Lightning Absorption: Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons: The golem’s weapon attacks are magical.

Actions

Multiattack: The golem makes two slam attacks.

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

*Large construct, unaligned*

**Armor Class:** 17 (natural armor)

**Hit Points:** 178 (17d10 + 85)

**Speed:** 30 ft.

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<td>20 (+5)</td>
<td>3 (-4)</td>
<td>11 (+0)</td>
<td>1 (-5)</td>
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**Damage Immunities:** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t adamantine

**Condition Immunities:** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses:** darkvision 120 ft., passive Perception 10

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

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

**Traits**

- **Immutable Form:** The golem is immune to any spell or effect that would alter its form.
- **Magic Resistance:** The golem has advantage on saving throws against spells and other magical effects.
- **Magic Weapons:** The golem’s weapon attacks are magical.

**Actions**

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

- **Slam - Melee Weapon Attack:**
  - +10 to hit, reach 5 ft., one target.
  - Hit: 19 (3d8 + 6) bludgeoning damage.

- **Slow (Recharge 5–6):** The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can’t use reactions, its speed is halved, and it can’t make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Gray Ooze

*Medium ooze, unaligned*

**Armor Class:** 8

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

**Speed:** 10 ft., climb 10 ft.

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**Skills:** Stealth +2

**Damage Resistances:** acid, cold, fire

**Condition Immunities:** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages:** —

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

**Traits**

- **Amorphous:** The ooze can move through a space as narrow as 1 inch wide without squeezing.
- **Corrode Metal:** Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.
  
  The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.
- **False Appearance:** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

**Actions**

- **Pseudopod - Melee Weapon Attack:**
  
  +3 to hit, reach 5 ft., one target.
  
  Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.
Grick

Medium Monstrosity, Neutral

Armor Class: 14 (Natural Armor)
Hit Points: 27 (6d8)
Speed: 30 ft, Climb 30ft

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Damage Resistances: Bludgeoning, Piercing, and Slashing damage from nonmagical weapons
Senses: Darkvision 60 ft, passive Perception 12
Languages: —
Challenge: 2 (450xp)

Traits

**Stone Camouflage**: The grick has advantage on its Dexterity (Stealth) check with it attempts to hide in rocky terrain.

Actions

**Multiattack**: The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

**Tentacles - Melee Weapon Attack**: +4 to hit, reach 5 ft, one target
Hit: 9 (2d6+2) slashing damage.

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

*Large monstrosity, unaligned*

**Armor Class:** 12  
**Hit Points:** 59 (7d10 + 21)  
**Speed:** 30 ft., fly 80 ft.

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**Skills:** Perception +5  
**Senses:** darkvision 60 ft., passive Perception 15  
**Languages:** —  
**Challenge:** 2 (450 XP)

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

**Actions**  
**Multiattack:** The griffon makes two attacks: one with its beak and one with its claws.

**Beak - Melee Weapon Attack:**  
+6 to hit, reach 5 ft., one target.  
Hit: 8 (1d8 + 4) piercing damage.

**Claws - Melee Weapon Attack:**  
+6 to hit, reach 5 ft., one target.  
Hit: 11 (2d6 + 4) slashing damage.
Guard Drake

Medium Dragon, Unaligned

Armor Class: 14 (Natural Armor)
Hit Points: 52 (7d8 + 21)
Speed: 30 ft

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Skills: Perception +2
Damage Resistances: Lightning
Senses: Darkvision 60 ft, passive Perception 12
Languages: Understands Draconic but can't speak it
Challenge: 2 (450 XP)

Actions

Multiattack: The drake attacks twice, once with its bite and once with its tail.

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

Tail - Melee Weapon Attack:
+5 to hit, reach 5 ft, one target.
Hit: 6 (1d6 + 3) bludgeoning damage.
**Half-Dragon**

Medium Humanoid (Half-Dragon), Lawful Evil

**Armor Class:** 17 (splint)
**Hit Points:** 57 (6d12 + 18)
**Speed:** 30 ft

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**Saving Throws:** Str +6, Con +5
**Skills:** Athletics +6, Intimidation +3, Perception +4
**Damage Resistances:** Lightning
**Senses:** Blindsight 10 ft, darkvision 60 ft, passive Perception 14
**Languages:** Common, Draconic
**Challenge:** 4 (1,100 XP)

**Traits**

- **Action Surge** *(Recharges when the Half-Dragon Finishes a Short or Long Rest):* On his turn, the Half-Dragon can make one additional action.
- **Improved Critical:** The Half-Dragon’s weapon attacks score a critical hit on a roll of 19 or 20.

**Actions**

- **Multiattack:** The Half-Dragon attacks twice, either with his greatsword or spear.

- **Greatsword** - Melee Weapon Attack:
  - +6 to hit, reach 5 ft, one target.
  - Hit: 11 (2d6 + 4) slashing damage.

- **Spear** - Melee or Ranged Weapon Attack:
  - +6 to hit, reach 5 ft or ranged 20 ft/60 ft, one target.
  - Hit: 7 (1d6 + 4) piercing damage.

- **Lightning Breath** *(Recharge 5–6):* the Half-Dragon breathes lightning in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.
Harpy

Medium monstrosity, chaotic evil

Armor Class: 11
Hit Points: 38 (7d8 + 7)
Speed: 20 ft., fly 40 ft.

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</table>

Senses: passive Perception 10
Languages: Common
Challenge: 1 (200 XP)

Actions

**Multiattack:** The harpy makes two attacks: one with its claws and one with its club.

**Claws - Melee Weapon Attack:**
+3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) slashing damage.

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

**Luring Song:** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature’s saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy’s song for the next 24 hours.
Hawk

_Tiny beast, unaligned_

**Armor Class:** 13  
**Hit Points:** 1 (1d4 − 1)  
**Speed:** 10 ft., fly 60 ft.

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<td>2 (-4)</td>
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**Skills:** Perception +4  
**Senses:** passive Perception 14  
**Languages:** —  
**Challenge:** 0 (10 XP)

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

**Actions**  
**Talons** - Melee Weapon Attack:  
+5 to hit, reach 5 ft., one target.  
Hit: 1 slashing damage.
Hell Hound

*Medium fiend, lawful evil*

**Armor Class:** 15 (natural armor)
**Hit Points:** 45 (7d8 + 14)
**Speed:** 50 ft.

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**Skills:** Perception +5

**Damage Immunities:** fire

**Senses:** darkvision 60 ft., passive Perception 15

**Languages:** understands Infernal but can’t speak it

**Challenge:** 3 (700 XP)

**Traits**

- **Keen Hearing and Smell:** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Pack Tactics:** The hound has advantage on an attack roll against a creature if at least one of the hound’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

**Actions**

- **Bite** - Melee Weapon Attack:
  - +5 to hit, reach 5 ft., one target.
  - Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

- **Fire Breath (Recharge 5–6):** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
Helmed Horror

*Medium construct, neutral*

**Armor Class:** 20 (plate, shield)
**Hit Points:** 60 (8d8 + 24)
**Speed:** 30 ft., fly 30 ft.

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**Skills:** Perception +4

**Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical weapons that aren’t adamantine

**Damage Immunities:** force, necrotic, poison

**Condition Immunities:** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

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

**Traits**

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

*Spell Immunity:* The helmed horror is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal, and lightning bolt.

**Actions**

*Multiattack:* The helmed horror makes two longsword attacks.

*Longsword - Melee Weapon Attack:*
  
  +6 to hit, reach 5 ft., one target.
  
  Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.
Hippogriff

*Large monstrosity, unaligned*

**Armor Class:** 11  
**Hit Points:** 19 (3d10 + 3)  
**Speed:** 40 ft., fly 60 ft.

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**Skills:** Perception +5  
**Senses:** passive Perception 15  
**Languages:** —  
**Challenge:** 1 (200 XP)

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

**Actions**  
**Multiattack:** The hippogriff makes two attacks: one with its beak and one with its claws.

**Beak** - *Melee Weapon Attack:*  
+5 to hit, reach 5 ft., one target.  
Hit: 8 (1d10 + 3) piercing damage.

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

Medium Humanoid (Goblinoid), Lawful Evil

Armor Class: 18 (Chain Mail, Shield)
Hit Points: 11 (2d8 + 2)
Speed: 30 ft

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Senses: Darkvision 60 ft, passive Perception 10
Languages: Common, Goblin
Challenge: ½ (100xp)

Traits

Martial Advantage: Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn’t incapacitated.

Actions

Longsword - Melee Weapon Attack:
  +3 to hit, reach 5 ft, one target
  Hit: 5 (1d8+1) slashing damage.

Longbow - Ranged Weapon Attack:
  +3 to hit, range 150 ft/600 ft; one target
  Hit: 5 (1d8+1) piercing damage.
Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class: 17 (Half Plate)
Hit Points: 39 (6d8 + 12)
Speed: 30 ft

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Senses: Darkvision 60 ft, passive Perception 10
Languages: Common, Goblin
Challenge: 3 (700 XP)

Traits

**Martial Advantage:** Once per turn, 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 that isn’t incapacitated.

Actions

**Multiattack:** The hobgoblin makes two greatsword attacks.

**Greatsword - Melee Weapon Attack:**
+4 to hit, reach 5 ft, one target.
Hit: 9 (2d6 + 2) piercing damage.

**Javelin - Melee or Ranged Weapon Attack:**
+4 to hit, reach 5 ft or range 30/120 ft, one target.
Hit: 5 (1d6 + 2) piercing damage.

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

*Large beast, unaligned*

**Armor Class:** 10  
**Hit Points:** 19 (3d10 + 3)  
**Speed:** 40 ft.

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**Senses:** passive Perception 10  
**Languages:** —  
**Challenge:** 1/4 (50 XP)

**Actions**  
**Hooves** - Melee Weapon Attack:  
+6 to hit, reach 5 ft., one target.  
Hit: 9 (2d4 + 4) bludgeoning damage.
Horse, Riding

*Large beast, unaligned*

**Armor Class:** 10  
**Hit Points:** 13 (2d10 + 2)  
**Speed:** 60 ft.

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**Senses:** passive Perception 10  
**Languages:** —  
**Challenge:** 1/4 (50 XP)

**Actions**  
**Hooves** - Melee Weapon Attack:  
+2 to hit, reach 5 ft., one target.  
Hit: 8 (2d4 + 3) bludgeoning damage.
Hydra

*Huge monstrosity, unaligned*

**Armor Class:** 15 (natural armor)
**Hit Points:** 172 (15d12 + 75)
**Speed:** 30 ft., swim 30 ft.

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**Skills:** Perception +6
**Senses:** darkvision 60 ft., passive Perception 16
**Languages:** —
**Challenge:** 8 (3,900 XP)

**Traits**

**Hold Breath:** The hydra can hold its breath for 1 hour.

**Multiple Heads:** The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads:** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful:** While the hydra sleeps, at least one of its heads is awake.

**Actions**

**Multiattack:** The hydra makes as many bite attacks as it has heads.

**Bite - Melee Weapon Attack:**

- +8 to hit, reach 10 ft., one target.
- Hit: 10 (1d10 + 5) piercing damage.
**Hyena**

*Medium beast, unaligned*

**Armor Class:** 11  
**Hit Points:** 5 (1d8 + 1)  
**Speed:** 50 ft.

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**Skills:** Perception +3  
**Senses:** passive Perception 13  
**Languages:** —  
**Challenge:** 0 (10 XP)

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

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

Tiny fiend (devil, shapechanger), lawful evil

**Armor Class:** 13  
**Hit Points:** 10 (3d4 + 3)  
**Speed:** 20 ft., fly 40 ft. (20 ft. in rat form; 20 ft., fly 60 ft. in raven form; 20 ft., climb 20 ft. in spider form)

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**Skills:** Deception +4, Insight +3, Persuasion +4, Stealth +5  
**Damage Resistances:** Cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered  
**Damage Immunities:** Fire, poison  
**Condition Immunities:** Poisoned  
**Senses:** Darkvision 120 ft., passive Perception 11  
**Languages:** Infernal, Common  
**Challenge:** 1 (200 XP)

**Traits**

**Shapechanger:** The imp can use its action to polymorph into the beast form of a rat, a raven, or a spider, or into its devil form. Its statistics are the same in each form, although its attack is different in some of them. Any equipment it carries is not transformed. If slain, the imp reverts to its devil form.  
**Devil's Sight:** Magical darkness doesn't impede the imp's darkvision.  
**Magic Resistance:** The imp has advantage on saving throws against spells and other magical effects.

**Actions**

**Sting (Bite in Beast Form) -** Melee Weapon Attack:  
+5 to hit, reach 5 ft., one creature.  
Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.  
**Invisibility:** The imp turns invisible until it attacks or until its concentration ends. Anything the invisible imp is carrying or wearing is invisible as long as it remains in contact with the imp.
Jackal

*Small beast, unaligned*

**Armor Class:** 12  
**Hit Points:** 3 (1d6)  
**Speed:** 40 ft.

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**Skills:** Perception +3  
**Senses:** passive Perception 13  
**Languages:** —  
**Challenge:** 0 (10 XP)

**Traits**  
*Keen Hearing and Smell.* The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.  
*Pack Tactics.* The jackal has advantage on an attack roll against a creature if at least one of the jackal’s allies is within 5 feet of the creature and the ally isn't incapacitated.

**Actions**  
*Bite* - Melee Weapon Attack:  
+1 to hit, reach 5 ft., one target.  
Hit: 1 (1d4 – 1) piercing damage.
Killer Whale

_Huge beast, unaligned_

**Armor Class:** 12 (natural armor)

**Hit Points:** 90 (12d12 + 12)

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

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**Skills:** Perception +3

**Senses:** blindsight 120 ft., passive Perception 13

**Languages:** —

**Challenge:** 3 (700 XP)

**Traits**

_Echolocation:_ The whale can’t use its blindsight while deafened.

_Hold Breath:_ The whale can hold its breath for 30 minutes.

_Keen Hearing:_ The whale has advantage on Wisdom (Perception) checks that rely on hearing.

**Actions**

_Bite - Melee Weapon Attack:_
  +6 to hit, reach 5 ft., one target.
  Hit: 21 (5d6 + 4) piercing damage.
Knight

Medium humanoid (any race), any alignment

Armor Class: 18 (plate)
Hit Points: 52 (8d8 + 16)
Speed: 30 ft.

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Saving Throws: Con +4, Wis +2
Senses: passive Perception 10
Languages: any one language (usually Common)
Challenge: 3 (700 XP)

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

Actions
Multiattack: The knight makes two melee attacks.

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

Heavy Crossbow - Ranged Weapon Attack:
  +2 to hit, range 100/400 ft., one target.
  Hit: 5 (1d10) piercing damage.

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

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

Small humanoid (kobold), lawful evil

**Armor Class:** 12
**Hit Points:** 5 (2d6 − 2)
**Speed:** 30 ft.

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**Senses:** darkvision 60 ft., passive Perception 8

**Languages:** Common, Draconic

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

**Traits**
- **Sunlight Sensitivity:** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
- **Pack Tactics:** The kobold has advantage on an attack roll against a creature if at least one of the kobold’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

**Actions**
- **Dagger** - Melee Weapon Attack:
  - +4 to hit, reach 5 ft., one target.
  - Hit: 4 (1d4 + 2) piercing damage.
- **Sling** - Ranged Weapon Attack:
  - +4 to hit, range 30/120 ft., one target.
  - Hit: 4 (1d4 + 2) bludgeoning damage.
Kobold, Winged

*Small humanoid (kobold), lawful evil*

**Armor Class:** 13  
**Hit Points:** 7 (3d6 − 3)  
**Speed:** 30 ft., fly 30 ft.  

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**Senses:** darkvision 60 ft., passive Perception 8  
**Languages:** Common, Draconic  
**Challenge:** 1/4 (50 XP)

**Traits**  
**Sunlight Sensitivity:** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.  
**Pack Tactics:** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

**Dropped Rock** - Ranged Weapon Attack:  
+5 to hit, one target directly below the kobold.  
Hit: 6 (1d6 + 3) bludgeoning damage.
Lion

*Large beast, unaligned*

**Armor Class:** 12  
**Hit Points:** 26 (4d10 + 4)  
**Speed:** 50 ft.

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**Skills:** Perception +3, Stealth +6  
**Senses:** passive Perception 13  
**Languages:** —  
**Challenge:** 1 (200 XP)

**Traits**

- **Keen Smell:** The lion has advantage on Wisdom (Perception) checks that rely on smell.
- **Pack Tactics:** The lion has advantage on an attack roll against a creature if at least one of the lion’s allies is within 5 feet of the creature and the ally isn’t incapacitated.
- **Pounce:** If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.
- **Running Leap:** With a 10-foot running start, the lion can long jump up to 25 feet.

**Actions**

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

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

*Tiny beast, unaligned*

**Armor Class:** 10  
**Hit Points:** 2 (1d4)  
**Speed:** 20 ft., climb 20 ft.

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**Senses:** darkvision 30 ft., passive Perception 9  
**Languages:** —  
**Challenge:** 0 (10 XP)

**Actions**  
**Bite** - Melee Weapon Attack:  
+0 to hit, reach 5 ft., one target.  
Hit: 1 piercing damage.
Lizard, Giant

*Large beast, unaligned*

**Armor Class:** 12 (natural armor)

**Hit Points:** 19 (3d10 + 3)

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

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**Senses:** darkvision 30 ft., passive Perception 10

**Languages:** —

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

**Actions**

- **Bite** - Melee Weapon Attack:
  - +4 to hit, reach 5 ft., one target.
  - Hit: 6 (1d8 + 2) piercing damage.
Lizardfolk

Medium humanoid (lizardfolk), neutral

**Armor Class:** 15 (natural armor, shield)
**Hit Points:** 22 (4d8 + 4)
**Speed:** 30 ft., swim 30 ft.

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**Skills:** Perception +3, Stealth +4, Survival +5

**Senses:** passive Perception 13

**Languages:** Draconic

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

**Traits**

**Hold Breath:** The lizardfolk can hold its breath for 15 minutes.

**Actions**

**Multiattack:** The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

- **Javelin** - Melee or Ranged Weapon Attack:
  +4 to hit, reach 5 ft. or range 30/120 ft., one target.
  Hit: 5 (1d6 + 2) piercing damage.

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

Medium humanoid (any race), any alignment

Armor Class: 12 (15 with mage armor)
Hit Points: 40 (9d8)
Speed: 30 ft.

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Saving Throws: Int +6, Wis +4
Skills: Arcana +6, History +6
Senses: passive Perception 11
Languages: any four languages
Challenge: 6 (2,300 XP)

Traits

Spellcasting: The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:
- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly
- 4th level (3 slots): greater invisibility, ice storm
- 5th level (1 slot): cone of cold

Actions

Dagger - Melee or Ranged Weapon Attack:
+5 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 4 (1d4 + 2) piercing damage

Quarterstaff - Melee Weapon Attack:
+1 to hit, reach 5 ft, one target
Hit: 3 (1d8-1) bludgeoning damage
Mammoth

*Huge beast, unaligned*

**Armor Class:** 13 (natural armor)
**Hit Points:** 126 (11d12 + 55)
**Speed:** 40 ft.

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**Senses:** passive Perception 10
**Languages:** —
**Challenge:** 6 (2,300 XP)

**Traits**
- **Trampling Charge:** If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

**Actions**
- **Gore** - Melee Weapon Attack:
  +10 to hit, reach 10 ft., one target.
  Hit: 25 (4d8 + 7) piercing damage.
- **Stomp** - Melee Weapon Attack:
  +10 to hit, reach 5 ft., one prone creature.
  Hit: 29 (4d10 + 7) bludgeoning damage.
Manticore

*Large monstrosity, lawful evil*

**Armor Class:** 14 (natural armor)

**Hit Points:** 68 (8d10 + 24)

**Speed:** 30 ft., fly 50 ft.

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**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Common

**Challenge:** 3 (700 XP)

**Traits**

**Tail Spike Regrowth:** The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

**Actions**

**Multiattack:** The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

**Bite** - Melee Weapon Attack:

+5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

**Claw** - Melee Weapon Attack:

+5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

**Tail Spike** - Ranged Weapon Attack:

+5 to hit, range 100/200 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.
Mastiff

Medium beast, unaligned

Armor Class: 12
Hit Points: 5 (1d8 + 1)
Speed: 40 ft.

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Skills: Perception +3
Senses: passive Perception 13
Languages: —
Challenge: 1/8 (25 XP)

Traits
  **Keen Hearing and Smell**: The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions
  **Bite** - Melee Weapon Attack:
  +3 to hit, reach 5 ft., one target.
  Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.
Medusa

Medium monstrosity, lawful evil

Armor Class: 15 (natural armor)
Hit Points: 127 (17d8 + 51)
Speed: 30 ft.

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Skills: Deception +5, Insight +4, Perception +4, Stealth +5
Senses: darkvision 60 ft., passive Perception 14
Languages: Common
Challenge: 6 (2,300 XP)

Traits

Petrifying Gaze: When a creature that can see the medusa’s eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn’t incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrifaction lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can’t see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack: The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair - Melee Weapon Attack:
  +5 to hit, reach 5 ft., one creature.
  Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow - Ranged Weapon Attack:
  +5 to hit, range 150/600 ft., one target.
  Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.
Merfolk

Medium humanoid (merfolk), neutral

Armor Class: 11
Hit Points: 11 (2d8 + 2)
Speed: 10 ft., swim 40 ft.

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Skills: Perception +2
Senses: passive Perception 12
Languages: Aquan, Common
Challenge: 1/8 (25 XP)

Traits

Amphibious: The merfolk can breathe air and water.

Actions

Spear - Melee or Ranged Weapon Attack:
+2 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.
Minotaur

*Large monstrosity, chaotic evil*

**Armor Class:** 14 (natural armor)
**Hit Points:** 76 (9d10 + 27)
**Speed:** 40 ft.

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**Skills:** Perception +7
**Senses:** darkvision 60 ft., passive Perception 17
**Languages:** Abyssal
**Challenge:** 3 (700 XP)

**Traits**

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

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

**Reckless:** At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

**Actions**

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

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

Medium beast, unaligned

Armor Class: 10
Hit Points: 11 (2d8 + 2)
Speed: 40 ft.

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Senses: passive Perception 10
Languages: —
Challenge: 1/8 (25 XP)

Traits
- **Beast of Burden**: The mule is considered to be a Large animal for the purpose of determining its carrying capacity.
- **Sure-Footed**: The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions
- **Hooves** - Melee Weapon Attack:
  - +2 to hit, reach 5 ft., one target.
  - Hit: 4 (1d4 + 2) bludgeoning damage.
Mummy

Medium undead, lawful evil

Armor Class: 11 (natural armor)
Hit Points: 58 (9d8 + 18)
Speed: 20 ft.

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Saving Throws: Wis +2
Damage Vulnerabilities: fire
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities: necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned
Senses: darkvision 60 ft., passive Perception 10
Languages: the languages it knew in life
Challenge: 3 (700 XP)

Actions

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

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

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

Medium humanoid (any race), any alignment

Armor Class: 15 (breastplate)
Hit Points: 9 (2d8)
Speed: 30 ft.

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Skills: Deception +5, Insight +4, Persuasion +5
Senses: passive Perception 10
Languages: any two languages
Challenge: 1/8 (25 XP)

Actions
- **Rapier** - Melee Weapon Attack:
  - +3 to hit, reach 5 ft., one target.
  - Hit: 5 (1d8 + 1) piercing damage.

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

Medium Aberration, Neutral Evil

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

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Skills: Arcana +3, Insight +4, Perception +2, Stealth +5
Senses: Truesight 120 ft, passive Perception 12
Languages: Undercommon
Challenge: 2 (450xp)

Traits

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

Actions

Multiattack: The nothic makes two attacks with its claws.

Claws - Melee Weapon Attack:
+4 to hit, reach 5 ft, one target
Hit: 6 (1d8+3) slashing damage.

Rotting Gaze: The nothic chooses one creature within 30 feet of it that it can see. The target must succeed on a DC12 Constitution saving throw against this magic or take 10 (3d6) necrotic.

Weird Insight: The nothic chooses one creature within 30 feet of it that it can see. The target must contest its Charisma (Deception) check against the nothic’s Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the creature.
Ochre Jelly

*Large Ooze, Unaligned*

**Armor Class:** 8  
**Hit Points:** 45 (6d10 + 12)  
**Speed:** 10 ft, Climb 10 ft

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**Damage Immunities:** Lightning, Slashing  
**Condition Immunities:** Blinded, Charmed, Deafened, Frightened, Prone  
**Damage Resistances:** Acid  
**Senses:** Blindsight 60 ft (Blind beyond this radius), passive Perception 8  
**Languages:** —  
**Challenge:** 2 (450xp)

**Traits**  
- **Amorphous:** The jelly can move through a space as narrow as 1 inch wide without squeezing.  
- **Spider Climb:** The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Actions**  
- **Pseudopod - Melee Weapon Attack:**  
  +4 to hit, reach 5 ft, one target.  
  *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

**Reactions**  
- **Split:** When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half of the original jelly’s, rounded down. New jellies are one size smaller than the original jelly.
Ogre

*Large Giant, Chaotic Evil*

**Armor Class:** 11 (Hide Armor)

**Hit Points:** 59 (7d10+21)

**Speed:** 40 ft

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**Senses:** Darkvision 60 ft, passive Perception 8

**Languages:** Common, Giant

**Challenge:** 2 (450XP)

**Actions**

**Shortsword** - Melee Weapon Attack:
+6 to Hit, reach 5 ft, one target

*Hit:* 13 (2d8+4) bludgeoning damage

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

*Hit:* 11 (2d6+4) piercing damage
Orc

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 13 (Hide Armor)
Hit Points: 15 (2d8+6)
Speed: 30 ft

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Skills: Intimidation +2
Senses: Darkvision 60 ft, passive Perception 10
Languages: Common, Orc
Challenge: 1/2 (100XP)

Traits

**Aggressive**: As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

**Greataxe** - Melee Weapon Attack:
+5 to Hit, reach 5 ft, one target
*Hit*: 9 (1d12+3) bludgeoning damage

**Javelin** - Melee or Ranged Weapon Attack:
+5 to Hit, reach 5 ft or range 30 ft/120 ft, one target
*Hit*: 6 (1d6+3) piercing damage
Otyugh

*Large aberration, neutral*

**Armor Class:** 14 (natural armor)

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

**Speed:** 30 ft.

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**Saving Throws:** Con +7

**Senses:** darkvision 120 ft., passive Perception 11

**Languages:** Otyugh

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

**Traits**

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

**Actions**

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

**Bite** - Melee Weapon Attack:

+6 to hit, reach 5 ft., one target.

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

**Tentacle** - Melee Weapon Attack:

+6 to hit, reach 10 ft., one target.

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

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

_Tiny beast, unaligned_

**Armor Class:** 11  
**Hit Points:** 1 (1d4 − 1)  
**Speed:** 5 ft., fly 60 ft.

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**Skills:** Perception +3, Stealth +3  
**Senses:** darkvision 120 ft., passive Perception 13  
**Languages:** —  
**Challenge:** 0 (10 XP)

**Traits**
- **Flyby:** The owl doesn’t provoke opportunity attacks when it flies out of an enemy’s reach.  
- **Keen Hearing and Sight:** The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Actions**
- **Talons - Melee Weapon Attack:**  
  
  +3 to hit, reach 5 ft., one target.  
  
  Hit: 1 slashing damage.
Owl, Giant

*Large beast, neutral*

**Armor Class:** 12  
**Hit Points:** 19 (3d10 + 3)  
**Speed:** 5 ft., fly 60 ft.

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**Skills:** Perception +5, Stealth +4  
**Senses:** darkvision 120 ft., passive Perception 15  
**Languages:** Giant Owl, understands Common, Elvish, and Sylvan but can’t speak them  
**Challenge:** 1/4 (50 XP)

**Traits**  
**Flyby:** The owl doesn’t provoke opportunity attacks when it flies out of an enemy’s reach.  
**Keen Hearing and Sight:** The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Actions**  
**Talons** - Melee Weapon Attack:  
+3 to hit, reach 5 ft., one target.  
Hit: 8 (2d6 + 1) slashing damage.
Owlbear

*Large Monstrosity, Unaligned*

**Armor Class:** 13 (Natural Armor)
**Hit Points:** 59 (7d10+21)
**Speed:** 40 ft

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**Skills:** Perception +3
**Senses:** Darkvision 60 ft, passive Perception 13
**Languages:** —
**Challenge:** 3 (700XP)

**Traits**

**Keen Sight and Smell:** The owl has advantage on Wisdom (Perception) checks that rely on hearing and smell.

**Actions**

**Multiattack:** The owlbear makes two attacks, one with its beak and one with its claws.

**Beak** - Melee Weapon Attack:
- +7 to Hit, reach 5 ft, one target
- *Hit:* 10 (1d10+5) piercing damage

**Claws** - Melee Weapon Attack:
- +7 to Hit, reach 5 ft, one target
- *Hit:* 14 (2d8+5) slashing damage
Panther

*Medium beast, unaligned*

**Armor Class:** 12  
**Hit Points:** 13 (3d8)  
**Speed:** 50 ft., climb 40 ft.

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**Skills:** Perception +4, Stealth +6  
**Senses:** passive Perception 14  
**Languages:** —  
**Challenge:** 1/4 (50 XP)

**Traits**  
**Keen Smell:** The panther has advantage on Wisdom (Perception) checks that rely on smell.  
**Pounce:** If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

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

**Claw** - Melee Weapon Attack:  
+4 to hit, reach 5 ft., one target.  
Hit: 4 (1d4 + 2) slashing damage.
Pegasus

*Large celestial, chaotic good*

**Armor Class:** 12  
**Hit Points:** 59 (7d10 + 21)  
**Speed:** 60 ft., fly 90 ft.

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**Saving Throws:** Dex +4, Wis +4, Cha +3  
**Skills:** Perception +6  
**Senses:** passive Perception 16  
**Languages:** understands Celestial, Common, Elvish, and Sylvan but can’t speak  
**Challenge:** 2 (450 XP)

**Actions**

**Hooves** - Melee Weapon Attack:
- +6 to hit, reach 5 ft., one target.
- Hit: 11 (2d6 + 4) bludgeoning damage.
Peryton

Medium monstrosity, chaotic evil

**Armor Class:** 13 (natural armor)
**Hit Points:** 33 (6d8 + 6)
**Speed:** 20 ft., fly 60 ft.

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**Skills:** Perception +5
**Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical weapons
**Senses:** passive Perception 15
**Languages:** understands Common and Elvish but can’t speak
**Challenge:** 2 (450 XP)

**Traits**
- **Dive Attack:** If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.
- **Flyby:** The peryton doesn’t provoke an opportunity attack when it flies out of an enemy’s reach.
- **Keen Sight and Smell:** The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Actions**
- **Multiattack:** The peryton makes one gore attack and one talon attack.

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

- **Talons** - Melee Weapon Attack:
  - +5 to hit, reach 5 ft., one target.
  - Hit: 8 (2d4 + 3) piercing damage.
Phase Spider

*Large monstrosity, unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 32 (5d10 + 5)

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

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**Skills:** Stealth +6

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** —

**Challenge:** 3 (700 XP)

**Traits**

- **Ethereal Jaunt:** As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.
- **Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Web Walker:** The spider ignores movement restrictions caused by webbing.

**Actions**

- **Bite - Melee Weapon Attack:**
  - +4 to hit, reach 5 ft., one creature.
  - **Hit:** 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
Poisonous Snake

Tiny beast, unaligned

Armor Class: 13
Hit Points: 2 (1d4)
Speed: 30 ft., swim 30 ft.

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Senses: blindsight 10 ft., passive Perception 10
Languages: —
Challenge: 1/8 (25 XP)

Actions
  - **Bite** - Melee Weapon Attack:
    +5 to hit, reach 5 ft., one target.
    Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.
Pony

Medium beast, unaligned

Armor Class: 10
Hit Points: 11 (2d8 + 2)
Speed: 40 ft.

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Senses: passive Perception 10
Languages: —
Challenge: 1/8 (25 XP)

Actions
   **Hooves** - Melee Weapon Attack:
   +4 to hit, reach 5 ft., one target.
   Hit: 7 (2d4 + 2) bludgeoning damage.
Priest

Medium humanoid (any race), any alignment

**Armor Class:** 13 (chain shirt)
**Hit Points:** 27 (5d8 + 5)
**Speed:** 25 ft.

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**Skills:** Medicine +7, Persuasion +3, Religion +4
**Senses:** passive Perception 13
**Languages:** any two languages
**Challenge:** 2 (450 XP)

**Traits**

**Divine Eminence:** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting:** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:
- Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
- 1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*
- 2nd level (3 slots): *lesser restoration*, *spiritual weapon*
- 3rd level (2 slots): *dispel magic*, *spirit guardians*

**Actions**

**Mace - Melee Weapon Attack:**
+2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage.
Pseudodragon

Tiny dragon, neutral good

**Armor Class:** 13 (natural armor)
**Hit Points:** 7 (2d4 + 2)
**Speed:** 15 ft., fly 60 ft.

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**Skills:** Perception +3, Stealth +4
**Senses:** blindsight 10 ft., darkvision 60 ft., passive Perception 13
**Languages:** understands Common and Draconic but doesn’t speak
**Challenge:** 1/4 (50 XP)

**Traits**
- **Keen Senses.** The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.
- **Magic Resistance.** The pseudodragon has advantage on saving throws against spells and other magical effects.
- **Limited Telepathy.** The pseudodragon can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

**Actions**
- **Bite** - Melee Weapon Attack:
  - +4 to hit, reach 5 ft., one target.
  - Hit: 4 (1d4 + 2) piercing damage.
- **Sting** - Melee Weapon Attack:
  - +4 to hit, reach 5 ft., one creature.
  - Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If its saving throw result is 6 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.
Pteranodon

*Medium beast, unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 13 (3d8)

**Speed:** 10 ft., fly 60 ft.

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**Skills:** Perception +1

**Senses:** passive Perception 11

**Languages:** —

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

**Traits**

**Flyby:** The pteranodon doesn’t provoke an opportunity attack when it flies out of an enemy’s reach.

**Actions**

**Bite** - Melee Weapon Attack:

- +3 to hit, reach 5 ft., one target.
- Hit: 6 (2d4 + 1) piercing damage.
Quasit

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class: 13
Hit Points: 7 (3d4)
Speed: 40 ft. (10 ft., fly 40 ft. in bat form; 40 ft., climb 40 ft. in centipede form; 40 ft., swim 40 ft. in toad form)

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Skills: Stealth +5
Damage Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities: poison
Condition Immunities: poisoned
Senses: darkvision 120 ft., passive Perception 10
Languages: Abyssal, Common
Challenge: 1 (200 XP)

Traits

Shapechanger: The quasit can use its action to polymorph into the beast form of a bat, centipede, or toad, or into its demon form. Its statistics are the same in each form, although its attack is different in some of them. Any equipment it carries is not transformed. If slain, the quasit reverts to its demon form.

Magic Resistance: The quasit has advantage on saving throws against spells and other magical effects.

Actions

Claws (Bite in Beast Form) - Melee Weapon Attack:
+4 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Scare (1/Day): One creature of the quasit’s choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect early on a success.

Invisibility: The quasit turns invisible until it attacks or uses Scare, or until its concentration ends. Anything the invisible quasit is carrying or wearing is invisible as long as it remains in contact with the quasit.
Quipper

*Tiny beast, unaligned*

**Armor Class:** 13
**Hit Points:** 1 (1d4 − 1)
**Speed:** 0 ft., swim 40 ft.

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**Senses:** darkvision 60 ft., passive Perception 8
**Languages:** —
**Challenge:** 0 (10 XP)

**Traits**
- **Blood Frenzy:** The quipper has advantage on melee attack rolls against any creature that doesn’t have all its hit points.
- **Water Breathing:** The quipper can breathe only underwater.

**Actions**
- **Bite** - Melee Weapon Attack:
  - +5 to hit, reach 5 ft., one target.
  - Hit: 1 piercing damage.
Rat

_Tiny beast, unaligned_

**Armor Class:** 10  
**Hit Points:** 1 (1d4 − 1)  
**Speed:** 20 ft.

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**Senses:** darkvision 30 ft., passive Perception 10  
**Languages:** —  
**Challenge:** 0 (10 XP)

**Traits**  
_Keen Smell:_ The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**  
_Bite - Melee Weapon Attack:_  
+0 to hit, reach 5 ft., one target.  
Hit: 1 piercing damage.
Rat, Giant

Small beast, unaligned

Armor Class: 12
Hit Points: 7 (2d6)
Speed: 30 ft.

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Senses: darkvision 60 ft., passive Perception 10
Languages: —
Challenge: 1/8 (25 XP)

Traits

Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Bite - Melee Weapon Attack:
+4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.
Raven

Tiny beast, unaligned

Armor Class: 12
Hit Points: 1 (1d4 − 1)
Speed: 10 ft, fly 50 ft

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Skills: Perception +3
Senses: passive Perception 13
Languages: —
Challenge: 0 (10 XP)

Traits

**Mimicry.** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

**Beak** - Melee Weapon Attack:
+4 to hit, reach 5 ft, one target.
Hit: 1 piercing damage.
Rhinoceros

*Large beast, unaligned*

**Armor Class:** 11 (natural armor)

**Hit Points:** 45 (6d10 + 12)

**Speed:** 40 ft.

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**Senses:** passive Perception 11

**Languages:** —

**Challenge:** 2 (450 XP)

**Traits**

**Charge:** If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Actions**

**Gore** - Melee Weapon Attack:

- +7 to hit, reach 5 ft., one target.
- Hit: 14 (2d8 + 5) bludgeoning damage.
Roper

*Large monstrosity, neutral evil*

**Armor Class:** 20 (natural armor)
**Hit Points:** 93 (11d10 + 33)
**Speed:** 10 ft., climb 10 ft.

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**Skills:** Perception +6, Stealth +5
**Senses:** darkvision 60 ft., passive Perception 16
**Languages:** —
**Challenge:** 5 (1,800 XP)

**Traits**

*False Appearance:* While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

*Grasping Tendrils:* The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

**Actions**

*Multiattack:* The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

**Bite** - Melee Weapon Attack:
+7 to hit, reach 5 ft., one target.
Hit: 22 (4d8 + 4) piercing damage.

**Tendril** - Melee Weapon Attack:
+7 to hit, reach 50 ft., one creature.
Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the rope can’t use the same tendril on another target.

**Reel:** The roper pulls each creature grappled by it up to 25 feet straight toward it.
Ruffian

*Medium Humanoid (Human), Neutral Evil*

**Armour Class:** 14 (Studded Leather Armour)
**Hit Points:** 16 (3d8+3)
**Speed:** 30 ft

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**Skills:** Intimidation +2
**Senses:** passive Perception 9
**Languages:** Common
**Challenge:** ½ (100XP)

**Actions**
- **Multiattack:** The ruffian makes two melee attacks.

- **Shortsword** - Melee Weapon Attack:
  - +4 to Hit, reach 5 ft, one target
  - Hit: 5 (1d6+2) piercing damage
Rug of Smothering

*Large construct, unaligned*

**Armor Class:** 12  
**Hit Points:** 33 (6d10)  
**Speed:** 10 ft.

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**Damage Immunities:** poison, psychic  
**Condition Immunities:** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned  
**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 6  
**Languages:** —  
**Challenge:** 2 (450 XP)

**Traits**

**Antimagic Susceptibility:** The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.  
**Damage Transfer:** While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.  
**False Appearance:** While the rug remains motionless, it is indistinguishable from a normal rug.

**Actions**

**Smother** - Melee Weapon Attack:  
+5 to hit, reach 5 ft., one Medium or smaller creature.  
*Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.
Saber-Toothed Tiger

*Large beast, unaligned*

**Armor Class:** 12  
**Hit Points:** 52 (7d10 + 14)  
**Speed:** 40 ft.

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**Skills:** Perception +3, Stealth +6  
**Senses:** passive Perception 13  
**Languages:** —  
**Challenge:** 2 (450 XP)

**Traits**

- **Keen Smell:** The tiger has advantage on Wisdom (Perception) checks that rely on smell.  
- **Pounce:** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**Actions**

- **Bite** - Melee Weapon Attack:  
  +6 to hit, reach 5 ft., one target.  
  Hit: 10 (1d10 + 5) piercing damage.  
- **Claw** - Melee Weapon Attack:  
  +6 to hit, reach 5 ft., one target.  
  Hit: 12 (2d6 + 5) slashing damage.
Satyr

Medium fey, chaotic neutral

Armor Class: 14 (leather armor)
Hit Points: 31 (7d8)
Speed: 40 ft.

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Skills: Perception +2, Performance +6, Stealth +5
Senses: passive Perception 12
Languages: Common, Elvish, Sylvan
Challenge: 1/2 (100 XP)

Traits

Magic Resistance: The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram - Melee Weapon Attack:
+3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) bludgeoning damage.

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

Shortbow - Ranged Weapon Attack:
+5 to hit, range 80/320 ft., one target.
Hit: 6 (1d6 + 3) piercing damage.
Scout

Medium humanoid (any race), any alignment

Armor Class: 13 (leather armor)
Hit Points: 16 (3d8 + 3)
Speed: 30 ft.

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Skills: Nature +4, Perception +5, Stealth +6, Survival +5
Senses: passive Perception 15
Languages: any one language (usually Common)
Challenge: ½ (100 XP)

Traits

Keen Hearing and Sight: The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack: The scout makes two melee attacks or two ranged attacks.

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

Longbow - Ranged Weapon Attack:
+4 to hit, ranged 150/600 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.
Sea Horse

*Tiny beast, unaligned*

**Armor Class:** 11  
**Hit Points:** 1 (1d4 − 1)  
**Speed:** 0 ft., swim 20 ft.

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**Senses:** passive Perception 10  
**Languages:** —  
**Challenge:** 0 (0 XP)

**Traits**  
*Water Breathing:* The sea horse can breathe only underwater.
Sea Horse, Giant

*Large beast, unaligned*

**Armor Class:** 13 (natural armor)
**Hit Points:** 16 (3d10)
**Speed:** 0 ft., swim 40 ft.

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**Senses:** passive Perception 11
**Languages:** —
**Challenge:** 1/2 (100 XP)

**Traits**
- **Charge.** If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.
- **Water Breathing.** The sea horse can breathe only underwater.

**Actions**
- **Ram.** Melee Weapon Attack:
  - +3 to hit, reach 5 ft., one target.
  - Hit: 4 (1d6 + 1) bludgeoning damage.
Shambling Mound

*Large plant, unaligned*

**Armor Class:** 15 (natural armor)
**Hit Points:** 136 (16d10 + 48)
**Speed:** 20 ft., swim 20 ft.

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**Skills:** Stealth +2
**Damage Resistances:** cold, fire
**Damage Immunities:** lightning
**Condition Immunities:** blinded, deafened, exhaustion
**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 10
**Languages:** —
**Challenge:** 5 (1,800 XP)

**Traits**

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

**Actions**

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

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

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

_Huge beast, unaligned_

**Armor Class:** 13 (natural armor)

**Hit Points:** 126 (11d12 + 55)

**Speed:** 0 ft., swim 50 ft.

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**Skills:** Perception +3

**Senses:** blindsight 60 ft., passive Perception 13

**Languages:** —

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

**Traits**

- **Blood Frenzy:** The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.
- **Water Breathing:** The shark can breathe only underwater.

**Actions**

- **Bite - Melee Weapon Attack:**
  
  +9 to hit, reach 5 ft., one target.
  
  Hit: 22 (3d10 + 6) piercing damage.
Shark, Hunter

*Large beast, unaligned*

**Armor Class:** 12 (natural armor)
**Hit Points:** 45 (6d10 + 12)
**Speed:** 0 ft., swim 40 ft.

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**Skills:** Perception +2
**Senses:** blindsight 30 ft., passive Perception 12
**Languages:** —
**Challenge:** 2 (450 XP)

**Traits**
- **Blood Frenzy:** The shark has advantage on melee attack rolls against any creature that doesn’t have all its hit points.
- **Water Breathing:** The shark can breathe only underwater.

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

*Medium beast, unaligned*

**Armor Class:** 12 (natural armor)
**Hit Points:** 22 (4d8 + 4)
**Speed:** 0 ft., swim 40 ft.

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**Skills:** Perception +2
**Senses:** blindsight 30 ft., passive Perception 12
**Languages:** —
**Challenge:** 1/2 (100 XP)

**Traits**

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

**Water Breathing:** The shark can breathe only underwater.

**Actions**

**Bite** - Melee Weapon Attack:
  - +4 to hit, reach 5 ft., one target.
  - Hit: 6 (1d8 + 2) piercing damage.
Skeleton

Medium Undead, Lawful Evil

**Armor Class:** 13 (Armor Scraps)

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

**Speed:** 30 ft

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**Damage Vulnerabilities:** Bludgeoning

**Damage Immunities:** Poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 60 ft

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

**Challenge:** ¼ (50xp)

**Actions**

**Shortsword** - Melee Weapon Attack:
+4 to hit (reach 5 ft; one creature).
*Hit:* 4 (1d6+2) slashing damage.

**Shortbow** - Ranged Weapon Attack:
+4 to hit (range 80 ft/320 ft; one creature).
*Hit:* 4 (1d6+2) piercing damage.
Spectator

*Medium Aberration, Lawful Neutral*

**Armor Class:** 14 (Natural Armor)  
**Hit Points:** 39 (6d8 + 12)  
**Speed:** 0 ft, Fly 30 ft

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**Skills:** Perception +6  
**Condition Immunities:** Prone  
**Senses:** Darkvision 120 ft, passive Perception 16  
**Languages:** Deep Speech, Undercommon  
**Challenge:** 3 (700xp)

**Traits**
- **Hover:** The spectator hovers as long as it is alive.  
- **Telepathy:** The spectator can communicate telepathically with any creature within 100 feet of it that can understand a language.

**Actions**
- **Bite - Melee Weapon Attack:**  
  +1 to hit, reach 5 ft, one target  
  Hit: 2 (1d4-1) slashing damage.

- **Eye Rays:** The spectator uses two of the following eye rays. It can use each ray only once per turn. Each ray targets a creature the spectator can see within 90 feet of it.
  1. **Confusion Ray:** The target must succeed on a DC13 Wisdom saving throw, or it can’t take reactions until the end of its next turn. On its turn, the target can’t move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can’t attack, it does nothing on its turn.  
  2. **Paralyzing Ray:** The target must succeed on a DC13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success.  
  3. **Fear Ray:** The target must succeed on a DC13 Wisdom saving throw, or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect early on a success.  
  4. **Wounding Ray:** The target must succeed on a DC13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much on a successful one.

- **Create Food and Water:** The spectator creates enough food and water to sustain itself for 24 hours.

**Reactions**
- **Spell Reflection:** If the spectator makes a successful saving throw against a spell, or a spell misses it, the spectator can choose another creature within 30 feet of it that is can see. The spell affects the chosen creature instead of the spectator.
Specter

Medium undead, chaotic evil

Armor Class: 12
Hit Points: 22 (5d8)
Speed: 0 ft., fly 50 ft. (hover)

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Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities: necrotic, poison
Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses: darkvision 60 ft., passive Perception 10
Languages: understands all languages it knew in life but can’t speak
Challenge: 1 (200 XP)

Traits

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

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

Actions

Life Drain - Melee Spell Attack:
+4 to hit, reach 5 ft., one creature.
Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Spider

Tiny beast, unaligned

**Armor Class:** 12

**Hit Points:** 1 (1d4 − 1)

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

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**Skills:** Stealth +4

**Senses:** darkvision 30 ft., passive Perception 10

**Languages:** —

**Challenge:** 0 (10 XP)

**Traits**

- **Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Web Sense:** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.
- **Web Walker:** The spider ignores movement restrictions caused by webbing.

**Actions**

- **Bite** - Melee Weapon Attack:
  - +4 to hit, reach 5 ft., one creature.
  - Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.
Spider, Giant

*Large Beast, Unaligned*

**Armor Class:** 14 (Natural Armor)
**Hit Points:** 26 (4d10+4)
**Speed:** 30 ft, Climb 30ft

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**Skills:** Stealth +7
**Senses:** Blindsight 10 ft, Darkvision 60 ft, passive Perception 10
**Languages:** —
**Challenge:** 1 (200xp)

**Traits**

- **Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Web Sense:** When in contact with a web, the spider knows the exact location of any other creature in contact with the same web.
- **Web Walker:** The spider ignores movement restrictions cause by webbing of any sort.

**Actions**

- **Bite** - Melee Weapon Attack:
  - +5 to Hit, reach 5 ft, one target
  - *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC11 Constitution saving throw taking 9 (2d8) poison damage on a failed save or half as much damage on a successful one. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, and paralyzed while poisoned in this way.

- **Web (Recharge 5-6)** - Ranged Weapon Attack:
  - +5 to Hit, range 30 ft/60 ft, one target
  - *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerable to fire damage; immune to bludgeoning; poison; and psychic damage).
**Sprite**

*Tiny fey, neutral good*

**Armor Class:** 15 (leather armor)
**Hit Points:** 2 (1d4)
**Speed:** 10 ft., fly 40 ft.

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<tr>
<td>3 (-4)</td>
<td>18 (+4)</td>
<td>10 (+0)</td>
<td>14 (+2)</td>
<td>13 (+1)</td>
<td>11 (+0)</td>
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</table>

**Skills:** Perception +3, Stealth +8 (the check is made with disadvantage if the sprite is flying)
**Senses:** passive Perception 13
**Languages:** Common, Elvish, Sylvan
**Challenge:** 1/4 (50 XP)

**Actions**

**Longsword** - Melee Weapon Attack:
+2 to hit, reach 5 ft., one target.
Hit: 1 slashing damage.

**Shortbow** - Ranged Weapon Attack:
+6 to hit, range 40 ft./160 ft., one target.
Hit: 1 piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.

**Heart Sight:** The sprite touches a creature and knows the creature’s current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature’s alignment. Celestials, fiends, and undead automatically fail the saving throw.

**Invisibility:** The sprite turns invisible until it attacks or casts a spell, or until its concentration ends. Anything the invisible sprite is carrying or wearing is invisible as long as it remains in contact with the sprite.
Spy

Medium humanoid (any race), any alignment

Armor Class: 12
Hit Points: 27 (6d8)
Speed: 30 ft.

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<td>10 (+0)</td>
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<td>10 (+0)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
<td>16 (+3)</td>
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Skills: Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses: passive Perception 16
Languages: any two languages
Challenge: 1 (200 XP)

Traits

Cunning Action: On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn): The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn’t incapacitated and the spy doesn’t have disadvantage on the attack roll.

Actions

Multiattack: The spy makes two melee attacks.

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

Hand Crossbow - Ranged Weapon Attack:
+4 to hit, range 30/120 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.
Stirge

*Tiny Beast, Unaligned*

**Armor Class:** 14 (Natural Armor)

**Hit Points:** 2 (1d4)

**Speed:** 10 ft, Fly 40 ft

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**Senses:** Darkvision 60 ft, passive Perception 9

**Languages:** —

**Challenge:** ⅛ (25xp)

**Actions**

**Blood Drain** - Melee Weapon Attack:

+5 to hit (Reach 5 ft; One Creature).

*Hit:* 5 (1d4+3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn’t attack. Instead, at the start of each of the stirge’s turn, the target loses 5 (1d4+3) hit points due to blood loss.

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

Medium swarm of Tiny beasts, unaligned

Armor Class: 12  
Hit Points: 22 (5d8)  
Speed: 0 ft., fly 30 ft.

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<tr>
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<th>Con</th>
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<td>5 (-3)</td>
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<td>10 (+0)</td>
<td>2 (-4)</td>
<td>12 (+1)</td>
<td>4 (-3)</td>
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Damage Resistances: bludgeoning, piercing, slashing  
Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned  
Senses: blindsight 60 ft., passive Perception 11  
Languages: —  
Challenge: 1/4 (50 XP)

Traits
- **Echolocation**: The swarm can’t use its blindsight while deafened.  
- **Keen Hearing**: The swarm has advantage on Wisdom (Perception) checks that rely on hearing.  
- **Swarm**: The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can’t regain hit points or gain temporary hit points.

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

*Medium swarm of Tiny beasts, unaligned*

**Armor Class:** 12 (natural armor)
**Hit Points:** 22 (5d8)
**Speed:** 20 ft., climb 20 ft.

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<tr>
<td>3 (-4)</td>
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<td>10 (+0)</td>
<td>1 (-5)</td>
<td>7 (-2)</td>
<td>1 (-5)</td>
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</table>

**Damage Resistances:** bludgeoning, piercing, slashing

**Condition Immunities:** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses:** blindsight 10 ft., passive Perception 8

**Languages:** —

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

**Traits**

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

**Actions**

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

Medium swarm of Tiny beasts, unaligned

**Armor Class:** 14  
**Hit Points:** 36 (8d8)  
**Speed:** 30 ft., swim 30 ft.

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<td>1 (-5)</td>
<td>10 (+0)</td>
<td>3 (-4)</td>
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**Damage Resistances:** bludgeoning, piercing, slashing  
**Condition Immunities:** charmed, frightened, paralyzed, petrified, prone, restrained, stunned  
**Senses:** blindsight 10 ft., passive Perception 10  
**Languages:** —  
**Challenge:** 2 (450 XP)

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

**Actions**  
**Bites** - Melee Weapon Attack:  
+6 to hit, reach 0 ft., one creature in the swarm’s space.  
Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.
Swarm of Quippers

*Medium swarm of Tiny beasts, unaligned*

**Armor Class:** 13
**Hit Points:** 28 (8d8 – 8)
**Speed:** 0 ft., swim 40 ft.

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<td>9 (-1)</td>
<td>1 (-5)</td>
<td>7 (-2)</td>
<td>2 (-4)</td>
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**Damage Resistances:** bludgeoning, piercing, slashing
**Condition Immunities:** charmed, frightened, paralyzed, petrified, prone, restrained, stunned
**Senses:** darkvision 60 ft., passive Perception 8
**Languages:** —
**Challenge:** 1 (200 XP)

**Traits**
- **Blood Frenzy:** The swarm has advantage on melee attack rolls against any creature that doesn’t have all its hit points.
- **Swarm:** The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can’t regain hit points or gain temporary hit points.
- **Water Breathing:** The swarm can breathe only underwater.

**Actions**
- **Bites** - Melee Weapon Attack:
  +5 to hit, reach 0 ft., one creature in the swarm’s space.
  Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.
Swarm of Rats

Medium swarm of Tiny beasts, unaligned

Armor Class 10
Hit Points 24 (7d8 – 7)
Speed 30 ft.

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<td>2 (-4)</td>
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Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Traits
Keen Smell: The swarm has advantage on Wisdom (Perception) checks that rely on smell.
Swarm: The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can’t regain hit points or gain temporary hit points.

Actions
Bites - Melee Weapon Attack:
+2 to hit, reach 0 ft., one target in the swarm’s space.
Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.
Swarm of Ravens

*Medium swarm of Tiny beasts, unaligned*

**Armor Class:** 12  
**Hit Points:** 24 (7d8 − 7)  
**Speed:** 10 ft., fly 50 ft.

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<td>6 (-2)</td>
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<td>8 (-1)</td>
<td>3 (-4)</td>
<td>12 (+1)</td>
<td>6 (-2)</td>
</tr>
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**Skills:** Perception +5  
**Damage Resistances:** bludgeoning, piercing, slashing  
**Condition Immunities:** charmed, frightened, paralyzed, petrified, prone, restrained, stunned  
**Senses:** passive Perception 15  
**Languages:** —  
**Challenge:** 1/4 (50 XP)

**Traits**

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

**Actions**

**Beaks** - Melee Weapon Attack:  
+4 to hit, reach 5 ft., one target in the swarm's space.  
Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.
Thug

Medium humanoid (any race), any non-good alignment

Armor Class: 11 (leather armor)
Hit Points: 32 (5d8 + 10)
Speed: 30 ft.

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<td>14 (+2)</td>
<td>10 (+0)</td>
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<td>11 (+0)</td>
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15 (+2) 11 (+0) 14 (+2) 10 (+0) 10 (+0) 11 (+0)

Skills: Intimidation +2
Senses: passive Perception 10
Languages: any one language (usually Common)
Challenge: ½ (100 XP)

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

Actions
Multiattack: The thug makes two melee attacks.

Mace - Melee Weapon Attack:
+4 to hit, reach 5 ft., one creature.
Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow - Ranged Weapon Attack:
+2 to hit, range 100/400 ft., one target.
Hit: 5 (1d10) piercing damage.
Tiger

*Large beast, unaligned*

**Armor Class:** 12  
**Hit Points:** 37 (5d10 + 10)  
**Speed:** 40 ft.

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<td>14 (+2)</td>
<td>3 (-4)</td>
<td>12 (+1)</td>
<td>8 (-1)</td>
</tr>
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</table>

**Skills:** Perception +3, Stealth +6  
**Senses:** darkvision 60 ft., passive Perception 13  
**Languages:** —  
**Challenge:** 1 (200 XP)

**Traits**
- **Keen Smell:** The tiger has advantage on Wisdom (Perception) checks that rely on smell.  
- **Pounce:** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**Actions**
- **Bite** - Melee Weapon Attack:  
  +5 to hit, reach 5 ft., one target.  
  **Hit:** 8 (1d10 + 3) piercing damage.
- **Claw** - Melee Weapon Attack:  
  +5 to hit, reach 5 ft., one target.  
  **Hit:** 7 (1d8 + 3) slashing damage.
Triceratops

_Huge beast, unaligned_

**Armor Class:** 13 (natural armor)

**Hit Points:** 95 (10d12 + 30)

**Speed:** 50 ft.

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<td>2 (-4)</td>
<td>11 (+0)</td>
<td>5 (-3)</td>
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**Senses:** passive Perception 10

**Languages:** —

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

**Traits**

_Trampling Charge:_ If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

**Actions**

_Gore_ - Melee Weapon Attack:
  +9 to hit, reach 5 ft., one target.
  Hit: 24 (4d8 + 6) piercing damage.

_Stomp_ - Melee Weapon Attack:
  +9 to hit, reach 5 ft., one prone creature.
  Hit: 22 (3d10 + 6) bludgeoning damage.
Troglodyte

Medium humanoid (troglodyte), chaotic evil

Armor Class: 11 (natural armor)
Hit Points: 13 (2d8 + 4)
Speed: 30 ft.

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<td>14 (+2)</td>
<td>6 (-2)</td>
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Skills: Stealth +2
Senses: darkvision 60 ft., passive Perception 10
Languages: Troglodyte
Challenge: 1/4 (50 XP)

Traits

Chameleon Skin: The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench: Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature’s next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

Actions

Multiattack: The troglodyte makes three attacks: one with its bite and two with its claws.

Bite - Melee Weapon Attack:
+4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

Claw - Melee Weapon Attack:
+4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.
Troll

Large giant, chaotic evil

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

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<td>20 (+5)</td>
<td>7 (-2)</td>
<td>9 (-1)</td>
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Skills: Perception +1
Senses: darkvision 60 ft., passive Perception 11
Languages: Giant
Challenge: 5 (1,800 XP)

Traits

Keen Smell: The troll has advantage on Wisdom (Perception) checks that rely on smell.
Regeneration: The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn’t function at the start of the troll’s next turn. The troll dies only if it starts its turn with 0 hit points and doesn’t regenerate.

Actions

Multiattack: The troll makes three attacks: one with its bite and two with its claws.

Bite - Melee Weapon Attack:
+7 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) piercing damage.

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

*Small Plant, Neutral Evil*

**Armor Class:** 13 (Natural Armor)
**Hit Points:** 4 (1d6 + 1)
**Speed:** 20 ft

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**Skills:** Stealth +3  
**Damage Vulnerabilities:** Fire  
**Condition Immunities:** Blinded, Deafened  
**Senses:** Blindsight 60ft (blind beyond this radius), passive Perception 9  
**Languages:** understands Common but doesn’t speak  
**Challenge:** ⅛ (25xp)

**Traits**

**False Appearance:** The blight resembles a dead shrub. While it remains motionless among vegetation, it can hide without being out of sight.

**Actions**

**Claws - Melee Weapon Attack:**
+3 to hit (Reach 5 ft; One Creature).  
*Hit:* 3 (1d4+1) piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.
Tyrannosaurus Rex

Huge beast, unaligned

Armor Class: 13 (natural armor)
Hit Points: 136 (13d12 + 52)
Speed: 50 ft.

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Skills: Perception +4
Senses: passive Perception 14
Languages: —
Challenge: 8 (3,900 XP)

Actions

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

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

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

Medium Undead (Shapechanger), Lawful Evil

Armor Class: 16 (Natural Armor)
Hit Points: 144 (17d8 + 68)
Speed: 30 ft

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<td>18 (+4)</td>
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<td>15 (+2)</td>
<td>18 (+4)</td>
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Saving Throws: Dex +9, Wis +7, Cha +9
Skills: Perception +7, Stealth +9
Damage Resistances: Necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses: Darkvision 120 ft, passive Perception 17
Languages: The languages it knew in life
Challenge: 13 (10,000 XP)

Traits

**Shapechanger:** If the vampire isn’t in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.
- While in bat form, the vampire can’t speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.
- While in mist form, the vampire can’t take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature’s space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can’t pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

**Legendary Resistance (3/Day):** If the vampire fails a saving throw, it can choose to succeed instead.

**Misty Escape:** When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn’t in sunlight or running water. If it can’t transform, it is destroyed. While it has 0 hit points in mist form, it can’t revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

**Regeneration:** The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn’t in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn’t function at the start of the vampire’s next turn.

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

**Vampire Weaknesses:** The vampire has the following flaws:
- **Forbiddance.** The vampire can’t enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire’s heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.
Actions

**Multiattack (Vampire Form Only):** The vampire makes two attacks, only one of which can be a bite attack.

**Unarmed Strike (Vampire Form Only) - Melee Weapon Attack:**
+9 to hit, reach 5 ft, one creature.
Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

**Bite (Bat or Vampire Form Only) - Melee Weapon Attack:**
+9 to hit, reach 5 ft, one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained.
Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire’s control.

Charm: The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn’t under the vampire’s control, it takes the vampire’s requests or actions in the most favorable way it can, and it is a willing target for the vampire’s bite attack.

Each time the vampire or the vampire’s companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

**Children of the Night (1/Day):** The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn’t up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

**Move:** The vampire moves up to its speed without provoking opportunity attacks.
**Unarmed Strike:** The vampire makes one unarmed strike.
**Bite (Costs 2 Actions):** The vampire makes one bite attack.
Vampire Spawn

Medium Undead, Neutral Evil

Armor Class: 15 (Natural Armor)
Hit Points: 82 (11d8 + 33)
Speed: 30 ft

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<td>16 (+3)</td>
<td>16 (+3)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
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</table>

Saving Throws: Dex +6, Wis +3
Skills: Perception +3, Stealth +6
Damage Resistances: Necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses: Darkvision 60 ft, passive Perception 13
Languages: The languages it knew in life
Challenge: 5 (1,800 XP)

Traits

Regeneration: The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn’t in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn’t function at the start of the vampire’s next turn.
Spider Climb: The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Vampire Weaknesses: The vampire has the following flaws:
  - Forbiddance. The vampire can’t enter a residence without an invitation from one of the occupants.
  - Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
  - Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
  - Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack: The vampire makes two attacks, only one of which can be a bite attack.

Claws - Melee Weapon Attack:
  +6 to hit, reach 5 ft, one creature.
  Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite - Melee Weapon Attack:
  +6 to hit, reach 5 ft, one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained.
  Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Veteran

Medium Humanoid (Any Race), Any Alignment

**Armor Class:** 17 (Splint)

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

**Speed:** 30 ft.

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<td>10 (+0)</td>
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**Skills:** Athletics +5, Perception +2

**Senses:** passive Perception 12

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

**Challenge:** 3 (700 XP)

**Actions**

**Multiattack:** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword** - Melee Weapon Attack:
+5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

**Heavy Crossbow** - Ranged Weapon Attack:
+3 to hit, range 100/400 ft., one target.
Hit: 5 (1d10) piercing damage.
Violet Fungus

Medium plant, unaligned

Armor Class: 5
Hit Points: 18 (4d8)
Speed: 5 ft.

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<tr>
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<td>1 (-5)</td>
<td>3 (-4)</td>
<td>1 (-5)</td>
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</table>

Condition Immunities: blinded, deafened, frightened
Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages: —
Challenge: 1/4 (50 XP)

Traits

False Appearance: While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack: The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch - Melee Weapon Attack:
+2 to hit, reach 10 ft., one creature.
Hit: 4 (1d8) necrotic damage.
Vulture

Medium beast, unaligned

Armor Class: 10  
Hit Points: 5 (1d8 + 1)  
Speed: 10 ft., fly 50 ft.

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<td>2 (-4)</td>
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<td>4 (-3)</td>
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</table>

Skills: Perception +3
Senses: passive Perception 13
Languages: —
Challenge: 0 (10 XP)

Traits
Keen Sight and Smell: The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.
Pack Tactics: The vulture has advantage on an attack roll against a creature if at least one of the vulture’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Actions
Beak - Melee Weapon Attack:  
+2 to hit, reach 5 ft., one target.  
Hit: 2 (1d4) piercing damage.
Warhorse

*Large beast, unaligned*

**Armor Class:** 11  
**Hit Points:** 19 (3d10 + 3)  
**Speed:** 60 ft.

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<td>13 (+1)</td>
<td>2 (-4)</td>
<td>12 (+1)</td>
<td>7 (-2)</td>
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</table>

**Senses:** passive Perception 11  
**Languages:** —  
**Challenge:** 1/2 (100 XP)

**Traits**

**Trampling Charge:** If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

**Actions**

**Hooves - Melee Weapon Attack:**  
+4 to hit, reach 5 ft., one target.  
Hit: 11 (2d6 + 4) bludgeoning damage

**Variants**

**War Horse Armor:** An armored warhorse has an Armor Class based on the type of barding worn (see chapter 5 for more information on barding). Its Armor Class includes the horse's Dexterity modifier, where applicable.

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<td>Splint</td>
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</table>
Wasp, Giant

Medium beast, unaligned

Armor Class: 12
Hit Points: 13 (3d8)
Speed: 10 ft., fly 50 ft.

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Senses: passive Perception 10
Languages: —
Challenge: 1/2 (100 XP)

Actions

**Sting** - Melee Weapon Attack:
+4 to hit, reach 5 ft., one creature.
Hit: 5 (1d6 + 2) 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. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way
Weasel

Tiny beast, unaligned

**Armor Class:** 13
**Hit Points:** 1 (1d4 − 1)
**Speed:** 30 ft.

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<th>Str</th>
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**Skills:** Perception +3, Stealth +5
**Senses:** passive Perception 13
**Languages:** —
**Challenge:** 0 (10 XP)

**Traits**

**Keen Hearing and Smell:** The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Actions**

**Bite** - Melee Weapon Attack:
+5 to hit, reach 5 ft., one target.
Hit: 1 piercing damage
Weasel, Giant

Medium beast, unaligned

Armor Class: 13
Hit Points: 9 (2d8)
Speed: 40 ft.

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<td>4 (-3)</td>
<td>12 (+1)</td>
<td>5 (-3)</td>
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Skills: Perception +3, Stealth +5
Senses: darkvision 60 ft., passive Perception 13
Languages: —
Challenge: 1/8 (25 XP)

Traits
Keen Hearing and Smell: The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions
Bite - Melee Weapon Attack:
+5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) piercing damage
Werewolf

*Medium humanoid (human, shapechanger), chaotic evil*

**Armor Class:** 11 in humanoid form, 12 (natural Armor) in wolf or hybrid form
**Hit Points:** 58 (9d8 + 18)
**Speed:** 30 ft (40 ft in wolf form)

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<td><strong>Wis</strong></td>
<td>11 (+0)</td>
<td><strong>Cha</strong></td>
<td>10 (+0)</td>
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**Skills:** Perception +4, Stealth +3
**Damage Immunities:** Bludgeoning, piercing, and slashing damage from nonmagical weapons that aren’t silvered
**Senses:** passive Perception 14
**Languages:** Common (can’t speak in wolf form)
**Challenge:** 3 (700 XP)

**Traits**
- **Shapechanger:** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies.
- **Keen Hearing and Smell:** The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Actions**
- **Multiattack (Humanoid or Hybrid Form Only):** The werewolf makes two attacks: one with its bite and one with its claws or spear.
- **Bite (Wolf or Hybrid Form Only) - Melee Weapon Attack:**
  - +4 to hit, reach 5 ft, one target.
  - Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.
- **Claws (Hybrid Form Only) - Melee Weapon Attack:**
  - +4 to hit, reach 5 ft, one creature.
  - Hit: 7 (2d4 + 2) slashing damage.
- **Spear (Humanoid Form Only) - Melee or Ranged Weapon Attack:**
  - +4 to hit, reach 5 ft or range 20/60 ft, one creature.
  - Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.
**Wight**

*Medium undead, neutral evil*

**Armor Class:** 14 (studded leather)
**Hit Points:** 45 (6d8 + 18)
**Speed:** 30 ft.

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<td>15 (+2)</td>
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<td>16 (+3)</td>
<td>10 (+0)</td>
<td>13 (+1)</td>
<td>15 (+2)</td>
</tr>
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</table>

**Skills:** Perception +3, Stealth +4
**Damage Resistances:** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t silvered
**Damage Immunities:** poison
**Condition Immunities:** exhaustion, poisoned
**Senses:** darkvision 60 ft., passive Perception 13
**Languages:** the languages it knew in life
**Challenge:** 3 (700 XP)

**Traits**

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

**Actions**

**Multiattack.** The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

**Life Drain** - Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight’s control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Longsword** - Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow** - Ranged Weapon Attack:

+4 to hit, range 150/600 ft., one target.

Hit: 6 (1d8 + 2) piercing damage.
Will-o’-Wisp

Tiny undead, chaotic evil

Armor Class: 19
Hit Points: 22 (9d4)
Speed: 0 ft., fly 50 ft. (hover)

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<td>13 (+1)</td>
<td>14 (+2)</td>
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</table>

Damage Immunities: lightning, poison
Damage Resistances: acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities: exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses: darkvision 120 ft., passive Perception 12
Languages: the languages it knew in life
Challenge: 2 (450 XP)

Traits

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

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

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

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

Actions

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

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

*Large monstrosity, neutral evil*

**Armor Class:** 13 (natural armor)

**Hit Points:** 75 (10d10 + 20)

**Speed:** 50 ft.

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<td>14 (+2)</td>
<td>7 (-2)</td>
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</table>

**Skills:** Perception +5, Stealth +3

**Damage Immunities:** cold

**Senses:** passive Perception 15

**Languages:** Common, Giant, Winter Wolf

**Challenge:** 3 (700 XP)

**Traits**

*Keen Hearing and Smell:* The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

*Snow Camouflage:* The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Actions**

*Bite* - **Melee Weapon Attack:**

+6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

*Cold Breath (Recharge 5–6):* The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.
Wolf

Medium Beast, Unaligned

Armor Class: 13 (Natural Armor)
Hit Points: 11 (2d8 + 2)
Speed: 40 ft

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Skills: Perception +3, Stealth +4
Senses: passive Perception 13
Languages: —
Challenge: ¼ (50xp)

Traits
Keen Hearing and Smell: The wolf has advantage on Wisdom (Perception) checks that rely on hearing and smell.
Pack Tactics: The wolf has advantage on an attack roll against a creature if at least one of the wolf’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Actions
Bite - Melee Weapon Attack:
+3 to hit, Reach 5 ft, One Target
Hit: 4 (1d6+1) piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone
Wolf, Dire

Large beast, unaligned

Armor Class: 14 (natural armor)
Hit Points: 37 (5d10 + 10)
Speed: 50 ft.

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Skills: Perception +3, Stealth +4
Senses: passive Perception 13
Languages: —
Challenge: 1 (200 XP)

Traits
- **Keen Hearing and Smell**: The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Pack Tactics**: The wolf has advantage on an attack roll against a creature if at least one of the wolf’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Actions
- **Bite** - Melee Weapon Attack:
  +5 to hit, reach 5 ft., one target.
  Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.
Wolf Spider, Giant

Medium beast, unaligned

Armor Class: 13
Hit Points: 11 (2d8 + 2)
Speed: 40 ft., climb 40 ft.

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<th>Str</th>
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<tr>
<td>12 (+1)</td>
<td>16 (+3)</td>
<td>13 (+1)</td>
<td>3 (-4)</td>
<td>12 (+1)</td>
<td>4 (-3)</td>
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Skills: Perception +3, Stealth +7
Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages: —
Challenge: 1/4 (50 XP)

Traits

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

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

Actions

Bite - Melee Weapon Attack:
+3 to hit, reach 5 ft., one creature.
Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
Worg

Large monstrosity, neutral evil

**Armor Class:** 13 (natural armor)
**Hit Points:** 26 (4d10 + 4)
**Speed:** 50 ft.

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<tr>
<td>16 (+3)</td>
<td>13 (+1)</td>
<td>13 (+1)</td>
<td>7 (-2)</td>
<td>11 (+0)</td>
<td>8 (-1)</td>
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</table>

**Skills:** Perception +4
**Senses:** darkvision 60 ft., passive Perception 14
**Languages:** Goblin, Worg
**Challenge:** 1/2 (100 XP)

**Traits**

**Keen Hearing and Smell:** The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Actions**

**Bite** - Melee Weapon Attack:
- +5 to hit, reach 5 ft., one target.
- Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.
Wyvern

*Large dragon, unaligned*

**Armor Class:** 13 (natural armor)

**Hit Points:** 110 (13d10 + 39)

**Speed:** 20 ft., fly 80 ft.

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<tr>
<td>19 (+4)</td>
<td>10 (+0)</td>
<td>16 (+3)</td>
<td>5 (-3)</td>
<td>12 (+1)</td>
<td>6 (-2)</td>
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</table>

**Skills:** Perception +4

**Senses:** darkvision 60 ft., passive Perception 14

**Languages:** —

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

**Actions**

**Multiattack:** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite** - Melee Weapon Attack:
  +7 to hit, reach 10 ft., one creature.
  Hit: 11 (2d6 + 4) piercing damage.

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

**Stinger** - Melee Weapon Attack:
  +7 to hit, reach 10 ft., one creature.
  Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.
Yeti

*Large monstrosity, chaotic evil*

**Armor Class:** 12 (natural armor)
**Hit Points:** 51 (6d10 + 18)
**Speed:** 40 ft., climb 40 ft.

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<tr>
<td>18 (+4)</td>
<td>13 (+1)</td>
<td>16 (+3)</td>
<td>8 (-1)</td>
<td>12 (+1)</td>
<td>7 (-2)</td>
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**Skills:** Perception +3, Stealth +3
**Damage Immunities:** cold
**Senses:** darkvision 60 ft., passive Perception 13
**Languages:** Yeti
**Challenge:** 3 (700 XP)

**Traits**
- **Fear of Fire:** If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
- **Keen Smell:** The yeti has advantage on Wisdom (Perception) checks that rely on smell.
- **Snow Camouflage:** The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Actions**
- **Multiattack:** The yeti can use its Chilling Gaze and makes two claw attacks.
  
  **Claw - Melee Weapon Attack:**
  - +6 to hit, reach 5 ft., one target.
  - Hit: 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

  **Chilling Gaze:** The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target’s saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.
Zombie
Medium Undead, Neutral Evil

Armor Class: 8 (Natural Armor)
Hit Points: 22 (3d8 + 9)
Speed: 20 ft

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<tr>
<td>13 (+1)</td>
<td>6 (-2)</td>
<td>16 (+3)</td>
<td>3 (-4)</td>
<td>6 (-2)</td>
<td>5 (-3)</td>
</tr>
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Saving Throws: Wis +0
Damage Immunities: Poison
Condition Immunities: Poisoned
Senses: Darkvision 60 ft, passive Perception 8
Languages: Understands the languages it knew in life but can’t speak
Challenge: ¼ (50xp)

Traits

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

Actions

**Slam -** Melee Weapon Attack:
- +3 to hit, Reach 5 ft, One Target
- *Hit:* 4 (1d6+1) piercing damage.

Variants

**Ash Zombie:** The first time the zombie takes damage, any living creature within 5 feet of the zombie must succeed on a DC 10 Constitution saving throw or gain disadvantage on attack rolls, saving throws, and ability checks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on it early with a successful save.