**Magic Items**

This section collects the magic items referenced in the *Hoard of the Dragon Queen* adventure. For the rules governing magic item use, such as rarity and attunement, see the Dungeon Master’s D&D basic rules, available at DungeonsandDragons.com. These items are from the *Dungeon Master’s Guide* and are provided here for your convenience.

For spells referenced by magic items in the adventure (including spell scrolls), see the “Spells” section of this supplement and the D&D basic rules.

**+1 Armor**
*Armor (any), rare*

You have a +1 bonus to AC while wearing this armor.

**+1 Weapon**
*Weapon (any), uncommon*

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

**Arrow-Catching Shield**
*Armor (shield), rare (requires attunement)*

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

**Bag of Holding**
*Wondrous item, uncommon*

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

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

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

**Bracers of Defense**
*Wondrous item, rare (requires attunement)*

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

**Dagger of Venom**
*Weapon (dagger), rare*

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

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

**Oil of Ethereality**
*Potion, rare*

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it’s wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the ethereality spell for 1 hour.

**Potion of Gaseous Form**
*Potion, rare*

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion’s container seems to hold fog that moves and pours like water.

**Potion of Healing**
*Potion, rarity varies*

You regain hit points when you drink this potion. The number of hit points depends on the potion’s rarity, as shown in the Potions of Healing table. Whatever its potency, the potion’s red liquid glimmers when agitated.

**Potions of Healing**

<table>
<thead>
<tr>
<th>Potion of …</th>
<th>Rarity</th>
<th>HP Regained</th>
</tr>
</thead>
<tbody>
<tr>
<td>Healing</td>
<td>Common</td>
<td>2d4 + 2</td>
</tr>
<tr>
<td>Greater healing</td>
<td>Uncommon</td>
<td>4d4 + 4</td>
</tr>
</tbody>
</table>

**Spell Scroll**
*Scroll, varies*

See the “Spells” section of this supplement for information on spell scrolls found in the adventure.

**Staff of Fire**
*Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)*

You have resistance to fire damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: burning hands (1 charge), fireball (3 charges), or wall of fire (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.
Monsters

The section collects the stat blocks for those monsters referenced in the *Hoard of the Dragon Queen* adventure, excluding those found in that adventure’s appendix. These monsters are from the *Monster Manual* and are provided here for your convenience.

For more information on monsters and how to read a monster’s statistics, see the D&D basic rules or the *Monster Manual*.

Adult Blue Dragon

*Huge dragon, lawful evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>19 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>225 (18d12 + 108)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft., burrow 30 ft., fly 80 ft.</td>
</tr>
</tbody>
</table>

**STR** 25 (+7)  | **DEX** 10 (+0)  | **CON** 23 (+6)  | **INT** 16 (+3)  | **WIS** 15 (+2)  | **CHA** 19 (+4)  |

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

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

**Actions**

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

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

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

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

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

**Lightning Breath (Recharge 5–6).** 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.

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Acolyte

*Medium humanoid (any race), any alignment*

<table>
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<tr>
<th>Armor Class</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>9 (2d8)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** 10 (+0)  | **DEX** 10 (+0)  | **CON** 10 (+0)  | **INT** 10 (+0)  | **WIS** 14 (+2)  | **CHA** 11 (+0)  |

**Skills** Medicine +4, Religion +2  
**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 1/4 (50 XP)  

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

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

**Actions**

**Club. Melee Weapon Attack:** +2 to hit, reach 5 ft., one target. 
*Hit:* 2 (1d4) bludgeoning damage.
**Adult White Dragon**

_Huge dragon, chaotic evil_

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>18 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>200 (16d12 + 96)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.</td>
</tr>
</tbody>
</table>

**STR** 22 (+6)  
**DEX** 10 (+0)  
**CON** 22 (+6)  
**INT** 8 (−1)  
**WIS** 12 (+1)  
**CHA** 12 (+1)

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

*Ice Walk.* The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn’t cost it extra 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:* 13 (2d6 + 6) slashing damage.

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

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

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

**Legendary Actions**

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

**Detect.** The dragon makes a Wisdom (Perception) check.  
**Tail Attack.** The dragon makes a tail attack.  
**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

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**Air Elemental**

_Large elemental, neutral_

<table>
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<tr>
<th>Armor Class</th>
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</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>90 (12d10 + 24)</td>
</tr>
<tr>
<td>Speed</td>
<td>0 ft., fly 90 ft. (hover)</td>
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</table>

**STR** 14 (+2)  
**DEX** 20 (+5)  
**CON** 14 (+2)  
**INT** 6 (−2)  
**WIS** 10 (+0)  
**CHA** 6 (−2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical 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)

*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.
Assassin
Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR DEX CON INT WIS CHA
11 (+0) 16 (+3) 14 (+2) 13 (+1) 11 (+0) 10 (+0)

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)

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.

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

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

STR DEX CON INT WIS CHA
11 (+0) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

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

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

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

Berserker
Medium humanoid (any race), any chaotic alignment

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

STR DEX CON INT WIS CHA
16 (+3) 12 (+1) 17 (+3) 9 (−1) 11 (+0) 9 (−1)

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

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

Actions
Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.
### Bullywug
*Medium humanoid (bullywug), neutral evil*

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

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<tbody>
<tr>
<td>12 (+1)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>7 (−2)</td>
<td>10 (+0)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

**Skills**  
- Stealth +3  
- Senses passive Perception 10  
- Languages Bullywug

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

- **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 swampy 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.

### Commoner
*Medium humanoid (any race), any alignment*

*Armor Class 10*  
*Hit Points 4 (1d8)*  
*Speed 30 ft.*

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge 0 (10 XP)**

**Actions**

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

### Crocodile
*Large beast, unaligned*

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

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 (+2)</td>
<td>10 (+0)</td>
<td>13 (+1)</td>
<td>2 (−4)</td>
<td>10 (+0)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

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

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

**Actions**

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

### Cultist
*Medium humanoid (any race), any non-good alignment*

*Armor Class 12 (leather armor)*  
*Hit Points 9 (2d8)*  
*Speed 30 ft.*

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Skills** Deception +2, Religion +2  
**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge 1/8 (25 XP)**

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

**Actions**

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

### Deer
*Medium beast, unaligned*

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

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (+0)</td>
<td>16 (+3)</td>
<td>11 (+0)</td>
<td>2 (−4)</td>
<td>14 (+2)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<tbody>
<tr>
<td>11 (+0)</td>
<td>18 (+4)</td>
<td>14 (+2)</td>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
</tr>
</tbody>
</table>

**Skills**  Deception +6, Insight +3  
**Condition Immunities** charmed  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common  
**Challenge** 3 (700 XP)

*Shapechanger.* The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies.

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

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

**Actions**  
**Multiattack.** The doppelganger makes two melee attacks.

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

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

**Dwarf**
For dwarf NPCs in the adventure, use an appropriate NPC stat block from this section, then add dwarf racial traits (see the *Player’s Handbook* or the D&D basic rules).

**Elk**
*Large beast, unaligned*

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

<table>
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<tr>
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<th>INT</th>
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<td>16 (+3)</td>
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<td>12 (+1)</td>
<td>2 (−4)</td>
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</tbody>
</table>

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

**Charge.** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 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.
**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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<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<td>15 (+2)</td>
<td>11 (+0)</td>
<td>16 (+3)</td>
<td>6 (−2)</td>
<td>11 (+0)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

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)

**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.

**Giant Centipede**

*Small beast, unaligned*

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

---

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<tbody>
<tr>
<td>5 (−3)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>1 (−5)</td>
<td>7 (−2)</td>
<td>3 (−4)</td>
</tr>
</tbody>
</table>

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

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

**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.
**Giant Spider**  
*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>14 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>26 (4d10 + 4)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., climb 30 ft.</td>
</tr>
</tbody>
</table>

**STR** 14 (+2)  
**DEX** 16 (+3)  
**CON** 12 (+1)  
**INT** 2 (−4)  
**WIS** 11 (+0)  
**CHA** 4 (−3)

Skills:  
- **Stealth** +7  
- **Senses**: blindsight 10 ft., darkvision 60 ft., passive Perception 10  
- **Languages**: —  
- **Challenge**: 1 (200 XP)

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

**Actions**  
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.  
*Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If 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.

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature.  
*Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

---

**Giant Frog**  
*Medium beast, unaligned*

<table>
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<tr>
<th>Armor Class</th>
<th>11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>18 (4d8)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., swim 30 ft.</td>
</tr>
</tbody>
</table>

**STR** 12 (+1)  
**DEX** 13 (+1)  
**CON** 11 (+0)  
**INT** 2 (−4)  
**WIS** 10 (+0)  
**CHA** 3 (−4)

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

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

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

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

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

---

**Giant Lizard**  
*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>19 (3d10 + 3)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., climb 30 ft.</td>
</tr>
</tbody>
</table>

**STR** 15 (+2)  
**DEX** 12 (+1)  
**CON** 13 (+1)  
**INT** 2 (−4)  
**WIS** 10 (+0)  
**CHA** 5 (−3)

Senses: darkvision 30 ft., passive Perception 10  
**Languages**: —  
**Challenge**: 1/4 (50 XP)

**Actions**  
**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 6 (1d8 + 2) piercing damage.
Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Guard
Medium humanoid (any race), any alignment

Actions
Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Half-Orc
For half-orc NPCs in the adventure, use an appropriate NPC stat block from this section, then add half-orc racial traits (see the Player's Handbook). Alternatively, use the orc stat block.

Helmed Horror
Medium construct, neutral

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.
Hobgoblin
Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR 13 (+1)  DEX 12 (+1)  CON 12 (+1)  INT 10 (+0)  WIS 10 (+0)  CHA 9 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

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

Actions
Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.
Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Hobgoblin Captain
Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR 15 (+2)  DEX 14 (+2)  CON 14 (+2)  INT 12 (+1)  WIS 10 (+0)  CHA 13 (+1)

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

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.

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.

Knight
Medium humanoid (any race), any alignment

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

STR 16 (+3)  DEX 11 (+0)  CON 14 (+2)  INT 11 (+0)  WIS 11 (+0)  CHA 15 (+2)

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

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

Actions
Multiattack. The knight makes two melee attacks.
Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.
Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.
Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.
**Kobold**
Small humanoid (kobold), lawful evil

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

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<tr>
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<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 (−2)</td>
<td>15 (+2)</td>
<td>9 (−1)</td>
<td>8 (−1)</td>
<td>7 (−2)</td>
<td>8 (−1)</td>
</tr>
</tbody>
</table>

**Senses**: darkvision 60 ft., passive Perception 8
**Languages**: Common, Draconic
**Challenge**: 1/8 (25 XP)

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

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

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

**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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<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 (+2)</td>
<td>10 (+0)</td>
<td>13 (+1)</td>
<td>7 (−2)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

**Skills**: Perception +3, Stealth +4, Survival +5
**Senses**: passive Perception 13
**Languages**: Draconic
**Challenge**: 1/2 (100 XP)

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

**Actions**
- **Multiattack**. The lizardfolk makes two melee attacks, each one with a different weapon.
  - **Bite. Melee Weapon Attack**: +4 to hit, reach 5 ft., one target. **Hit**: 5 (1d6 + 2) piercing damage.
  - **Heavy Club. Melee Weapon Attack**: +4 to hit, reach 5 ft., one target. **Hit**: 5 (1d6 + 2) bludgeoning damage.
  - **Javelin. Melee or Ranged Weapon Attack**: +4 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit**: 5 (1d6 + 2) piercing damage.
  - **Spiked Shield. Melee Weapon Attack**: +4 to hit, reach 5 ft., one target. **Hit**: 5 (1d6 + 2) piercing damage.

**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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<thead>
<tr>
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<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>9 (−1)</td>
<td>14 (+2)</td>
<td>11 (+0)</td>
<td>17 (+3)</td>
<td>12 (+1)</td>
<td>11 (+0)</td>
</tr>
</tbody>
</table>

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

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

**Actions**
- **Dagger. Melee Weapon Attack**: +3 to hit, reach 5 ft., one target. **Hit**: 5 (1d8 + 2) piercing damage.

**Noble**
Medium humanoid (any race), any alignment

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

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<tr>
<th>STR</th>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<td>11 (+0)</td>
<td>12 (+1)</td>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
<td>16 (+3)</td>
</tr>
</tbody>
</table>

**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.
Ogre
Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

```
STR  DEX  CON  INT  WIS  CHA
19 (+4)  8 (-1)  16 (+3)  5 (-3)  7 (-2)  7 (-2)
```

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 2 (450 XP)

Actions

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

**Javelin.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Orc
Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

```
STR  DEX  CON  INT  WIS  CHA
16 (+3)  12 (+1)  16 (+3)  7 (-2)  11 (+0)  10 (+0)
```

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

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

Actions

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

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

Otyugh
Large aberration, neutral

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

```
STR  DEX  CON  INT  WIS  CHA
16 (+3)  11 (+0)  19 (+4)  6 (-2)  13 (+1)  6 (-2)
```

Saving Throws Con +7
Senses darkvision 120 ft., passive Perception 11
Languages Otyugh
Challenge 5 (1,800 XP)

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

Actions

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

**Bite. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target’s hit point maximum lasts until the disease is cured.

**Tentacle.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

**Tentacle Slam.** The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 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.
**Peryton**  
Medium monstrosity, chaotic evil

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

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 (+4)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>9 (−1)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**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)

**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.

**Peryton**  
Medium monstrosity, chaotic evil

**Armor Class** 20 (natural armor)  
**Hit Points** 93 (11d10 + 33)  
**Speed** 10 ft., climb 10 ft.

<table>
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<tr>
<th>STR</th>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
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<td>17 (+3)</td>
<td>7 (−2)</td>
<td>16 (+3)</td>
<td>6 (−2)</td>
</tr>
</tbody>
</table>

**Skills**  
- Perception +6, Stealth +5

**Senses** darkvision 60 ft., passive Perception 16

**Languages** —

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

**False Appearance.** While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

**Grasping Tendrils.** The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

**Actions**

**Multiattack.** The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target.  
**Hit:** 22 (4d8 + 4) piercing damage.

**Tendril.** Melee Weapon Attack: +7 to hit, reach 50 ft., one creature.  
**Hit:** The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can’t use the same tendril on another target.

**Reel.** The roper pulls each creature grappled by it up to 25 feet straight toward it.

**Priest**  
Medium humanoid (any race), any alignment

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

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<tr>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
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</tr>
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<tbody>
<tr>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>16 (+3)</td>
<td>13 (+1)</td>
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</tbody>
</table>

**Skills**  
- Medicine +7, Persuasion +3, Religion +4

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 2 (450 XP)

**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, *lesser restoration, spiritual weapon*  
- 2nd level (3 slots): *dispel magic*, spirit guardians

**Actions**

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

Large construct, unaligned

Armor Class 12
Hit Points 33 (6d10)
Speed 10 ft.

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<tr>
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<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 (+3)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
<td>1 (−5)</td>
<td>3 (−4)</td>
<td>1 (−5)</td>
</tr>
</tbody>
</table>

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 2 (450 XP)

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

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (+0)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>11 (+0)</td>
<td>13 (+1)</td>
<td>11 (+0)</td>
</tr>
</tbody>
</table>

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.


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

Shambling Mound

Large plant, unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 20 ft., swim 20 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>8 (−1)</td>
<td>16 (+3)</td>
<td>5 (−3)</td>
<td>10 (+0)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

Skills Stealth +2
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *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.
**Spy**  
Medium humanoid (any race), any alignment

**Armor Class** 12  
**Hit Points** 27 (6d8)  
**Speed** 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (+0)</td>
<td>15 (+2)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
<td>16 (+3)</td>
</tr>
</tbody>
</table>

**Skills**  
Deception +5, Insight +4, Investigation +5, Perception +6,  
Persuasion +5, Sleight of Hand +4, Stealth +4

**Languages**  
any two languages

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn’t incapacitated and the spy doesn’t have disadvantage on the attack roll.

**Actions**

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

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

**Hand Crossbow.**  
**Ranged Weapon Attack:** +4 to hit, range 30/120 ft., one target.  
**Hit:** 5 (1d6 + 2) piercing damage.

**Stirge**  
Tiny beast, unaligned

**Armor Class** 14 (natural armor)  
**Hit Points** 2 (1d4)  
**Speed** 10 ft., fly 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 (–3)</td>
<td>16 (+3)</td>
<td>11 (+0)</td>
<td>2 (–4)</td>
<td>8 (–1)</td>
<td>6 (–2)</td>
</tr>
</tbody>
</table>

**Senses**  
darkvision 60 ft., passive Perception 9

**Languages** —

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

**Actions**

**Blood Drain.**  
**Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature.  
**Hit:** 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn’t attack. Instead, at the start of each of the stirge’s turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.
**Stone Giant**  
*Huge giant, neutral*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>17 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>126 (11d12 + 55)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

**STR** 23 (+6)  
**DEX** 15 (+2)  
**CON** 20 (+5)  
**INT** 10 (+0)  
**WIS** 12 (+1)  
**CHA** 9 (−1)

**Saving Throws**  
Dex +5, Con +8, Wis +4

**Skills**  
Athletics +12, Perception +4

**Senses**  
darkvision 60 ft., passive Perception 14

**Languages**  
Giant

**Challenge** 7 (2,900 XP)

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

**Actions**

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

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

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

**Reactions**

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

---

**Stone Golem**  
*Large construct, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>17 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>178 (17d10 + 85)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** 22 (+6)  
**DEX** 19 (−1)  
**CON** 20 (+5)  
**INT** 11 (+0)  
**WIS** 1 (+−5)  
**CHA** 1 (−5)

**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)

**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.

---

**Swarm of Centipedes**

Use the swarm of insects stat block, below.

---

**Swarm of Insects**  
*Medium swarm of Tiny beasts, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>22 (5d8)</td>
</tr>
<tr>
<td>Speed</td>
<td>20 ft., climb 20 ft.</td>
</tr>
</tbody>
</table>

**STR** 3 (−4)  
**DEX** 13 (+1)  
**CON** 10 (+0)  
**INT** 1 (−5)  
**WIS** 7 (−2)  
**CHA** 1 (−5)

**Damage Resistances**  
bludgeoning, piercing, slashing

**Condition Immunities**  
charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses**  
blindsight 10 ft., passive Perception 8

**Languages**  
—

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

**Swarm.** The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can’t regain hit points or gain temporary hit points.

**Actions**

**Bites. Melee Weapon Attack:** +3 to hit, reach 0 ft., one target in the swarm’s space.  
**Hit:** 5 (2d4) piercing damage, or 10 (4d4) piercing damage if the swarm has half of its hit points or fewer.
**Troll**

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tr>
<td>18</td>
<td>13</td>
<td>20</td>
<td>7</td>
<td>9</td>
<td>7</td>
</tr>
</tbody>
</table>

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn’t function at the start of the troll’s next turn. The troll dies only if it starts its turn with 0 hit points and doesn’t regenerate.

Actions

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

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

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

**Swarms of Rats**

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tr>
<td>9</td>
<td>11</td>
<td>9</td>
<td>2</td>
<td>10</td>
<td>3</td>
</tr>
</tbody>
</table>

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

Swarm. The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can’t regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm’s space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

**Troglodyte**

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>14</td>
<td>10</td>
<td>14</td>
<td>6</td>
<td>10</td>
<td>6</td>
</tr>
</tbody>
</table>

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 10

Languages Troglodyte

Challenge 1/4 (50 XP)

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.
**Vampire**  
Medium undead (shapechanger), lawful evil

**Armor Class** 16 (natural armor)  
**Hit Points** 144 (17d8 + 68)  
**Speed** 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>18 (+4)</td>
<td>18 (+4)</td>
<td>17 (+3)</td>
<td>15 (+2)</td>
<td>18 (+4)</td>
</tr>
</tbody>
</table>

**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)

---

**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 spawned 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 bit 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 or 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.
**Veteran**  
Medium humanoid (any race), any alignment

Armor Class 17 (splint)  
Hit Points 58 (9d8 + 18)  
Speed 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 (+3)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 (−4)</td>
<td>1 (−5)</td>
<td>10 (+0)</td>
<td>1 (−5)</td>
<td>3 (−4)</td>
<td>1 (−5)</td>
</tr>
</tbody>
</table>

Condition Immunities  
- blinded, deafened, frightened

Senses  
- blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —  
Challenge 1/4 (50 XP)

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.
**Winged Kobold**  
Small humanoid (kobold), lawful evil

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>7 (3d6 − 3)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., fly 30 ft.</td>
</tr>
</tbody>
</table>

## STR  DEX  CON  INT  WIS  CHA  
7 (−2) 16 (+3) 9 (−1) 8 (−1) 7 (−2) 8 (−1)

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

**Languages**  
Common, Draconic

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

---

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

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

**Actions**

**Dagger.** *Melee Weapon Attack:* +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.

---

**Wyvern**  
Large dragon, unaligned

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>110 (13d10 + 39)</td>
</tr>
<tr>
<td>Speed</td>
<td>20 ft., fly 80 ft.</td>
</tr>
</tbody>
</table>

## STR  DEX  CON  INT  WIS  CHA  
19 (+4) 10 (+0) 16 (+3) 5 (−3) 12 (+1) 6 (−2)

**Skills**  
Perception +4

**Senses**  
darkvision 60 ft., passive Perception 14

**Languages**  
—

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

---

**Actions**

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature.  
*Hit:* 11 (2d6 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 13 (2d8 + 4) slashing damage.

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature.  
*Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.
Yuan-ti Malison
Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 12
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR DEX CON INT WIS CHA
16 (+3) 14 (+2) 13 (+1) 14 (+2) 12 (+1) 16 (+3)

Skills Deception +5, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It doesn’t change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti’s innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:
- At will: animal friendship (snakes only)
- 3/day: suggestion

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:
Type 1: Human body with snake head
Type 2: Human head and body with snakes for arms
Type 3: Human head and upper body with a serpentine lower body instead of legs

Actions for Type 1
Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.
Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.
Longbow (Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Actions for Type 2
Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Actions for Type 3
Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.
Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can’t constrict another target.
Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.
Longbow (Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Yuan-ti Pureblood
Medium humanoid (yuan-ti), neutral evil

Armor Class 11
Hit Points 40 (9d8)
Speed 30 ft.

STR DEX CON INT WIS CHA
11 (+0) 12 (+1) 11 (+0) 13 (+1) 12 (+1) 14 (+2)

Skills Deception +6, Perception +3, Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Draconic
Challenge 1 (200 XP)

Innate Spellcasting. The yuan-ti’s spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:
- At will: animal friendship (snakes only)
- 3/day each: poison spray, suggestion

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions
Multiattack. The yuan-ti makes two melee attacks.
Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.
Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d8 + 1) piercing damage plus 7 (2d6) poison damage.
**Spells**

This section collects the spells referenced in the *Hoard of the Dragon Queen* adventure, excluding those already available in the D&D basic rules. This includes spells mentioned in monster stat blocks (both in the adventure appendix and this supplement) and spells referred to by magic items in the adventure. These spells are from the *Player's Handbook* and are provided here for your convenience.

For the rules governing magic and spellcasting, see the D&D basic rules or the *Player's Handbook*.

**Animal Friendship**

*1st-level enchantment*

*Casting Time:* 1 action  
*Range:* 30 feet  
*Components:* V, S, M (a morsel of food)  
*Duration:* 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast’s Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell’s duration. If you or one of your companions harms the target, the spells ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

**Antimagic Shell**

Where this spell is referenced for possible player use in the adventure, see the *antimagic field* spell in the *Player's Handbook*.

**Barkskin**

*2nd-level transmutation*

*Casting Time:* 1 action  
*Range:* Touch  
*Components:* V, S, M (a handful of oak bark)  
*Duration:* Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target’s skin has a rough, bark-like appearance, and the target’s AC can’t be less than 16, regardless of what kind of armor it is wearing.

**Beast Sense**

*2nd-level divination (ritual)*

*Casting Time:* 1 action  
*Range:* Touch  
*Components:* V, S, M (a diamond worth at least 50 gp)  
*Duration:* Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast’s eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the beast’s senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

**Blindness/Deafness**

*2nd-level necromancy*

*Casting Time:* 1 action  
*Range:* 30 feet  
*Components:* V  
*Duration:* 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

**Calm Emotions**

*2nd-level enchantment*

*Casting Time:* 1 action  
*Range:* 60 feet  
*Components:* V, S  
*Duration:* Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

- You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.
- You can suppress any effect causing a target to be indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

**Chromatic Orb**

*1st-level evocation*

*Casting Time:* 1 action  
*Range:* 90 feet  
*Components:* V, S, M (a diamond worth at least 50 gp)  
*Duration:* Instantaneous

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.
**Color Spray**

_1st-level illusion_

**Casting Time:** 1 action  
**Range:** Self (15-foot cone)  
**Components:** V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)  
**Duration:** 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can’t see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature’s hit points from the total before moving on to the creature with the next lowest hit points. A creature’s hit points must be equal to or less than the remaining total for that creature to be affected.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

**Confusion**

_4th-level enchantment_

**Casting Time:** 1 action  
**Range:** 90 feet  
**Components:** V, S, M (three nut shells)  
**Duration:** Concentration, up to 1 minute

This spell assaults and twists creatures’ minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can’t take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

<table>
<thead>
<tr>
<th>d10</th>
<th>Behavior</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn’t take an action this turn.</td>
</tr>
<tr>
<td>2–6</td>
<td>The creature doesn’t move or take actions this turn.</td>
</tr>
<tr>
<td>7–8</td>
<td>The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.</td>
</tr>
<tr>
<td>9–10</td>
<td>The creature can act and move normally.</td>
</tr>
</tbody>
</table>

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

**Daylight**

_3rd-level evocation_

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn’t being worn or carried, the light shines against the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell’s area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

**Detect Evil and Good**

_1st-level divination_

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Detect Thoughts**

_2nd-level divination_

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (a copper piece)  
**Duration:** Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn’t speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature’s thoughts or attempt to probe deeper into the same creature’s mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature’s thoughts, the creature can use its action on its turn to make an Intelligence check.
A creature in the area when you cast the spell must
into difficult terrain.
the duration, these plants turn the ground in the area
20-foot square starting from a point within range. For
Grasping weeds and vines sprout from the ground in a
Duration:
Components:
Range:
Casting Time:
1st-level conjuration
Entangle

• Questions verbally directed at the target creature
naturally shape the course of its thoughts, so this spell
is particularly effective as part of an interrogation.
You can also use this spell to detect the presence of
thinking creatures you can’t see. When you cast the
spell or as your action during the duration, you can
search for thoughts within 30 feet of you. The spell can
penetrate barriers, but 2 feet of rock, 2 inches of any
metal other than lead, or a thin sheet of lead blocks you.
You can’t detect a creature with an Intelligence of 3 or
lower or one that doesn’t speak any language.

Once you detect the presence of a creature in this way,
you can read its thoughts for the rest of the duration as
described above, even if you can’t see it, but it must still
be within range.

Druidcraft
Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Whispering to the spirits of nature, you create one of the
following effects within range:

• You create a tiny, harmless sensory effect that predicts
what the weather will be at your location for the next
24 hours. The effect might manifest as a golden orb
for clear skies, a cloud for rain, falling snowflakes for
snow, and so on. This effect persists for 1 round.
• You instantly make a flower blossom, a seed pod open,
or a leaf bud bloom.
• You create an instantaneous, harmless sensory effect,
such as falling leaves, a puff of wind, the sound of a
small animal, or the faint odor of skunk. The effect
must fit in a 5-foot cube.
• You instantly light or snuff out a candle, a torch, or a
small campfire.

Entangle
1st-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a
20-foot square starting from a point within range. For
the duration, these plants turn the ground in the area
into difficult terrain.

A creature in the area when you cast the spell must
succeed on a Strength saving throw or be restrained
by the entangling plants until the spell ends. A creature
restrained by the plants can use its action to make
a Strength check against your spell save DC. On a
success, it frees itself.

When the spell ends, the conjured plants wilt away.

Evard’s Black Tentacles
4th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of tentacle from a giant
octopus or a giant squid)
Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on
ground that you can see within range. For the duration,
these tentacles turn the ground in the area into difficult
terrain.

When a creature enters the affected area for the first
time on a turn or starts its turn there, the creature
must succeed on a Dexterity saving throw or take 3d6
bludgeoning damage and be restrained by the tentacles
until the spell ends. A creature that starts its turn in the
area and is already restrained by the tentacles takes 3d6
bludgeoning damage.

A creature restrained by the tentacles can use its
action to make a Strength or Dexterity check (its choice)
against your spell save DC. On a success, it frees itself.

Feather Fall
1st-level transmutation

Casting Time: 1 reaction, which you take when you or a
creature within 60 feet of you falls
Range: 60 feet
Components: V, M (a small feather or piece of down)
Duration: 1 minute

Choose up to five falling creatures within range. A
falling creature’s rate of descent slows to 60 feet per
round until the spell ends. If the creature lands before
the spell ends, it takes no falling damage and can land
on its feet, and the spell ends for that creature.

Fog Cloud
1st-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a
point within range. The sphere spreads around corners,
and its area is heavily obscured. It lasts for the duration
or until a wind of moderate or greater speed (at least 10
miles per hour) disperses it.

At Higher Levels. When you cast this spell using a
spell slot of 2nd level or higher, the radius of the fog
increases by 20 feet for each slot level above 1st.

Gaseous Form
3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of gauze and a wisp of
smoke)
Duration: Concentration, up to 1 hour

You transform a willing creature you touch, along with
everything it’s wearing and carrying, into a misty cloud
for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn’t affected.

While in this form, the target’s only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can’t fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can’t talk or manipulate objects, and any objects it was carrying or holding can’t be dropped, used, or otherwise interacted with. The target can’t attack or cast spells.

**Gust of Wind**
*2nd-level evocation*

*Casting Time:* 1 action  
*Range:* Self (60-foot line)  
*Components:* V, S, M (a legume seed)  
*Duration:* Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell’s duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

**Insect Plague**
*5th-level conjuration*

*Casting Time:* 1 action  
*Range:* 300 feet  
*Components:* V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)  
*Duration:* Concentration, up to 10 minutes

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere’s area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell’s area for the first time on a turn or ends its turn there.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

**Longstrider**
*1st-level transmutation*

*Casting Time:* 1 action  
*Range:* Touch  
*Components:* V, S, M (a pinch of dirt)  
*Duration:* 1 hour

You touch a creature. The target’s speed increases by 10 feet until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

**Mirror Image**
*2nd-level illusion*

*Casting Time:* 1 action  
*Range:* Self  
*Components:* V, S  
*Duration:* 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it’s impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell’s duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack’s target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate’s AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can’t see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

**Mislead**
*5th-level illusion*

*Casting Time:* 1 action  
*Range:* Touch  
*Components:* S  
*Duration:* Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.
**Phantasmal Force**  
*2nd-level illusion*  

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (a bit of fleece)  
**Duration:** Concentration, up to 1 minute

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm’s reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm’s area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

**Plant Growth**  
*3rd-level transmutation*  

**Casting Time:** 1 action or 8 hours  
**Range:** 150 feet  
**Components:** V, S  
**Duration:** Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

- **Within Range:** All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.
- **Within Range:** All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

**Poison Cloud**  

Where this spell is referenced in Pharblex Spattergoo's stat block, see the *poison spray* spell in the *Player’s Handbook*.

**Scorching Ray**  
*2nd-level evocation*  

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S  
**Duration:** Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

**Seeming**  
*5th-level illusion*  

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** 8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can’t change a target’s body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature’s outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature’s head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

**Sending**  
*3rd-level evocation*  

**Casting Time:** 1 action  
**Range:** Unlimited  
**Components:** V, S, M (a short piece of fine copper wire)  
**Duration:** 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes something, or is otherwise aware of your message. If you use this spell to send a message to an unfamiliar creature, you must make an Intelligence (Investigation) check against the target’s Wisdom (Perception) score, and if you succeed, the target is aware of your message. If you use this spell to send a message to a creature that is unconscious, asleep, or paralyzed, the message fails to reach the creature.
you as the sender if it knows you, and can answer in a
lke manner immediately. The spell enables creatures
with Intelligence scores of at least 1 to understand the
meaning of your message.

You can send the message across any distance and
even to other planes of existence, but if the target is on a
different plane than you, there is a 5 percent chance that
the message doesn’t arrive.

**Sleet Storm**

*3rd-level conjuration*

**Casting Time:** 1 action  
**Range:** 150 feet  
**Components:** V, S, M (a pinch of dust and a few drops
of water)  
**Duration:** Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a
20-foot-tall cylinder with a 40-foot radius centered on
a point you choose within range. The area is heavily
obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice,
making it difficult terrain. When a creature enters the
spell’s area for the first time on a turn or starts its turn
there, it must make a Dexterity saving throw. On a failed
save, it falls prone.

If a creature is concentrating in the spell’s area, the
creature must make a successful Constitution saving
throw against your spell save DC or lose concentration.

**Spike Growth**

*2nd-level transmutation*

**Casting Time:** 1 action  
**Range:** 150 feet  
**Components:** V, S, M (seven sharp thorns or seven
small twigs, each sharpened to a point)  
**Duration:** Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point
within range twists and sprouts hard spikes and thorns.
The area becomes difficult terrain for the duration.

When a creature moves into or within the area, it takes
2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to
look natural. Any creature that can’t see the area at the
time the spell is cast must make a Wisdom (Perception)
check against your spell save DC to recognize the
terrain as hazardous before entering it.

**Water Walk**

*3rd-level transmutation (ritual)*  

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S, M (a piece of cork)  
**Duration:** 1 hour

This spell grants the ability to move across any liquid
surface—such as water, acid, mud, snow, quicksand,
or lava—as if it were harmless solid ground (creatures
crossing molten lava can still take damage from the
heat). Up to ten willing creatures you can see within
range gain this ability for the duration.

If you target a creature submerged in a liquid, the
spell carries the target to the surface of the liquid at a
rate of 60 feet per round.