Guidelines for understanding the information found in a monster’s statistics are presented below.

**Statistics**
A monster’s statistics, sometimes referred to as its stat block, provide the essential information that you need to run the monster.

**Size**
A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat. See the player’s D&D basic rules or the Player’s Handbook for more information on creature size and space.

**Size Categories**

<table>
<thead>
<tr>
<th>Size</th>
<th>Space</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>2½ by 2½ ft.</td>
<td>Imp, sprite</td>
</tr>
<tr>
<td>Small</td>
<td>5 by 5 ft.</td>
<td>Giant rat, goblin</td>
</tr>
<tr>
<td>Medium</td>
<td>5 by 5 ft.</td>
<td>Orc, werewolf</td>
</tr>
<tr>
<td>Large</td>
<td>10 by 10 ft.</td>
<td>Hippogryph, ogre</td>
</tr>
<tr>
<td>Huge</td>
<td>15 by 15 ft.</td>
<td>Fire giant, treant</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>20 by 20 ft. or larger</td>
<td>Kraken, purple worm</td>
</tr>
</tbody>
</table>

**Type**
A monster’s type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, an arrow of dragon slaying deals extra damage not only to dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

The game includes the following monster types, which have no rules of their own.

- **Aberrations** are utterly alien beings. Many of them have innate magical abilities drawn from the creature’s alien mind rather than the mystical forces of the world. The quintessential aberrations are aboleths, beholders, mind flayers, and slaadi.
- **Beasts** are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.
- **Celestials** are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. Celestials are good by nature, so the exceptional celestial who strays from a good alignment is a horrifying rarity. Celestials include angels, couatl, and pegasi.
- ** Constructs** are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs. Many creatures native to the outer plane of Mechanus, such as modrons, are constructs shaped from the raw material of the plane by the will of more powerful creatures.
- **Dragons** are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudodragons.
- **Elementals** are creatures native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. The races of genies, including djinn and efreet, form the most important civilizations on the elemental planes. Other elemental creatures include azers, invisible stalkers, and water weirds.
- **Fey** are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild, also called the Plane of Faerie. Some are also found in the Outer Planes, particularly the planes of Arborea and the Beastlands. Fey include dryads, pixies, and satyrs.
- **Fiends** are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding. If an evil celestial is a rarity, a good fiend is almost inconceivable. Fiends include demons, devils, hell hounds, rakshasas, and yugoloths.
- **Giants** tower over humans and their kind. They are humanoid in shape, though some have multiple heads (ettins) or deformities (fomorians). The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.
- **Humanoids** are the main peoples of the D&D world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, few if any innate magical abilities (though most humanoids can learn spellcasting), and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, dwarves, elves, and halflings. Almost as numerous but far more savage and brutal, and almost uniformly evil, are the races of goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds.
- **Monstrosities** are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry (such as owl bears), and others are the product of terrible curses (including minotaurs and yuan-ti). They defy categorization, and in some sense serve as a catch-all category for creatures that don’t fit into any other type.
**Armor Class**

A monster that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a monster’s AC is based on its Dexterity modifier and natural armor, if any. If a monster has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

**Hit Points**

A monster usually dies or is destroyed when it drops to 0 hit points. For more on hit points, see the player’s D&D basic rules or the *Player’s Handbook*.

A monster’s hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average (2 × 4½).

A monster’s size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

<table>
<thead>
<tr>
<th>Monster Size</th>
<th>Hit Die</th>
<th>Average HP per Die</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>d4</td>
<td>2½</td>
</tr>
<tr>
<td>Small</td>
<td>d6</td>
<td>3½</td>
</tr>
<tr>
<td>Medium</td>
<td>d8</td>
<td>4½</td>
</tr>
<tr>
<td>Large</td>
<td>d10</td>
<td>5½</td>
</tr>
<tr>
<td>Huge</td>
<td>d12</td>
<td>6½</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>d20</td>
<td>10½</td>
</tr>
</tbody>
</table>

A monster’s Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has 2d8 + 2 hit points (average 11).

**Speed**

A monster’s speed tells you how far it can move on its turn. For more information on speed, see the player’s D&D basic rules or the *Player’s Handbook*.

All creatures have a walking speed, simply called the monster’s speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

**Burrow**

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

**Climb**

A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn’t need to spend extra movement to climb.
A skill bonus is the sum of a monster’s relevant ability modifier and its proficiency bonus, which is determined by the monster’s challenge rating (as shown in the Proficiency Bonus by Challenge Rating table). Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

Vulnerabilities, Resistances, and Immunities

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from nonmagical attacks (a magical attack is an attack delivered by a spell, a magic item, or another magical source). In addition, some creatures are immune to certain conditions.

Senses

The Senses entry notes a monster’s passive Wisdom (Perception) score, as well as any special senses the monster might have. Special senses are described below.

Blindsight

A monster with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes, such as grimlocks and gray oozes, typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and true dragons.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

Darkvision

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

Tremorsense

A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can’t be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and umber hulks, have this special sense.

Truesight

A monster with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the monster can see into the Ethereal Plane within the same range.
languages

The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can’t speak it, and this is noted in its entry. A “—” indicates that a creature neither speaks nor understands any language.

Telepathy

Telepathy is a magical ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn’t need to share a language with the monster to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can’t initiate or terminate a telepathic conversation.

A telepathic monster doesn’t need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can’t initiate telepathic contact, and any current contact is terminated.

A creature within the area of an antimagic field or in any other location where magic doesn’t function can’t send or receive telepathic messages.

Challenge

A monster’s challenge rating tells you how great a threat the monster is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a monster with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

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

Some monsters present a greater challenge than even a typical 20th-level party can handle. These monsters have a challenge rating of 21 or higher and are specifically designed to test player skill.

Experience Points

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

Unless something tells you otherwise, a monster summoned by a spell or other magical ability is worth the XP noted in its stat block.

The guidelines later in this document explain how to create encounters using XP budgets, as well as how to adjust an encounter’s difficulty.

Experience Points by Challenge Rating

<table>
<thead>
<tr>
<th>Challenge</th>
<th>XP</th>
<th>Challenge</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0 or 10</td>
<td>14</td>
<td>11,500</td>
</tr>
<tr>
<td>1/8</td>
<td>25</td>
<td>15</td>
<td>13,000</td>
</tr>
<tr>
<td>1/4</td>
<td>50</td>
<td>16</td>
<td>15,000</td>
</tr>
<tr>
<td>1/2</td>
<td>100</td>
<td>17</td>
<td>18,000</td>
</tr>
<tr>
<td>1</td>
<td>200</td>
<td>18</td>
<td>20,000</td>
</tr>
<tr>
<td>2</td>
<td>450</td>
<td>19</td>
<td>22,000</td>
</tr>
<tr>
<td>3</td>
<td>700</td>
<td>20</td>
<td>25,000</td>
</tr>
<tr>
<td>4</td>
<td>1,100</td>
<td>21</td>
<td>33,000</td>
</tr>
<tr>
<td>5</td>
<td>1,800</td>
<td>22</td>
<td>41,000</td>
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<tr>
<td>6</td>
<td>2,300</td>
<td>23</td>
<td>50,000</td>
</tr>
<tr>
<td>7</td>
<td>2,900</td>
<td>24</td>
<td>62,000</td>
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<tr>
<td>8</td>
<td>3,900</td>
<td>25</td>
<td>75,000</td>
</tr>
<tr>
<td>9</td>
<td>5,000</td>
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<tr>
<td>10</td>
<td>5,900</td>
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<td>11</td>
<td>7,200</td>
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<td>120,000</td>
</tr>
<tr>
<td>12</td>
<td>8,400</td>
<td>29</td>
<td>135,000</td>
</tr>
<tr>
<td>13</td>
<td>10,000</td>
<td>30</td>
<td>155,000</td>
</tr>
</tbody>
</table>

Special Traits

Special traits (which appear after a monster’s challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

Innate Spellcasting

A monster with the innate ability to cast spells has the Innate Spellcasting special trait. Unless noted otherwise, an innate spell of 1st level or higher is always cast at its lowest possible level and can’t be cast at a higher level. If a monster has a cantrip where its level matters and no level is given, use the monster’s challenge rating.

An innate spell can have special rules or restrictions. For example, a drow mage can innately cast the levitate spell, but the spell has a “self only” restriction, which means that the spell affects only the drow mage.

A monster’s innate spells can’t be swapped out with other spells. If a monster’s innate spells don’t require attack rolls, no attack bonus is given for them.

Spellcasting

A monster with the Spellcasting class feature has a spellcaster level and spell slots, which it uses to cast its spells of 1st level and higher (as explained in the player’s D&D basic rules and the Player’s Handbook). The spellcaster level is also used for any cantrips included in the feature.

The monster has a list of spells known or prepared from a particular class. The list might also include spells from a feature in that class, such as the Divine Domain feature of the cleric. The monster is considered a member of that class when attuning to or using a magic item that requires membership in the class or access to its spell list.

A monster can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a drow mage with the 3rd-level lightning bolt spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.
You can change the spells that a monster knows or has prepared, replacing any spell on a monster’s spell list with a different spell of the same level and from the same class list. If you do so, you might cause the monster to be a greater or lesser threat than suggested by its challenge rating.

**Actions**

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the player’s D&D basic rules and the *Player’s Handbook*.

**Melee and Ranged Attacks**

The most common actions that a monster will take in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the “weapon” might be a manufactured item or a natural weapon, such as a claw or tail spike. For more information on different kinds of attacks, see the player’s D&D basic rules or the *Player’s Handbook*.

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

**Hit**. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the “Hit” notation. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

**Miss**. If an attack has an effect that occurs on a miss, that information is presented after the “Miss” notation.

**Multiattack**

A creature that can make multiple attacks on its turn has the Multiattack ability. A creature can’t use Multiattack when making an opportunity attack, which must be a single melee attack.

**Ammunition**

A monster carries enough ammunition to make its ranged attacks. You can assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

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**Grapple Rules for Monsters**

Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn’t need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the monster can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster’s stat block. If no escape DC is given, assume the DC is 10 + the monster’s Strength (Athletics) modifier.

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**Reactions**

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

**Limited Usage**

Some special abilities have restrictions on the number of times they can be used.

**X/Day.** The notation “X/Day” means a special ability can be used X number of times and that a monster must finish a long rest to regain expended uses. For example, “1/Day” means a special ability can be used once and that the monster must finish a long rest to use it again.

**Recharge X–Y.** The notation “Recharge X–Y” means a monster can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the monster’s turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, “Recharge 5–6” means a monster can use the special ability once. Then, at the start of the monster’s turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

**Recharge after a Short or Long Rest.** This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

**Equipment**

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

You can equip monsters with additional gear and trinkets however you like, using the equipment chapter of the player’s D&D basic rules or the *Player’s Handbook* for inspiration, and you decide how much of a monster’s equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else, for instance.

If a spellcasting monster needs material components to cast its spells, assume that it has the material components it needs to cast the spells in its stat block.

**Legendary Creatures**

A legendary creature can do things that ordinary creatures can’t. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through a spell, it doesn’t gain that form’s legendary actions, lair actions, or regional effects.

**Legendary Actions**

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature’s turn. A creature regains its spent legendary actions at the start...
of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

**A Legendary Creature's Lair**

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Not all legendary creatures have lairs. This section only applies to legendary creatures that spend a great deal of time in their lairs and are most likely to be encountered there.

**Lair Actions**

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

**Regional Effects**

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.
Adult Red Dragon
Huge dragon, chaotic evil

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

STR 17 (+6)  DEX 25 (+7)  CON 23 (+6)  INT 16 (+3)  WIS 21 (+5)  CHA 12 (+3)

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

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

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

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

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

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

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

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw or take 83 (12d6) fire damage. A creature can repeat the saving throw at the end of another creature’s turn. The dragon can also use this action when it starts its turn in the cloud of fire it created on its previous turn.

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 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed. The odor of sulfur and pumice surrounds a red dragon, whose swept-back horns and spinal frill define its silhouette. Its beaked snout vents smoke at all times, and its eyes dance with flame when it is angry.

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

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

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

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

- Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser’s area must make a DC 15 Dexterity saving throw, taking 15 (2d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

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

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

If the dragon dies, these effects fade over the course of 1d10 days.
**Air Elemental**

*Large elemental, neutral*

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

<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 (+2)</td>
<td>20 (+5)</td>
<td>14 (+2)</td>
<td>6 (−2)</td>
<td>10 (+0)</td>
<td>6 (−2)</td>
</tr>
</tbody>
</table>

**Damage Resistance**
- lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities**
- exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

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

**Languages**
- —

**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.

An air elemental is a funneling cloud of whirling air with a vague semblance of a face. It can turn itself into a screaming cyclone, creating a whirlwind that batters creatures even as it flings them away.

**Allosaurus**

*Large beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 51 (6d10 + 18)
**Speed** 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>19 (+4)</td>
<td>13 (+1)</td>
<td>17 (+3)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

**Skills**
- Perception +5
- Senses passive Perception 15

**Languages**
- —

**Challenge** 2 (450 XP)

**Pounce.** If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

**Actions**

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

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

The allosaurus is a predatory dinosaur of great size, strength, and speed. It can run down almost any prey over open ground, pouncing to pull creatures down with its wicked claws.

**Animated Armor**

*Medium construct, unaligned*

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

<table>
<thead>
<tr>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 (+2)</td>
<td>11 (+0)</td>
<td>13 (+1)</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, exhaustion, frightened, paralysed, petrified, poisoned

**Senses**
- blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages**
- —

**Challenge** 1 (200 XP)

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

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

**Actions**

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

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

This suit of magically animated plate armor clamors as it moves, banging and grinding like the vengeful spirit of a fallen knight.
**Awakened Shrub**  
*Small plant, unaligned*

- **Armor Class**: 9
- **Hit Points**: 10 (3d6)  
- **Speed**: 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>3 (-4)</td>
<td>8 (-1)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

- **Damage Vulnerabilities**: fire  
- **Damage Resistances**: piercing  
- **Senses**: passive Perception 10  
- **Languages**: one language known by its creator  
- **Challenge**: 0 (10 XP)

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

**Actions**

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

An *awakened shrub* is an ordinary shrub given sentience and mobility by magic.

**Awakened Tree**  
*Huge plant, unaligned*

- **Armor Class**: 13 (natural armor)  
- **Hit Points**: 59 (7d12 + 14)  
- **Speed**: 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>19 (+4)</td>
<td>6 (-2)</td>
<td>15 (+2)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>7 (-2)</td>
</tr>
</tbody>
</table>

- **Damage Vulnerabilities**: fire  
- **Damage Resistances**: bludgeoning, piercing  
- **Senses**: passive Perception 10  
- **Languages**: one language known by its creator  
- **Challenge**: 2 (450 XP)

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

**Actions**

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

An *awakened tree* is an ordinary tree given sentience and mobility by magic.
**Banshee**
Medium undead, chaotic evil

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

<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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</thead>
<tbody>
<tr>
<td>1</td>
<td>14</td>
<td>10</td>
<td>11</td>
<td>11</td>
<td>17</td>
</tr>
</tbody>
</table>

**Saving Throws** Wis +2, Cha +5  
**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** cold, necrotic, poison  
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Elvish  
**Challenge** 4 (1,100 XP)

**Detect Life.** The banshee can magically sense the presence of creatures up to 5 miles away that aren’t undead or constructs. She knows the general direction they’re in but not their exact locations.

**Incorporeal Movement.** The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

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

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

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

The woeful banshee is a spiteful creature formed from the spirit of a female elf. Its face is wreathed in a wild tangle of hair, its body clad in wispy rags that flutter and stream around it.

---

**Axe Beak**
Large beast, unaligned

**Armor Class** 11  
**Hit Points** 19 (3d10 + 3)  
**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>14</td>
<td>12</td>
<td>12</td>
<td>2</td>
<td>10</td>
<td>5</td>
</tr>
</tbody>
</table>

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

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

An axe beak is a tall flightless bird with strong legs, a wedge-shaped beak, and a nasty disposition.

**Baboon**
Small beast, unaligned

**Armor Class** 12  
**Hit Points** 3 (1d6)  
**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>
</thead>
<tbody>
<tr>
<td>8</td>
<td>14</td>
<td>11</td>
<td>4</td>
<td>12</td>
<td>6</td>
</tr>
</tbody>
</table>

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

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

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

**Badger**
Tiny beast, unaligned

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

<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>4</td>
<td>11</td>
<td>12</td>
<td>2</td>
<td>12</td>
<td>5</td>
</tr>
</tbody>
</table>

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

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

**Actions**
**Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target.  
**Hit:** 1 piercing damage.
### Black Bear

**Medium beast, unaligned**

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>11 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>19 (3d8 + 6)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft., climb 30 ft.</td>
</tr>
</tbody>
</table>

<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>14 (+2)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

**Skills**
- Perception +3
- Senses: passive Perception 13
- Languages: —

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

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

#### Actions

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

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

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

---

### Blink Dog

**Medium fey, lawful good**

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13</th>
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</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>22 (4d8 + 4)</td>
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<tr>
<td>Speed</td>
<td>40 ft.</td>
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<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>12 (+1)</td>
<td>17 (+3)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>13 (+1)</td>
<td>11 (+0)</td>
</tr>
</tbody>
</table>

**Skills**
- Perception +3, Stealth +5
- Senses: passive Perception 13
- Languages: Blink Dog, understands Sylvan but can’t speak it

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

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

#### Actions

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

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

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

---

### Basilisk

**Medium monstrosity, unaligned**

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>52 (8d8 + 16)</td>
</tr>
<tr>
<td>Speed</td>
<td>20 ft.</td>
</tr>
</tbody>
</table>

<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>8 (−1)</td>
<td>15 (+2)</td>
<td>2 (−4)</td>
<td>8 (−1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

**Senses**
- darkvision 60 ft., passive Perception 9
- Languages: —

**Challenge**
- 3 (700 XP)

#### Petrifying Gaze.

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

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

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

#### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

A basilisk is a multilegged, reptilian horror whose deadly gaze transforms victims into porous stone. With its strong jaws, the creature consumes this stone, which returns to organic form in its gullet.

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### Bat

**Tiny beast, unaligned**

<table>
<thead>
<tr>
<th>Armor Class</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>1 (1d4 − 1)</td>
</tr>
<tr>
<td>Speed</td>
<td>5 ft., fly 30 ft.</td>
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</table>

<table>
<thead>
<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>2 (−4)</td>
<td>15 (+2)</td>
<td>8 (−1)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>4 (−3)</td>
</tr>
</tbody>
</table>

**Senses**
- blindsight 60 ft., passive Perception 11
- Languages: —

**Challenge**
- 0 (10 XP)

#### Echolocation.

The bat can’t use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

#### Actions

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

---

### Basilisk

**Medium monstrosity, unaligned**

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>52 (8d8 + 16)</td>
</tr>
<tr>
<td>Speed</td>
<td>20 ft.</td>
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<table>
<thead>
<tr>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 (+3)</td>
<td>8 (−1)</td>
<td>15 (+2)</td>
<td>2 (−4)</td>
<td>8 (−1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

**Senses**
- darkvision 60 ft., passive Perception 9
- Languages: —

**Challenge**
- 3 (700 XP)

#### Petrifying Gaze.

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

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

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

#### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

A basilisk is a multilegged, reptilian horror whose deadly gaze transforms victims into porous stone. With its strong jaws, the creature consumes this stone, which returns to organic form in its gullet.
Brown Bear
Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30 ft.

STR DEX CON INT WIS CHA
19 (+4) 10 (+0) 16 (+3) 2 (−4) 13 (+1) 7 (−2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

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

Actions
Multiattack. The bear makes two attacks: one with its bite and one with its claws.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.
Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Bugbear
Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR DEX CON INT WIS CHA
15 (+2) 14 (+2) 13 (+1) 8 (−1) 11 (+0) 9 (−1)

Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits it with it (included in the attack).
Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions
Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.
Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Bugbears are hairy goblinoids born for battle and mayhem. They survive by raiding and hunting, but are fond of setting ambushes and fleeing when outmatched.
**CAMEL**  
*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>9</th>
<th>Hit Points</th>
<th>15 (2d10 + 4)</th>
<th>Speed</th>
<th>50 ft.</th>
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<tr>
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<td>16 (+4)</td>
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<tr>
<td></td>
<td></td>
<td>INT</td>
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<td>8 (−1)</td>
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<td></td>
<td>CHA</td>
<td>5 (−3)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

**Actions**

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

---

**CENTAUR**  
*Large monstrosity, neutral good*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12</th>
<th>Hit Points</th>
<th>45 (6d10 + 12)</th>
<th>Speed</th>
<th>50 ft.</th>
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<tbody>
<tr>
<td>STR</td>
<td>18 (+4)</td>
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<td>14 (+2)</td>
<td>CON</td>
<td>14 (+2)</td>
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<td></td>
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<td>INT</td>
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<td></td>
<td></td>
<td>CHA</td>
<td>11 (+0)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

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

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**CHIMERA**  
*Large monstrosity, chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>14 (natural armor)</th>
<th>Hit Points</th>
<th>114 (12d10 + 48)</th>
<th>Speed</th>
<th>30 ft., fly 60 ft.</th>
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<td></td>
<td></td>
<td>CHA</td>
<td>10 (+0)</td>
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</table>

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

**Actions**

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

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

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

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

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

A chimera is a vile combination of goat, lion, and dragon, and features the heads of all three of those creatures. It likes to swoop down from the sky and engulf prey with its fiery breath before landing to attack.
**Cockatrice**
Small monstrosity, unaligned

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

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<td>6 (−2)</td>
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<td>12 (+1)</td>
<td>2 (−4)</td>
<td>13 (+1)</td>
<td>5 (−3)</td>
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</table>

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

**Actions**

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

The cockatrice looks like a hideous hybrid of lizard, bird, and bat. It is infamous for its ability to turn flesh to stone.

**Constrictor Snake**
Large beast, unaligned

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

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<td>15 (+2)</td>
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<td>12 (+1)</td>
<td>1 (−5)</td>
<td>10 (+0)</td>
<td>3 (−4)</td>
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</table>

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

**Actions**

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

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

**Crab**
Tiny beast, unaligned

Armor Class 11 (natural armor)
Hit Points 2 (1d4)
Speed 20 ft., swim 20 ft.

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<td>10 (+0)</td>
<td>1 (−5)</td>
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Skills Stealth +2
Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 0 (10 XP)

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

**Actions**

**Claw.** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

**Crokodile**
Large beast, unaligned

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

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<td>13 (+1)</td>
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<td>5 (−3)</td>
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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.
Deer
Medium beast, unaligned

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

STR DEX CON INT WIS CHA
11 (+0) 16 (+3) 11 (+0) 2 (−4) 14 (+2) 5 (−3)

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

Actions

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

Cyclops
Huge giant, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR DEX CON INT WIS CHA
22 (+6) 11 (+0) 20 (+5) 8 (−1) 14 (+2) 10 (+0)

Senses passive Perception 8
Languages Giant
Challenge 6 (2,300 XP)

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

Actions

Multiattack. The cyclops makes two greatclub attacks.

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

Rock. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Cyclopes are one-eyed giants that eke out a meager existence in wild lands. They are a terrifying threat in combat due to their size and strength, but they can often be tricked by clever foes.

Death Dog
Medium monstrosity, neutral evil

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

STR DEX CON INT WIS CHA
15 (+2) 14 (+2) 14 (+2) 3 (−4) 13 (+1) 6 (−2)

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 1 (200 XP)

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

Actions

Multiattack. The dog makes two bite attacks.

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

A death dog is an ugly two-headed hound that roams plains, deserts, and the Underdark.

Dire Wolf
Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 50 ft.

STR DEX CON INT WIS CHA
17 (+3) 15 (+2) 15 (+2) 3 (−4) 12 (+1) 7 (−2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.
**Doppelganger**

*Medium monstrosity (shapechanger), neutral*

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

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<td>14 (+2)</td>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
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**Skills**  
Deception +6, Insight +3

**Condition Immunities** charmed  
**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common  
**Challenge** 3 (700 XP)

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

**Ambusher.** In the first round of a combat, the doppelganger has advantage on attack rolls against any creature it 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.

Doppelgangers are devious shapeshifters that take on the appearance of other humanoids, throwing off pursuit or luring victims to their doom with misdirection and disguise.

**Draft Horse**

*Large beast, unaligned*

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

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<td>12 (+1)</td>
<td>2 (+4)</td>
<td>11 (+0)</td>
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**Senses** passive Perception 10  
**Languages** —  
**Challenge** 1/4 (50 XP)

**Earth Elemental**

*Large elemental, neutral*

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

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**Damage Vulnerabilities** thunder  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious  
**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10  
**Languages** Terran  
**Challenge** 5 (1,800 XP)

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn’t disturb the material it moves through.

**Siege Monster.** The elemental deals double damage to objects and structures.

**Actions**

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

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

An earth elemental plods forward like a walking hill, club-like arms of jagged stone swinging at its sides. Its head and body consist of dirt and stone, occasionally set with chunks of metal, gems, and bright minerals.
**Fire Elemental**

*Large elemental, neutral*

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

**STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA**
---|---|---|---|---|---
10 (+0) | 17 (+3) | 16 (+3) | 6 (-2) | 10 (+0) | 7 (-2)

**Damage Resistances**: bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities**: fire, poison

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

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

**Languages**: Ignan

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

- **Fire Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elemental can make one stomp attack against it as a bonus action.

- **Illumination.** The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

- **Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

**Actions**

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

  - **Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
    
    **Hit:** 10 (2d6 + 3) bludgeoning damage.

  - **Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature.
    
    **Hit:** 8 (2d4 + 3) bludgeoning damage.
Flameskull
Tiny undead, neutral evil

Armor Class 13
Hit Points 40 (9d4 + 18)
Speed 0 ft., fly 40 ft. (hover)

STR 1 (−5) DEX 17 (+3) CON 14 (+2) INT 16 (+3) WIS 10 (+0) CHA 11 (+0)

Skills Arcana +5, Perception +2
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 4 (1,100 XP)

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

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): mage hand
1st level (3 slots): magic missile, shield
2nd level (2 slots): blur, flaming sphere
3rd level (1 slot): fireball

Actions
Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

Blazing green flames and mad, echoing laughter surround an undead flameskull. This disembodied skull blasts foes with fiery rays from its eyes and dreadful spells called up from the dark recesses of its memory.

Fire Giant
Huge giant, lawful evil

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

STR 25 (+7) DEX 9 (−1) CON 23 (+6) INT 10 (+0) WIS 14 (+2) CHA 13 (+1)

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

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

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): mage hand
1st level (3 slots): magic missile, shield
2nd level (2 slots): blur, flaming sphere
3rd level (1 slot): fireball

Actions
Multiattack. The giant makes two greatsword attacks.


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

With dark skin and flaming red hair, fire giants have a fearsome reputation as soldiers and conquerors. They dwell among volcanoes, lava flows, and rocky mountains, and are known for their ability to burn, plunder, and destroy.
**Flesh Golem**  
Medium construct, neutral

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

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<td>18 (+4)</td>
<td>6 (−2)</td>
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<td>5 (−3)</td>
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**Damage Immunities** lightning, poison; **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands the languages of its creator but can’t speak  
**Challenge** 5 (1,800 XP)

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

The golem’s creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

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

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

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

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

**Actions**  
**Multiattack.** The golem makes two slam attacks.

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

A flesh golem is a grisly assortment of humanoid body parts stitched and bolted together into a muscled brute imbued with formidable strength. Powerful enchantments protect it, deflecting spells and all but the most potent weapons.

**Flying Snake**  
Tiny beast, unaligned

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

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<td>11 (+0)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>5 (−3)</td>
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**Senses** darksight 10 ft., passive Perception 11  
**Languages** —  
**Challenge** 1/8 (25 XP)

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

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

A flying snake is a brightly colored, winged serpent found in remote jungles.

**Flying Sword**  
Small construct, unaligned

Armor Class 17 (natural armor)  
Hit Points 17 (5d6)  
Speed 0 ft., fly 50 ft. (hover)

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<td>1 (−5)</td>
<td>5 (−3)</td>
<td>1 (−5)</td>
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**Saving Throws** Dex +4  
**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned  
**Senses** blindspot 60 ft. (blind beyond this radius), passive Perception 7  
**Languages** —  
**Challenge** 1/4 (50 XP)

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

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

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

A magically animated flying sword dances through the air, fighting like a warrior that can’t be injured.
**Frog**  
*Tiny beast, unaligned*

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

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<td>8 (-1)</td>
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**Skills** Perception +1, Stealth +3  
**Senses** darkvision 30 ft., passive Perception 11  
**Languages** —  
**Challenge** 0 (0 XP)

- **Amphibious.** The frog can breathe air and water.  
- **Standing Leap.** The frog’s long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.  
- A frog has no effective attacks. It feeds on small insects and typically dwells near water, in trees, or underground.

**Frost Giant**  
*Huge giant, neutral evil*

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

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

**Actions**

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

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

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

Frost giants are creatures of ice and snow, with hair and beards of pale white or light blue, and flesh as blue as glacial ice. They respect only brute strength and skill in battle.

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**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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<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 attacks that aren’t adamantine  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Terran  
**Challenge** 2 (450 XP)

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

**Actions**

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

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

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

These malevolent creatures of elemental earth resemble grotesque, fiendish statues. A gargoyle lurks among masonry and ruins, delighting in the terror it creates when it breaks from its suspended pose.
**Ghost**
*Medium undead, any alignment*

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

<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>7 (-2)</td>
<td>13 (+1)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>17 (+3)</td>
</tr>
</tbody>
</table>

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

**Ethereal Sight.** The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

**Actions**

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

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

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

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

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

A ghost is the soul of a once-living creature, bound to haunt a location, creature, or object from its life.

---

**Ghoul**
*Medium undead, chaotic evil*

**Armor Class** 12  
**Hit Points** 22 (5d8)  
**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>13 (+1)</td>
<td>15 (+2)</td>
<td>10 (+0)</td>
<td>7 (-2)</td>
<td>10 (+0)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**Damage Immunities** poison  
**Condition Immunities** charmed, exhaustion, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common  
**Challenge** 1 (200 XP)

**Actions**

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

With their razor-sharp teeth and jagged claws, ghouls roam the night in packs, driven by an insatiable hunger for humanoid flesh.

---

**Giant Ape**
*Huge beast, unaligned*

**Armor Class** 12  
**Hit Points** 157 (15d12 + 60)  
**Speed** 40 ft., climb 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>23 (+6)</td>
<td>14 (+2)</td>
<td>18 (+4)</td>
<td>7 (-2)</td>
<td>12 (+1)</td>
<td>7 (-2)</td>
</tr>
</tbody>
</table>

**Skills** Athletics +9, Perception +4  
**Senses** passive Perception 14  
**Languages** —  
**Challenge** 7 (2,900 XP)

**Actions**

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

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

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

Armor Class 10  
Hit Points 13 (2d8 + 4)  
Speed 30 ft., burrow 10 ft.

<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>13 (+1)</td>
<td>10 (+0)</td>
<td>15 (+2)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

Senses darkvision 30 ft., passive Perception 11  
Languages —  
Challenge 1/4 (50 XP)

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

**Actions**

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

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

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

---

**Giant Boar**
*Large beast, unaligned*

Armor Class 12 (natural armor)  
Hit Points 42 (5d10 + 15)  
Speed 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>17 (+3)</td>
<td>10 (+0)</td>
<td>16 (+3)</td>
<td>2 (−4)</td>
<td>7 (−2)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

Senses passive Perception 8  
Languages —  
Challenge 2 (450 XP)

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

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

**Actions**

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

---

**Giant Centipede**
*Small beast, unaligned*

Armor Class 13  
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>
</thead>
<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>

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

**Actions**

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

_Huge beast, unaligned_

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>60 (8d12 + 8)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., swim 30 ft.</td>
</tr>
</tbody>
</table>

**STR** 19 (+4)  
**DEX** 14 (+2)  
**CON** 12 (+1)  
**INT** 1 (−5)  
**WIS** 10 (+0)  
**CHA** 3 (−4)  

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

**Actions**  

_Bite_. _Melee Weapon Attack:_ +6 to hit, reach 10 ft., one creature. _Hit:_ 11 (2d6 + 4) piercing damage.  

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

**Giant Crab**

_Medium beast, unaligned_

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>13 (3d8)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., swim 30 ft.</td>
</tr>
</tbody>
</table>

**STR** 13 (+1)  
**DEX** 15 (+2)  
**CON** 11 (+0)  
**INT** 1 (−5)  
**WIS** 9 (−1)  
**CHA** 3 (−4)  

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

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

**Actions**  

_Claw_. _Melee Weapon Attack:_ +3 to hit, reach 5 ft., one target. _Hit:_ 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

**Giant Crocodile**

_Huge beast, unaligned_

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>14 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>85 (9d12 + 27)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., swim 50 ft.</td>
</tr>
</tbody>
</table>

**STR** 21 (+5)  
**DEX** 9 (−1)  
**CON** 17 (+3)  
**INT** 2 (−4)  
**WIS** 10 (+0)  
**CHA** 7 (−2)  

_Skills_  
**Stealth** +5  
**Senses** passive Perception 10  
**Languages** —  
**Challenge** 5 (1,800 XP)  

**Hold Breath.** The crocodile can hold its breath for 30 minutes.

**Actions**  

_Multiattack._ The crocodile makes two attacks: one with its bite and one with its tail.  

_Bite_. _Melee Weapon Attack:_ +8 to hit, reach 5 ft., one target. _Hit:_ 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can’t bite another target.  

_Tail_. _Melee Weapon Attack:_ +8 to hit, reach 10 ft., one target not grappled by the crocodile. _Hit:_ 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Giant Eagle**

_Large beast, neutral good_

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>26 (4d10 + 4)</td>
</tr>
<tr>
<td>Speed</td>
<td>10 ft., fly 80 ft.</td>
</tr>
</tbody>
</table>

**STR** 16 (+3)  
**DEX** 17 (+3)  
**CON** 13 (+1)  
**INT** 8 (−1)  
**WIS** 14 (+2)  
**CHA** 10 (+0)  

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

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

**Actions**  

_Multiattack._ The eagle makes two attacks: one with its beak and one with its talons.  

_Beak_. _Melee Weapon Attack:_ +5 to hit, reach 5 ft., one target. _Hit:_ 6 (1d6 + 3) piercing damage.  

_Talons_. _Melee Weapon Attack:_ +5 to hit, reach 5 ft., one target. _Hit:_ 10 (2d6 + 3) slashing damage.  

A giant eagle is a noble creature that speaks its own language and understands some speech.
### Giant Elk
*K* Huge beast, unaligned

- **Armor Class**: 14 (natural armor)
- **Hit Points**: 42 (5d12 + 10)
- **Speed**: 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>19 (+4)</td>
<td>16 (+3)</td>
<td>14 (+2)</td>
<td>7 (−2)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

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

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

**Actions**

- **Ram.** *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 14 (2d6 + 4) bludgeoning damage.

### Giant Frog
*K* Medium beast, unaligned

- **Armor Class**: 11
- **Hit Points**: 18 (4d8)
- **Speed**: 30 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>12 (+1)</td>
<td>13 (+1)</td>
<td>11 (+0)</td>
<td>2 (−4)</td>
<td>10 (+0)</td>
<td>3 (−4)</td>
</tr>
</tbody>
</table>

- **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 Fire Beetle
*K* Small beast, unaligned

- **Armor Class**: 13 (natural armor)
- **Hit Points**: 4 (1d6 + 1)
- **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>8 (−1)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>1 (−5)</td>
<td>7 (−2)</td>
<td>3 (−4)</td>
</tr>
</tbody>
</table>

- **Senses**: blindsight 30 ft., passive Perception 8
- **Languages**: —
- **Challenge**: 0 (10 XP)

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

**Actions**

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

*A giant fire beetle* is a nocturnal creature that features a pair of glowing glands that give off light for 1d6 days after the beetle dies.

### Giant Goat
*K* Large beast, unaligned

- **Armor Class**: 11 (natural armor)
- **Hit Points**: 19 (3d10 + 3)
- **Speed**: 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>17 (+3)</td>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>3 (−4)</td>
<td>12 (+1)</td>
<td>6 (−2)</td>
</tr>
</tbody>
</table>

- **Senses**: passive Perception 11
- **Languages**: —
- **Challenge**: 1/2 (100 XP)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

**Actions**

- **Ram.** *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) bludgeoning damage.
**Giant Hyena**  
*Large beast, unaligned*

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

<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>14 (+2)</td>
<td>14 (+2)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

Skills Perception +3  
Senses passive Perception 13  
Languages —  
Challenge 1 (200 XP)

**Rampage.** When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

**Actions**  
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 10 (2d6 + 3) piercing damage.

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

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

<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>12 (+1)</td>
<td>13 (+1)</td>
<td>2 (−4)</td>
<td>10 (+0)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

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.

**Giant Lizards** are fearsome predators often used as mounts or draft animals by reptilian humanoid and residents of the Underdark.

**Giant Octopus**  
*Large beast, unaligned*

Armor Class 11  
Hit Points 52 (8d10 + 8)  
Speed 10 ft., swim 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>17 (+3)</td>
<td>13 (+1)</td>
<td>13 (+1)</td>
<td>4 (−3)</td>
<td>10 (+0)</td>
<td>4 (−3)</td>
</tr>
</tbody>
</table>

Skills Perception +4, Stealth +5  
Senses darkvision 60 ft., passive Perception 14  
Languages —  
Challenge 1 (200 XP)

**Hold Breath.** While out of water, the octopus can hold its breath for 1 hour.

**Underwater Camouflage.** The octopus has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing.** The octopus can breathe only underwater.

**Actions**  
**Tentacles.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target.  
*Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can’t use its tentacles on another target.

**Ink Cloud (Recharges after a Short or Long Rest).** A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

**Giant Owl**  
*Large beast, neutral*

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

<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>13 (+1)</td>
<td>15 (+2)</td>
<td>12 (+1)</td>
<td>8 (−1)</td>
<td>13 (+1)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

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

**Flyby.** The owl doesn’t provoke opportunity attacks when it flies out of an enemy’s reach.

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

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

**Giant Owls** are intelligent creatures that are the guardians of their woodland realms.
### Giant Poisonous Snake
*Medium beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>14</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>11 (2d8 + 2)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., swim 30 ft.</td>
</tr>
</tbody>
</table>

<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>18 (+4)</td>
<td>13 (+1)</td>
<td>2 (−4)</td>
<td>10 (+0)</td>
<td>3 (−4)</td>
</tr>
</tbody>
</table>

**Skills** Perseverance +2
**Senses** blindsight 10 ft., passive Perception 12
**Languages** —
**Challenge** 1/4 (50 XP)

### Actions
**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

---

### Giant Scorpion
*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>52 (7d10 + 14)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

<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>13 (+1)</td>
<td>15 (+2)</td>
<td>1 (−5)</td>
<td>9 (−1)</td>
<td>3 (−4)</td>
</tr>
</tbody>
</table>

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

### Actions
**Multiattack.** The scorpion makes three attacks: two with its claws and one with its sting.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

---

### Giant Sea Horse
*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>13 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>16 (3d10)</td>
</tr>
<tr>
<td>Speed</td>
<td>0 ft., swim 40 ft.</td>
</tr>
</tbody>
</table>

<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>12 (+1)</td>
<td>15 (+2)</td>
<td>11 (+0)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

**Senses** passive Perception 11
**Languages** —
**Challenge** 1/2 (100 XP)

**Charge.** If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Water Breathing.** The sea horse can breathe only underwater.

### Actions
**Ram.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Giant sea horses are often used as mounts by aquatic humanoids.

---

### Giant Rat
*Small beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>7 (2d6)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

<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>7 (−2)</td>
<td>15 (+2)</td>
<td>11 (+0)</td>
<td>2 (−4)</td>
<td>10 (+0)</td>
<td>4 (−3)</td>
</tr>
</tbody>
</table>

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

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

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

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

---

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**Giant Shark**  
*Huge beast, unaligned*

Armor Class 13 (natural armor)  
Hit Points 126 (11d12 + 55)  
Speed 0 ft., swim 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>23 (+6)</td>
<td>11 (+0)</td>
<td>21 (+5)</td>
<td>1 (+5)</td>
<td>10 (+0)</td>
<td>5 (+3)</td>
</tr>
</tbody>
</table>

Skills Percepción +3  
Senses blindsight 60 ft., passive Perception 13  
Languages —  
Challenge 5 (1,800 XP)

**Blood Frenzy.** The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Water Breathing.** The shark can breathe only underwater.

**Actions**

**Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target.  
Hit: 22 (3d10 + 6) piercing damage.

A **giant shark** is 30 feet long and normally found in deep oceans.

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

Armor Class 14 (natural armor)  
Hit Points 26 (4d10 + 4)  
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>
</thead>
<tbody>
<tr>
<td>14 (+2)</td>
<td>16 (+3)</td>
<td>12 (+1)</td>
<td>2 (+1)</td>
<td>11 (+0)</td>
<td>4 (+3)</td>
</tr>
</tbody>
</table>

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 Toad**  
*Large beast, unaligned*

Armor Class 11  
Hit Points 39 (6d10 + 6)  
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>
</thead>
<tbody>
<tr>
<td>15 (+2)</td>
<td>13 (+1)</td>
<td>13 (+1)</td>
<td>2 (+3)</td>
<td>10 (+0)</td>
<td>3 (+3)</td>
</tr>
</tbody>
</table>

Senses darkvision 30 ft., passive Perception 10  
Languages —  
Challenge 1 (200 XP)

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

**Standing Leap.** The toad’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: +4 to hit, reach 5 ft., one target.  
Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can’t bite another target.

**Swallow.** The toad makes one bite attack against a Medium 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 toad, and it takes 10 (3d6) acid damage at the start of each of the toad’s turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.
**Giant Vulture**  
Large beast, neutral evil  

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>22 (3d10 + 6)</td>
<td>10 ft., fly 60 ft.</td>
</tr>
</tbody>
</table>

<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>15 (+2)</td>
<td>6 (-2)</td>
<td>12 (+1)</td>
<td>7 (-2)</td>
</tr>
</tbody>
</table>

**Skills**  
Perception +3  

**Senses**  
passive Perception 13  

**Languages**  
understands Common but can’t speak  

**Challenge**  
1 (200 XP)

**Keen Sight and Smell.** The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

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

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 7 (2d4 + 2) piercing damage.

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

A giant vulture has advanced intelligence and a malevolent bent.

---

**Giant Weasel**  
Medium beast, unaligned  

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>9 (2d8)</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

<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>10 (+0)</td>
<td>4 (-3)</td>
<td>12 (+1)</td>
<td>5 (-3)</td>
</tr>
</tbody>
</table>

**Skills**  
Perception +3, Stealth +5  

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

**Languages** —  

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

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

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

---

**Giant Wolf Spider**  
Medium beast, unaligned  

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>11 (2d8 + 2)</td>
<td>40 ft., climb 40 ft.</td>
</tr>
</tbody>
</table>

<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>12 (+1)</td>
<td>16 (+3)</td>
<td>13 (+1)</td>
<td>3 (-4)</td>
<td>12 (+1)</td>
<td>4 (-3)</td>
</tr>
</tbody>
</table>

**Skills**  
Perception +3, Stealth +7  

**Senses**  
blindsight 10 ft., darkvision 60 ft., passive Perception 13  

**Languages** —  

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

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

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

**Actions**  
*Bite.* *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.  
*Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant wolf spiders hunt prey across open ground or hide in burrows or crevices to attack from ambush.
Goblin
Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR  DEX  CON  INT  WIS  CHA
8  14  10  10  8  8

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

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

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

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

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.

Grick
Medium monstrosity, neutral

Armor Class 14 (natural armor)
Hit Points 27 (6d8)
Speed 30 ft., climb 30 ft.

STR  DEX  CON  INT  WIS  CHA
14  14  11  3  10  5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

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

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

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

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

This wormlike monstrosity blends in with the rock of the caverns it haunts. When prey comes near, its barbed tentacles unfurl to reveal its hungry, snapping beak.
Harpy

Medium monstrosity, chaotic evil

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

STR 12 (+1)  DEX 13 (+1)  CON 12 (+1)  INT 7 (−2)  WIS 10 (+0)  CHA 13 (+1)

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

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

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

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route. It doesn’t avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature’s saving throw is successful, the effect ends on it.

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

A harpy combines the body, legs, and wings of a vulture with the torso, arms, and head of a human female. Its sweet song has lured countless adventurers to their deaths.

Hawk

Tiny beast, unaligned

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

STR 5 (−3)  DEX 16 (+3)  CON 8 (−1)  INT 2 (−4)  WIS 14 (+2)  CHA 6 (−2)

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

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

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

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

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

A griffon is a ferocious avian carnivore with the muscular body of a lion and the head, forelegs, and wings of an eagle.

Griffon

Large monstrosity, unaligned

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

STR 18 (+4)  DEX 15 (+2)  CON 16 (+3)  INT 2 (−4)  WIS 13 (+1)  CHA 8 (−1)

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

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

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

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

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.
**Hippogriff**  
*Large monstrosity, unaligned*

**Armor Class** 11  
**Hit Points** 19 (3d10 + 3)  
**Speed** 40 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>17 (+3)</td>
<td>13 (+1)</td>
<td>13 (+1)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>8 (−1)</td>
</tr>
</tbody>
</table>

**Skills**  
- Perception +5

**Damage Immunities**  
- Fire

**Senses**  
- Darkvision 60 ft., passive Perception 15

**Languages**  
- Common, Goblin

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

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

**Actions**

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

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

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

A hippogriff is a magical creature possessing the wings and forelimbs of an eagle, the hindquarters of a horse, and a head that combines the features of both animals.

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**Hobgoblin**  
*Medium humanoid (goblinoid), lawful evil*

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 11 (2d8 + 2)  
**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>13 (+1)</td>
<td>12 (+1)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>9 (−1)</td>
</tr>
</tbody>
</table>

**Skills**  
- Perception +2

**Senses**  
- Darkvision 60 ft., passive Perception 10

**Languages**  
- Giant

**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.

Hobgoblins are large goblinoids with dark orange or red-orange skin. A hobgoblin measures virtue by physical strength and martial prowess, caring about nothing except skill and cunning in battle.
**Hunter Shark**

*Large beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>45 (6d10 + 12)</td>
</tr>
<tr>
<td>Speed</td>
<td>0 ft., swim 40 ft.</td>
</tr>
</tbody>
</table>

**STR** 18 (+4)  
**DEX** 13 (+1)  
**CON** 15 (+2)  
**INT** 1 (+−5)  
**WIS** 10 (+0)  
**CHA** 4 (−−3)

Skills Perception +2  
Senses blindsight 30 ft., passive Perception 12  
Languages —  
Challenge 2 (450 XP)

**Blood Frenzy.** The shark has advantage on melee attack rolls against any creature that doesn’t have all its hit points.

**Water Breathing.** The shark can breathe only underwater.

**Actions**

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

A *hunter shark* is 15 to 20 feet long, and usually hunts alone in deep waters.

**Hydra**

*Huge monstrosity, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>172 (15d12 + 75)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft., swim 30 ft.</td>
</tr>
</tbody>
</table>

**STR** 20 (+5)  
**DEX** 12 (+1)  
**CON** 20 (+5)  
**INT** 2 (−−4)  
**WIS** 10 (+0)  
**CHA** 7 (−−2)

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

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

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

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

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

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

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

**Actions**

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

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.  
**Hit:** 10 (1d10 + 5) piercing damage.

The hydra is a reptilian horror with a crocodilian body and multiple heads on long, serpentine necks. Although its heads can be severed, the hydra magically regrows them in short order.

**Hyena**

*Medium beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>5 (1d8 + 1)</td>
</tr>
<tr>
<td>Speed</td>
<td>50 ft.</td>
</tr>
</tbody>
</table>

**STR** 11 (+0)  
**DEX** 13 (+1)  
**CON** 12 (+1)  
**INT** 2 (−−4)  
**WIS** 12 (+1)  
**CHA** 5 (−−3)

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

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

**Actions**

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

**Jackal**

*Small beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>3 (1d6)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft.</td>
</tr>
</tbody>
</table>

**STR** 8 (−−1)  
**DEX** 15 (+2)  
**CON** 11 (+0)  
**INT** 3 (−−4)  
**WIS** 12 (+1)  
**CHA** 6 (−−2)

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

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

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

**Actions**

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.  
**Hit:** 1 (1d4 − 1) piercing damage.
**Killer Whale**  
*Huge beast, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>90 (12d12 + 12)</td>
</tr>
<tr>
<td>Speed</td>
<td>0 ft., swim 60 ft.</td>
</tr>
</tbody>
</table>

**Stats**

<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>19 (+4)</td>
<td>10 (+0)</td>
<td>13 (+1)</td>
<td>3 (−4)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

**Skills**

- Perception +3
- Senses: blindsight 120 ft., passive Perception 13
- Languages —
- Challenge 3 (700 XP)

**Keen Hearing.** The whale can’t use its blindsight while deafened.

**Hold Breath.** The whale can hold its breath for 30 minutes.

**Echolocation.** The whale can’t use its blindsight while deafened.

**Actions**

- **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.  
  Hit: 21 (3d6 + 4) piercing damage.

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

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>5 (2d6 − 2)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
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</tbody>
</table>

**Stats**

<table>
<thead>
<tr>
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<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.

Kobolds are craven reptilian humanoids that commonly infest dungeons. They make up for their physical ineptitude with a cleverness for trap making.
**Lizardfolk**  
*Medium humanoid (lizardfolk), neutral*

Armor Class 15 (natural armor, shield)  
Hit Points 22 (4d8 + 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>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.

**Mammoth**  
*Huge beast, unaligned*

Armor Class 13 (natural armor)  
Hit Points 126 (11d12 + 55)  
Speed 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>24 (+7)</td>
<td>9 (−1)</td>
<td>21 (+5)</td>
<td>3 (−4)</td>
<td>11 (+0)</td>
<td>6 (−2)</td>
</tr>
</tbody>
</table>

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

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

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

A **mammoth** is an elephantine creature with thick fur and long tusks.

**Manticore**  
*Large monstrosity, lawful evil*

Armor Class 14 (natural armor)  
Hit Points 68 (8d10 + 24)  
Speed 30 ft., fly 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>17 (+3)</td>
<td>16 (+3)</td>
<td>17 (+3)</td>
<td>7 (−2)</td>
<td>12 (+1)</td>
<td>8 (−1)</td>
</tr>
</tbody>
</table>

Skills: —  
Senses: darkvision 60 ft., passive Perception 11  
Languages: Common  
Challenge: 3 (700 XP)

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

**Actions**  
**Multiattack.** The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.  
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
Hit: 7 (1d8 + 3) piercing damage.  
**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
Hit: 6 (1d6 + 3) slashing damage.  
**Tail Spike.** *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target.  
Hit: 7 (1d8 + 3) piercing damage.

**Mastiff**  
*Medium beast, unaligned*

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

<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>13 (+1)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>3 (−4)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

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

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

**Actions**  
**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.  
**Mastiffs** are impressive hounds prized by humanoids for their loyalty and keen senses.
**Merfolk**

Medium humanoid (merfolk), neutral

- **Armor Class**: 11
- **Hit Points**: 11 (2d8 + 2)
- **Speed**: 10 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>10 (+0)</td>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>11 (+0)</td>
<td>11 (+0)</td>
<td>12 (+1)</td>
</tr>
</tbody>
</table>

**Skills**
- Perception +2
- Aquan, Common

**Languages**
- Aquan, Common

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

- **Amphibious.** The merfolk can breathe air and water.

**Actions**

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

Merfolk are aquatic humanoids with the lower body of a fish. They live in small tribes beneath the waves.

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**Medusa**

Medium monstrosity, lawful evil

- **Armor Class**: 15 (natural armor)
- **Hit Points**: 127 (17d8 + 51)
- **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>16 (+3)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>15 (+2)</td>
</tr>
</tbody>
</table>

**Skills**
- Deception +5, Insight +4, Perception +4, Stealth +5
- Senses: darkvision 60 ft., passive Perception 14
- Languages: Common

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

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

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

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

**Actions**

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

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

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

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

A victim of a terrible curse, the serpent-haired medusa petrifies all those who gaze upon it, turning creatures into stone monuments to its corruption.

---

**Minotaur**

Large monstrosity, chaotic evil

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

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<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>11 (+0)</td>
<td>16 (+3)</td>
<td>6 (+2)</td>
<td>16 (+3)</td>
<td>9 (+1)</td>
</tr>
</tbody>
</table>

**Skills**
- Perception +7
- Senses: darkvision 60 ft., passive Perception 17
- Languages: Abyssal

**Challenge**: 3 (700 XP)

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

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

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

**Actions**

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

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

Their fur stained with the blood of fallen foes, minotaurs are massive, bull-headed humanoids whose roar is a savage battle cry that all civilized creatures fear.
Mule
Medium beast, unaligned

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

STR  DEX  CON  INT  WIS  CHA
14 (+2) 10 (+0) 13 (+1) 2 (−4) 10 (+0) 5 (−3)

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

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

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

Actions

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

Mummy
Medium undead, lawful evil

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

STR  DEX  CON  INT  WIS  CHA
16 (+3) 8 (−1) 15 (+2) 6 (−2) 10 (+0) 12 (+1)

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

Actions

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

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

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

Raised by dark funerary rituals and still wrapped in the shrouds of death, mummies shamble out from lost temples and tombs to slay any who disturb their rest.

Nothic
Medium aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR  DEX  CON  INT  WIS  CHA
14 (+2) 16 (+3) 16 (+3) 13 (+1) 10 (+0) 8 (−1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5
Senses truesight 120 ft., passive Perception 12
Languages Undercommon
Challenge 2 (450 XP)

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

Actions

Multiattack. The nothic makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic’s Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

A nothic is a monstrous creature with terrible talons and a single great eye. When driven to violence, it uses its horrific gaze to rot the flesh from its enemies’ bones.
**Octopus**  
*Small beast, unaligned*

**Armor Class** 12  
**Hit Points** 3 (1d6)  
**Speed** 5 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>4 (−3)</td>
<td>15 (+2)</td>
<td>11 (+0)</td>
<td>3 (−4)</td>
<td>10 (+0)</td>
<td>4 (−3)</td>
</tr>
</tbody>
</table>

**Skills**  
Perception +2, Stealth +4

**Senses**  
darkvision 30 ft., passive Perception 8

**Languages** —

**Challenge** 0 (10 XP)

*Hold Breath.* While out of water, the octopus can hold its breath for 30 minutes.

*Underwater Camouflage.* The octopus has advantage on Dexterity (Stealth) checks made while underwater.

*Water Breathing.* The octopus can breathe only underwater.

**Actions**

*Tentacles.*  
*Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can’t use its tentacles on another target.

**Ink Cloud (Recharges after a Short or Long Rest).** A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

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**Ochre Jelly**  
*Large ooze, unaligned*

**Armor Class** 8  
**Hit Points** 45 (6d10 + 12)  
**Speed** 10 ft., climb 10 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>15 (+2)</td>
<td>6 (−2)</td>
<td>14 (+2)</td>
<td>2 (−4)</td>
<td>6 (−2)</td>
<td>1 (−5)</td>
</tr>
</tbody>
</table>

**Damage Resistances** acid  
**Damage Immunities** lightning, slashing  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

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

**Languages** —

**Challenge** 2 (450 XP)

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

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

**Actions**

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

**Reactions**

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

An ochre jelly is a yellowish ooze that can slide under doors and through narrow cracks in pursuit of creatures to devour.

---

**Ogre**  
*Large giant, chaotic evil*

**Armor Class** 11 (hide armor)  
**Hit Points** 59 (7d10 + 21)  
**Speed** 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>19 (+4)</td>
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<td>16 (+3)</td>
<td>5 (−3)</td>
<td>7 (−2)</td>
<td>7 (−2)</td>
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</tbody>
</table>

**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.

Ogres are hulking giants notorious for their quick tempers. When its rage is incited, an ogre lashes out in a frustrated tantrum until it runs out of objects or creatures to smash.
Orc
Medium humanoid (orc), chaotic evil

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

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

Skills: Intimidation +2
Senses: darkvision 60 ft., passive Perception 10
Languages: Common, Orc
Challenge: 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.

Orcs are savage humanoids with stooped postures, pigish faces, and prominent teeth that resemble tusks. They gather in tribes that satisfy their bloodlust by slaying any humanoids that stand against them.

Owl
Tiny beast, unaligned

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

STR 3 (−4)  DEX 13 (+1)  CON 8 (−1)  INT 2 (−4)  WIS 12 (+1)  CHA 7 (−2)

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

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

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

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

Owlbear
Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR 20 (+5)  DEX 12 (+1)  CON 17 (+3)  INT 3 (−4)  WIS 12 (+1)  CHA 7 (−2)

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

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

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

A monstrous cross between giant owl and bear, an owlbear’s reputation for ferocity and aggression makes it one of the most feared predators of the wild.

Panther
Medium beast, unaligned

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

STR 14 (+2)  DEX 15 (+2)  CON 10 (+0)  INT 3 (−4)  WIS 14 (+2)  CHA 7 (−2)

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

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

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

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

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

*Armor Class* 13 (natural armor)
*Hit Points* 68 (8d10 + 24)
*Speed* 20 ft., swim 40 ft.

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<tr>
<td>18 (+4)</td>
<td>15 (+2)</td>
<td>16 (+3)</td>
<td>10 (+0)</td>
<td>15 (+2)</td>
<td>13 (+1)</td>
</tr>
</tbody>
</table>

*Skills* Perception +6, Stealth +4
*Senses* passive Perception 16
*Languages* —

**Challenge** 2 (450 XP)

**Actions**

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

*Poisonous Snake*
Tiny beast, unaligned

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

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<tr>
<th>STR</th>
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<tr>
<td>2 (−4)</td>
<td>16 (+3)</td>
<td>11 (+0)</td>
<td>1 (−5)</td>
<td>10 (+0)</td>
<td>3 (−4)</td>
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</table>

*Senses* blindsight 10 ft., passive Perception 10
*Languages* —

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

**Actions**

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

A *phase spider* possesses the magical ability to phase in and out of the Ethereal Plane. It seems to appear out of nowhere and quickly vanishes after attacking.
**Flyby.** The pteranodon doesn’t provoke an opportunity attack when it flies out of an enemy’s reach.

**Actions**

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

These flying reptilian cousins to the dinosaurs have no teeth, instead using their sharp beaks to stab prey too large to swallow with one gulp.

**Quipper**

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 1 (1d4 – 1)

**Speed** 0 ft., swim 40 ft.

**STR** 2 (−4)  **DEX** 16 (+3)  **CON** 9 (−1)  **INT** 1 (−5)  **WIS** 7 (−2)  **CHA** 2 (−4)

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

** Languages** —

**Challenge** 0 (10 XP)

**Blood Frenzy.** The quipper has advantage on melee attack rolls against any creature that doesn’t have all its hit points.

**Water Breathing.** The quipper can breathe only underwater.

**Actions**

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

A quipper is a carnivorous fish with sharp teeth.

**Rat**

*Tiny beast, unaligned*

**Armor Class** 10

**Hit Points** 1 (1d4 – 1)

**Speed** 20 ft.

**STR** 2 (−4)  **DEX** 11 (+0)  **CON** 9 (−1)  **INT** 2 (−4)  **WIS** 10 (+0)  **CHA** 4 (−3)

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

**Languages** —

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

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

**Actions**

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

A rat is a small, nocturnal creature with sharp teeth.
**Raven**  
*Tiny beast, unaligned*

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

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<th>STR</th>
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<th>CON</th>
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<tr>
<td>2 (−4)</td>
<td>14 (+2)</td>
<td>8 (−1)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>6 (−2)</td>
</tr>
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</table>

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

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

**Actions**

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

---

**Rhinoceros**  
*Large beast, unaligned*

**Armor Class 11 (natural armor)**  
**Hit Points 45 (6d10 + 12)**  
**Speed 40 ft.**

<table>
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<tr>
<th>STR</th>
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<tr>
<td>21 (+5)</td>
<td>8 (−1)</td>
<td>15 (+2)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>6 (−2)</td>
</tr>
</tbody>
</table>

**Senses** passive Perception 11  
**Languages** —  
**Challenge** 2 (450 XP)

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

**Actions**

*Gore.* **Melee Weapon Attack:** +7 to hit, reach 5 ft., one target.  
*Hit:* 14 (2d8 + 5) bludgeoning damage.

---

**Riding Horse**  
*Large beast, unaligned*

**Armor Class 10**  
**Hit Points 22 (4d10 + 4)**  
**Speed 60 ft.**

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<tr>
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<tr>
<td>16 (+3)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>2 (−4)</td>
<td>11 (+0)</td>
<td>7 (−2)</td>
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</table>

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

**Actions**

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

---

**Reef Shark**  
*Medium beast, unaligned*

**Armor Class 12 (natural armor)**  
**Hit Points 22 (4d8 + 4)**  
**Speed 0 ft., swim 40 ft.**

<table>
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<tr>
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<tr>
<td>14 (+2)</td>
<td>13 (+1)</td>
<td>13 (+1)</td>
<td>1 (−5)</td>
<td>10 (+0)</td>
<td>4 (−3)</td>
</tr>
</tbody>
</table>

**Skills** Perception +2  
**Senses** blindsight 30 ft., passive Perception 12  
**Languages** —  
**Challenge** 1/2 (100 XP)

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

*Water Breathing.* The shark can breathe only underwater.

**Actions**

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

**Reef sharks** measure 6 to 10 feet long, and inhabit shallow waters and coral reefs.
Saber-Toothed Tiger

*Large beast, unaligned*

**Armor Class** 12
**Hit Points** 52 (7d10 + 14)
**Speed** 40 ft.

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<tr>
<th>STR</th>
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<tr>
<td>18 (+4)</td>
<td>14 (+2)</td>
<td>15 (+2)</td>
<td>3 (−4)</td>
<td>12 (+1)</td>
<td>8 (−1)</td>
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</table>

**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

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

*Pounce.* If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**Actions**

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Scorpion

*Tiny beast, unaligned*

**Armor Class** 11 (natural armor)
**Hit Points** 1 (1d4 − 1)
**Speed** 10 ft.

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<td>2 (−4)</td>
<td>11 (+0)</td>
<td>8 (−1)</td>
<td>1 (−5)</td>
<td>8 (−1)</td>
<td>2 (−4)</td>
</tr>
</tbody>
</table>

**Senses** blindsight 10 ft., passive Perception 9

**Languages** —

**Challenge** 0 (10 XP)

**Actions**

**Sting.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Sea Horse

*Tiny beast, unaligned*

**Armor Class** 11
**Hit Points** 1 (1d4 − 1)
**Speed** 0 ft., swim 20 ft.

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<td>1 (−5)</td>
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<td>8 (−1)</td>
<td>1 (−5)</td>
<td>10 (+0)</td>
<td>2 (−4)</td>
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</table>

**Senses** passive Perception 10

**Languages** —

**Challenge** 0 (0 XP)

*Water Breathing.* The sea horse can breathe only underwater.

Satyr

*Medium fey, chaotic neutral*

**Armor Class** 14 (leather armor)
**Hit Points** 31 (7d8)
**Speed** 40 ft.

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<th>CHA</th>
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<tr>
<td>12 (+1)</td>
<td>16 (+3)</td>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>14 (+2)</td>
</tr>
</tbody>
</table>

**Skills** Perception +2, Performance +6, Stealth +5

**Senses** passive Perception 12

**Languages** Common, Elvish, Sylvan

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

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

**Actions**

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

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

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Satyrs are raucous fey that resemble stout male humans with the furry lower bodies and cloven hooves of goats. They frolic in wild forests, driven by curiosity and hedonism in equal measure.

Skeleton

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)
**Hit Points** 13 (2d8 + 4)
**Speed** 30 ft.

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<td>10 (+0)</td>
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<td>15 (+2)</td>
<td>6 (−2)</td>
<td>8 (−1)</td>
<td>5 (−3)</td>
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</table>

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** understands all languages it knew in life but can’t speak

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

**Actions**

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

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

Not for resale. Permission granted to print and photocopy this document for personal use only.
**Spectator**  
*Medium aberration, lawful neutral*

Armor Class 14 (natural armor)  
Hit Points 39 (6d8 + 12)  
Speed 0 ft., fly 30 ft. (hover)

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<th>WIS</th>
<th>CHA</th>
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<td>8 (−1)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>11 (+0)</td>
</tr>
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</table>

Skills Perception +6  
Condition Immunities prone  
Senses darkvision 120 ft., passive Perception 16  
Languages Deep Speech, Undercommon, telepathy 120 ft.  
Challenge 3 (700 XP)

**Actions**

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

**Eye Rays.** The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can’t take reactions until the end of its next turn. On its turn, the target can’t move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can’t attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Create Food and Water.** The spectator magically creates enough food and water to sustain itself for 24 hours.

**Reactions**

**Spell Reflection.** If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

A spectator is a lesser type of beholder—a foul and deadly aberration. It resembles a floating sphere with a gaping maw and a single great eye, set within four eyestalks that shoot forth deadly rays.

---

**Spider**  
*Tiny beast, unaligned*

Armor Class 12  
Hit Points 1 (1d4 − 1)  
Speed 20 ft., climb 20 ft.

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<th>STR</th>
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<td>2 (−4)</td>
<td>14 (+2)</td>
<td>8 (−1)</td>
<td>1 (−5)</td>
<td>10 (+0)</td>
<td>2 (−4)</td>
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</table>

Skills Stealth +4  
Senses darkvision 30 ft., passive Perception 10  
Languages —  
Challenge 0 (10 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:* +4 to hit, reach 5 ft., one creature.  
*Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

---

**Stirge**  
*Tiny beast, unaligned*

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

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<th>STR</th>
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<th>WIS</th>
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<tr>
<td>8 (−1)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>11 (+0)</td>
</tr>
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</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) 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.

This horrid monster looks like a cross between a large bat and an oversized mosquito. Its legs end in sharp pincers, and its long, needle-like proboscis slashes the air as it seeks to feed on the blood of living creatures.
**Stone Golem**
*Large construct, unaligned*

**Armor Class** 17 (natural armor)  
**Hit Points** 178 (17d10 + 85)  
**Speed** 30 ft.

```
STR  DEX  CON  INT  WIS  CHA  
22 (+6)  9 (−1)  20 (+5)  3 (−4)  11 (+0)  1 (−5)  
```

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren’t adamantine  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 120 ft., passive Perception 10  
**Languages** understands the languages of its creator but can’t speak  
**Challenge** 10 (5,900 XP)

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

**Actions**  
*Multiattack.* 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.

Stone golems are magical constructs cut and chiseled from stone to appear as tall, impressive statues. Like other golems, they are nearly impervious to spells and ordinary weapons.

---

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

**Armor Class** 12  
**Hit Points** 22 (5d8)  
**Speed** 0 ft., fly 30 ft.

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

**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned  
**Senses** blindsight 60 ft., passive Perception 11  
**Languages** —  
**Challenge** 1/4 (50 XP)

*Echolocation.* The swarm can’t use its blindsight while deafened.  
*Keen Hearing.* The swarm has advantage on Wisdom (Perception) checks that rely on hearing.  
*Swarm.* The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can’t regain hit points or gain temporary hit points.

**Actions**  
*Bites.* Melee Weapon Attack: +4 to hit, reach 0 ft., one target in the swarm’s space.  
*Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

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

**Armor Class** 12 (natural armor)  
**Hit Points** 22 (5d8)  
**Speed** 20 ft., climb 20 ft.

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

**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned  
**Senses** blindsight 10 ft., passive Perception 8  
**Languages** —  
**Challenge** 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:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.
Swarm of Rats
Medium swarm of Tiny beasts, unaligned

Armor Class 10
Hit Points 24 (7d8 − 7)
Speed 30 ft.

STR  DEX  CON  INT  WIS  CHA
9 (−1) 11 (+0) 9 (−1) 2 (−4) 10 (+0) 3 (−4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 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.

Swarm of Ravens
Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 24 (7d8 − 7)
Speed 10 ft., fly 50 ft.

STR  DEX  CON  INT  WIS  CHA
6 (−2) 14 (+2) 8 (−1) 3 (−4) 12 (+1) 6 (−2)

Skills Perception +5
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 15
Languages —
Challenge 1/4 (50 XP)

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

Actions
Beaks. Melee Weapon Attack: +2 to hit, reach 5 ft., one target in the swarm’s space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Quippers
Medium swarm of Tiny beasts, unaligned

Armor Class 13
Hit Points 28 (8d8 − 8)
Speed 0 ft., swim 40 ft.

STR  DEX  CON  INT  WIS  CHA
13 (+1) 16 (+3) 9 (−1) 1 (−5) 7 (−2) 2 (−4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn’t have all its hit points.

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

Water Breathing. The swarm can breathe only underwater.

Actions
Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm’s space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Poisonous Snakes
Medium swarm of Tiny beasts, unaligned

Armor Class 14
Hit Points 36 (8d8)
Speed 30 ft., swim 30 ft.

STR  DEX  CON  INT  WIS  CHA
8 (−1) 18 (+4) 11 (+0) 1 (−5) 10 (+0) 3 (−4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

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

Actions
Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm’s space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Swarm of Quippers
Medium swarm of Tiny beasts, unaligned

Armor Class 13
Hit Points 28 (8d8 − 8)
Speed 0 ft., swim 40 ft.

STR  DEX  CON  INT  WIS  CHA
13 (+1) 16 (+3) 9 (−1) 1 (−5) 7 (−2) 2 (−4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn’t have all its hit points.

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

Water Breathing. The swarm can breathe only underwater.

Actions
Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm’s space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.
Tiger

Large beast, unaligned

Armor Class 12
Hit Points 37 (5d10 + 10)
Speed 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>17 (+3)</td>
<td>15 (+2)</td>
<td>14 (+2)</td>
<td>3 (−4)</td>
<td>12 (+1)</td>
<td>8 (−1)</td>
</tr>
</tbody>
</table>

Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

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

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

Triceratops

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 50 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
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</tr>
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<tr>
<td>22 (+6)</td>
<td>9 (−1)</td>
<td>17 (+3)</td>
<td>2 (−4)</td>
<td>11 (+0)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

Senses passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage

One of the most aggressive of the herbivorous dinosaurs, a triceratops possesses great horns and formidable speed, which it uses to gore and trample would-be predators to death.

Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 30 ft.

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<tr>
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<th>WIS</th>
<th>CHA</th>
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<tr>
<td>18 (+4)</td>
<td>13 (+1)</td>
<td>20 (+5)</td>
<td>7 (−2)</td>
<td>9 (−1)</td>
<td>7 (−2)</td>
</tr>
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</table>

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 5 (1,800 XP)

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

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

Actions

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

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

Fearsome green-skinned giants, trolls eat anything they can catch and devour. Only acid and fire can arrest the regenerative properties of a troll’s flesh.

Twig Blight

Small plant, neutral evil

Armor Class 13 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 20 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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<tr>
<td>6 (−2)</td>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>4 (−3)</td>
<td>8 (−1)</td>
<td>3 (−4)</td>
</tr>
</tbody>
</table>

Skills Stealth +3
Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages understands Common but can’t speak
Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

Actions

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

A twig blight is an awakened plant that resembles a woody shrub that can pull its roots free of the ground. Its branches twist together to form a humanoid-looking body with a head and limbs.

One of the most aggressive of the herbivorous dinosaurs, a triceratops possesses great horns and formidable speed, which it uses to gore and trample would-be predators to death.
Warhorse
Large beast, unaligned

<table>
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<td>Hit Points</td>
<td>19 (3d10 + 3)</td>
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<tr>
<td>Speed</td>
<td>60 ft.</td>
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<th>CON</th>
<th>INT</th>
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<tr>
<td>18 (+4)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

Senses passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

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

Tyrannosaurus Rex
Huge beast, unaligned

<table>
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<th>Armor Class</th>
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<tr>
<td>Hit Points</td>
<td>136 (13d12 + 52)</td>
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<tr>
<td>Speed</td>
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<table>
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<th>CON</th>
<th>INT</th>
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<tbody>
<tr>
<td>25 (+7)</td>
<td>10 (+0)</td>
<td>19 (+4)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>9 (−1)</td>
</tr>
</tbody>
</table>

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 8 (3,900 XP)

Actions
Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

This enormous predatory dinosaur terrorizes all other creatures in its territory. It chases anything it thinks it can eat, and there are few creatures it won't try to devour whole.

Vulture
Medium beast, unaligned

<table>
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<th>Armor Class</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>5 (1d8 + 1)</td>
</tr>
<tr>
<td>Speed</td>
<td>10 ft., fly 50 ft.</td>
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</table>

<table>
<thead>
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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>10 (+0)</td>
<td>13 (+1)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>4 (−3)</td>
</tr>
</tbody>
</table>

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

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

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

*Large elemental, neutral*

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft., swim 90 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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</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>14 (+2)</td>
<td>18 (+4)</td>
<td>5 (−3)</td>
<td>10 (+0)</td>
<td>8 (−1)</td>
</tr>
</tbody>
</table>

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

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

**Languages** Aquan

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

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

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

**Actions**

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

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

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

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

**Weasel**

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 1 (1d4 − 1)

**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>3 (−4)</td>
<td>16 (+3)</td>
<td>8 (−1)</td>
<td>2 (−4)</td>
<td>12 (+1)</td>
<td>3 (−4)</td>
</tr>
</tbody>
</table>

**Skills** Perception +3, Stealth +5

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

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

**Actions**

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

**Werewolf**

*Medium humanoid (human, shapechanger), chaotic evil*

**Armor Class** 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft. (40 ft. in wolf form)

<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>13 (+1)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

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

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** passive Perception 14

**Languages** Common (can’t speak in wolf form)

**Challenge** 3 (700 XP)

**Shapechanger.** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies.

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

**Actions**

**Multiattack (Humanoid or Hybrid Form Only).** The werewolf makes two attacks: one with its bite and one with its claws or spear.

**Bite (Wolf or Hybrid Form Only).** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid Form Only).** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

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

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

**A werewolf is a savage predator that can appear as a humanoid, as a wolf, or in a terrifying hybrid form—a furred and well-muscled humanoid body topped by a ravening wolf’s head.**
Wight
Medium undead, neutral evil

Armor Class 14 (studded leather)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

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

Snow Camouflage. The wight has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5–6). The wight exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Arctic-dwelling winter wolves are evil and intelligent creatures with snow-white fur and pale blue eyes.

WINTER WOLF
Large monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

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

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

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.
**Yeti**

*Large monstrosity, chaotic evil*

**Armor Class** 12 (natural armor)
**Hit Points** 51 (6d10 + 18)
**Speed** 40 ft., climb 40 ft.

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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
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<td>18 (+4)</td>
<td>13 (+1)</td>
<td>16 (+3)</td>
<td>8 (−1)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

**Skills**: Perception +3, Stealth +3

**Damage Immunities**: cold

**Senses**: darkvision 60 ft., passive Perception 13

**Languages**: Yeti

**Challenge**: 3 (700 XP)

---

**Fear of Fire**. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

**Snow Camouflage**. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Actions**

**Multiattack**. The yeti can use its Chilling Gaze and makes two claw attacks.

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

**Hit**: 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

**Chilling Gaze**. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target’s saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Yeti are hulking monstrosities that stalk alpine peaks in a ceaseless hunt for food. Their snow-white fur lets them move like ghosts against the frozen landscape.

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**Worg**

*Large monstrosity, neutral evil*

**Armor Class** 13 (natural armor)
**Hit Points** 26 (4d10 + 4)
**Speed** 50 ft.

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<tr>
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<td>13 (+1)</td>
<td>7 (−2)</td>
<td>11 (+0)</td>
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</table>

**Skills**: Perception +4

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

**Languages**: Goblin, Worg

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

---

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

**Actions**

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

**Hit**: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

A worg is a monstrous wolf-like predator that delights in hunting and devouring creatures weaker than itself.

---

**Wyvern**

*Large dragon, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 110 (13d10 + 39)
**Speed** 20 ft., fly 80 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>19 (+4)</td>
<td>10 (+0)</td>
<td>16 (+3)</td>
<td>5 (−3)</td>
<td>12 (+1)</td>
<td>6 (−2)</td>
</tr>
</tbody>
</table>

**Skills**: Perception +4

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

**Languages** —

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

---

**Actions**

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

**Bite**. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one creature.

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

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

**Hit**: 13 (2d8 + 4) slashing damage.

**Stinger**. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one creature.

**Hit**: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Cousins to the great dragons, wyverns have two scaly legs, leathery wings, and a sinewy tail topped with a poison stinger that can kill a creature in seconds.
**Zombie**  
Medium undead, neutral evil

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>22 (3d8 + 9)</td>
</tr>
<tr>
<td>Speed</td>
<td>20 ft.</td>
</tr>
</tbody>
</table>

<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>13 (+1)</td>
<td>6 (−2)</td>
<td>16 (+3)</td>
<td>3 (−4)</td>
<td>6 (−2)</td>
<td>5 (−3)</td>
</tr>
</tbody>
</table>

- Saving Throws: Wis +0
- Damage Immunities: poison
- Condition Immunities: poisoned
- Senses: darkvision 60 ft., passive Perception 8
- Languages: understands the languages it knew in life but can’t speak
- Challenge: 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Actions**

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

Undead zombies move with a jerky, uneven gait. They are clad in the moldering apparel they wore when put to rest, and carry the stench of decay.

---

**Young Green Dragon**  
Large dragon, lawful evil

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>18 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>136 (16d10 + 48)</td>
</tr>
<tr>
<td>Speed</td>
<td>40 ft., fly 80 ft., swim 40 ft.</td>
</tr>
</tbody>
</table>

<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>19 (+4)</td>
<td>12 (+1)</td>
<td>17 (+3)</td>
<td>16 (+3)</td>
<td>13 (+1)</td>
<td>15 (+2)</td>
</tr>
</tbody>
</table>

- Saving Throws: Dex +4, Con +6, Wis +4, Cha +5
- Skills: Deception +5, Perception +7, Stealth +4
- Damage Immunities: poison
- Condition Immunities: poisoned
- Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 17
- Languages: Common, Draconic
- Challenge: 8 (3,900 XP)

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

**Actions**

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

- **Bite.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

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

- **Poison Breath (Recharge 5–6).** The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

The most cunning and treacherous of true dragons, green dragons use misdirection and trickery to get the upper hand against their enemies. A green dragon is recognized by the crest that begins near its eyes and continues down its spine, reaching full height just behind the skull.
Nonplayer Characters

This section contains statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter during a D&D campaign. These stat blocks can be used to represent both human and nonhuman NPCs.

Customizing NPCs

There are many easy ways to customize the NPCs in this appendix for your home campaign.

**Racial Traits**. You can add racial traits to an NPC. For example, a halfling priest might have a speed of 25 feet and the Lucky trait. Adding racial traits to an NPC doesn’t alter its challenge rating. For more on racial traits, see the Player’s Handbook or the D&D player’s basic rules.

**Spell swaps**. One way to customize an NPC spellcaster is to replace one or more of its spells. You can substitute any spell on the NPC’s spell list with a different spell of the same level from the same spell list. Swapping spells in this manner doesn’t alter an NPC’s challenge rating.

**Armor and weapon swaps**. You can upgrade or downgrade an NPC’s armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC’s challenge rating.

**Magic items**. The more powerful an NPC, the more likely it has one or more magic items in its possession. A mage, for example, might have a magic staff or wand, as well as one or more potions and scrolls. Giving an NPC a potent damage-dealing magic item could alter its challenge rating.

A few magic items are described in this document.

Acolyte

*Medium humanoid (any race), any alignment*

<table>
<thead>
<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>

**Skills** Medicine +4, Religion +2

**Senses** passive Perception 12

**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.

**Bandit**

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

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12 (leather armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>11 (2d8 + 2)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**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 80/320 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

**Bandits** rove in gangs and are sometimes led by more powerful NPCs, including spellcasters. Not all bandits are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry.

Berserker

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

<table>
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<tr>
<th>Armor Class</th>
<th>13 (hide armor)</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>67 (9d8 + 27)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**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.

Hailing from uncivilized lands, unpredictable berserkers come together in war parties and seek conflict wherever they can find it.
### Commoner

*Medium humanoid (any race), any alignment*

<table>
<thead>
<tr>
<th>Armor Class</th>
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</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>4 (1d8)</td>
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<tr>
<td>Speed</td>
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<table>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<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.

**Commoners** include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

### Cultist

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

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12 (leather armor)</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>

<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.

**Cultists** swear allegiance to dark powers, and often show signs of insanity in their beliefs and practices.

### Guard

*Medium humanoid (any race), any alignment*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>16 (chain shirt, shield)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>11 (2d8 + 2)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

<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>13 (+1)</td>
<td>12 (+1)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Skills** Perception +2  
**Senses** passive Perception 12  
**Languages** any one language (usually Common)  
**Challenge** 1/8 (25 XP)

### Knight

*Medium humanoid (any race), any alignment*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>18 (plate)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>52 (8d8 + 16)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

<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>11 (+0)</td>
<td>14 (+2)</td>
<td>11 (+0)</td>
<td>11 (+0)</td>
<td>15 (+2)</td>
</tr>
</tbody>
</table>

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

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

### Actions

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

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

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

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

### Reactions

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

**Knights** are warriors who pledge service to rulers, religious orders, and noble causes. A knight’s alignment determines the extent to which a pledge is honored.
**Mage**
*Medium humanoid (any race), any alignment*

- **Armor Class**: 12 (15 with *mage armor*)
- **Hit Points**: 40 (9d8)
- **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>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 or Ranged Weapon Attack**: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit**: 4 (1d4 + 2) piercing damage.

**Mages** spend their lives in the study and practice of magic.

---

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

- **Armor Class**: 13 (chain shirt)
- **Hit Points**: 27 (5d8 + 5)
- **Speed**: 25 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>10 (+0)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>16 (+3)</td>
<td>13 (+1)</td>
</tr>
</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*

---

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

- **Armor Class**: 11 (leather armor)
- **Hit Points**: 32 (5d8 + 10)
- **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>15 (+2)</td>
<td>11 (+0)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>11 (+0)</td>
</tr>
</tbody>
</table>

- **Skills**: Intimidation +2
- **Senses**: passive Perception 10
- **Languages**: any one language (usually Common)
- **Challenge**: 1/2 (100 XP)

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

**Actions**

- **Multiattack.** The thug makes two melee attacks.
- **Mace. Melee Weapon Attack**: +4 to hit, reach 5 ft., one target. **Hit**: 5 (1d6 + 2) bludgeoning damage.

**Thugs** are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

---

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Building Combat Encounters

When creating a combat encounter, let your imagination run wild and build something your players will enjoy. Once you have the details figured out, use this section to adjust the difficulty of the encounter.

Combat Encounter Difficulty
There are four categories of encounter difficulty.

**Easy.** An easy encounter doesn’t tax the characters’ resources or put them in serious peril. They might lose a few hit points, but victory is pretty much guaranteed.

**Medium.** A medium encounter usually has one or two scary moments for the players, but the characters should emerge victorious with no casualties. One or more of them might need to use healing resources.

**Hard.** A hard encounter could go badly for the adventurers. Weaker characters might get taken out of the fight, and there’s a slim chance that one or more characters might die.

**Deadly.** A deadly encounter could be lethal for one or more player characters. Survival often requires good tactics and quick thinking, and the party risks defeat.

### XP Thresholds by Character Level

<table>
<thead>
<tr>
<th>Character Level</th>
<th>Easy</th>
<th>Medium</th>
<th>Hard</th>
<th>Deadly</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>25</td>
<td>50</td>
<td>75</td>
<td>100</td>
</tr>
<tr>
<td>2nd</td>
<td>50</td>
<td>100</td>
<td>150</td>
<td>200</td>
</tr>
<tr>
<td>3rd</td>
<td>75</td>
<td>150</td>
<td>225</td>
<td>400</td>
</tr>
<tr>
<td>4th</td>
<td>125</td>
<td>250</td>
<td>375</td>
<td>500</td>
</tr>
<tr>
<td>5th</td>
<td>250</td>
<td>500</td>
<td>750</td>
<td>1,100</td>
</tr>
<tr>
<td>6th</td>
<td>300</td>
<td>600</td>
<td>900</td>
<td>1,400</td>
</tr>
<tr>
<td>7th</td>
<td>350</td>
<td>750</td>
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<td>1,700</td>
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<tr>
<td>8th</td>
<td>450</td>
<td>900</td>
<td>1,400</td>
<td>2,100</td>
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<td>550</td>
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<td>1,600</td>
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<td>600</td>
<td>1,200</td>
<td>1,900</td>
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<td>20th</td>
<td>2,800</td>
<td>5,700</td>
<td>8,500</td>
<td>12,700</td>
</tr>
</tbody>
</table>

**Evaluating Encounter Difficulty**

Use the following method to gauge the difficulty of any combat encounter.

1. **Determine XP Thresholds.** First, determine the experience point (XP) thresholds for each character in the party. The XP Thresholds by Character Level table has four XP thresholds for each character level, one for each category of encounter difficulty. Use a character’s level to determine his or her XP thresholds. Repeat this process for every character in the party.

2. **Determine the Party’s XP Threshold.** For each category of encounter difficulty, add up the characters’ XP thresholds. This determines the party’s XP threshold. You’ll end up with four totals, one for each category of encounter difficulty.

   For example, if your party includes three 3rd-level characters and one 2nd-level character, the party’s totaled XP thresholds would be as follows:

   - **Easy:** 275 XP (75 + 75 + 75 + 50)
   - **Medium:** 550 XP (150 + 150 + 150 + 100)
   - **Hard:** 825 XP (225 + 225 + 225 + 150)
   - **Deadly:** 1,400 XP (400 + 400 + 400 + 200)

   Record the totals, because you can use them for every encounter in your adventure.

3. **Total the Monsters’ XP.** Add up the XP for all of the monsters in the encounter. Every monster has an XP value in its stat block.

4. **Modify Total XP for Multiple Monsters.** If the encounter includes more than one monster, apply a multiplier to the monsters’ total XP. The more monsters there are, the more attack rolls you’re making against the characters in a given round, and the more dangerous the encounter becomes. To correctly gauge an encounter’s difficulty, multiply the total XP of all the monsters in the encounter by the value given in the Encounter Multipliers table.

   For example, if an encounter includes four monsters worth a total of 500 XP, you would multiply the total XP of the monsters by 2, for an adjusted value of 1,000 XP. This adjusted value is not what the monsters are worth in terms of XP; the adjusted value’s only purpose is to help you accurately assess the encounter’s difficulty.

   When making this calculation, don’t count any monsters whose challenge rating is significantly below the average challenge rating of the other monsters in the group unless you think the weak monsters significantly contribute to the difficulty of the encounter.

5. **Compare XP.** Compare the monsters’ adjusted XP value to the party’s XP thresholds. The threshold that equals the adjusted XP value determines the encounter’s difficulty. If there’s no match, use the closest threshold that is lower than the adjusted XP value.

   For example, an encounter with one bugbear and three hobgoblins has an adjusted XP value of 1,000, making it a hard encounter for a party of three 3rd-level characters and one 2nd-level character (which has a hard encounter threshold of 825 XP and a deadly encounter threshold of 1,400 XP).
The Adventuring Day
Assuming typical adventuring conditions and average luck, most adventuring parties can handle about six to eight medium or hard encounters in a day. If the adventure has more easy encounters, the adventurers can get through more. If it has more deadly encounters, they can handle fewer.

In the same way you figure out the difficulty of an encounter, you can use the XP values of monsters and other opponents in an adventure as a guideline for how far the party is likely to progress.

For each character in the party, use the Adventuring Day XP table to estimate how much XP that character is expected to earn in a day. Add together the values of all party members to get a total for the party’s adventuring day. This provides a rough estimate of the adjusted XP value for encounters the party can handle before the characters will need to take a long rest.

Adventuring Day XP

<table>
<thead>
<tr>
<th>Level</th>
<th>Adjusted XP per Day per Character</th>
<th>Level</th>
<th>Adjusted XP per Day per Character</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
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<tr>
<td>3rd</td>
<td>1,200</td>
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<td>9th</td>
<td>7,500</td>
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</tr>
<tr>
<td>10th</td>
<td>9,000</td>
<td>20th</td>
<td>40,000</td>
</tr>
</tbody>
</table>

Short Rests
In general, over the course of a full adventuring day, the party will likely need to take two short rests, about one-third and two-thirds of the way through the day.

Modifying Encounter Difficulty
An encounter can be made easier or harder based on the choice of location and the situation.

Increase the difficulty of the encounter by one step (from easy to medium, for example) if the characters have a drawback that their enemies don’t. Reduce the difficulty by one step if the characters have a benefit that their enemies don’t. Any additional benefit or drawback pushes the encounter one step in the appropriate direction. If the characters have both a benefit and a drawback, the two cancel each other out.

Situational drawbacks include the following:

- The whole party is surprised, and the enemy isn’t.
- The enemy has cover, and the party doesn’t.
- The characters are unable to see the enemy.
- The characters are taking damage every round from some environmental effect or magical source, and the enemy isn’t.
- The characters are hanging from a rope, in the midst of scaling a sheer wall or cliff, stuck to the floor, or otherwise in a situation that greatly hinders their mobility or makes them sitting ducks.
Situational benefits are similar to drawbacks except that they benefit the characters instead of the enemy.

**Fun Combat Encounters**

The following features can add more fun and suspense to a combat encounter:

- Terrain features that pose inherent risks to both the characters and their enemies, such as a frayed rope bridge and pools of green slime
- Terrain features that provide a change of elevation, such as pits, stacks of empty crates, ledges, and balconies
- Features that either inspire or force characters and their enemies to move around, such as chandeliers, kegs of gunpowder or oil, and whirling blade traps
- Enemies in hard-to-reach locations or defensive positions, so that characters who normally attack at range are forced to move around the battlefield
- Different types of monsters working together

**Magic Items**

Every adventure holds the promise—but not a guarantee—of finding one or more magic items. *Lost Mine of Phandelver* contains an assortment of magic items that hints at the wider variety of magic items waiting to be found in the worlds of D&D. See the *Dungeon Master's Guide* for many more items.

**Using a Magic Item**

A magic item's description explains how the item works. Handling a magic item is enough to give a character a sense that something is extraordinary about the item. The *identify* spell is the fastest way to reveal an item's properties. Alternatively, a character can focus on one magic item during a short rest, while being in physical contact with the item. At the end of the rest, the character learns the item's properties, as well as how to use them. Potions are an exception; a little taste is enough to tell the taster what the potion does.

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

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

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

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest focused on the item, unless the item is cursed.
**Item Descriptions**

**Amulet of Health**
*Wondrous item, rare (requires attunement)*
Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is 19 or higher without it.

**Armor, +1, +2, or +3**
*Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)*
You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

**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.

**Boots of Striding and Springing**
*Wondrous item, uncommon (requires attunement)*
While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

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

**Gauntlets of Ogre Power**
*Wondrous item, uncommon (requires attunement)*
Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is 19 or higher without them.

**Gloves of Swimming and Climbing**
*Wondrous item, uncommon (requires attunement)*
While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.

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

**Headband of Intellect**
*Wondrous item, uncommon (requires attunement)*
Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher.

**Keoghtom’s Ointment**
*Wondrous item, uncommon*
This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

**Potion of Flying**
*Potion, very rare*
When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

**Potion of Invisibility**
*Potion, very rare*
This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

**Potion of Vitality**
*Potion, very rare*
When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.
**Ring of Evasion**
*Ring, rare (requires attunement)*

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

**Ring of Protection**
*Ring, rare (requires attunement)*

You gain a +1 bonus to AC and saving throws while wearing this ring.

**Ring of Resistance**
*Ring, rare (requires attunement)*

You have resistance to one damage type while wearing this ring. The gem in the ring indicates the type, which the DM chooses or determines randomly.

<table>
<thead>
<tr>
<th>d10</th>
<th>Damage Type</th>
<th>Gem</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Acid</td>
<td>Pearl</td>
</tr>
<tr>
<td>2</td>
<td>Cold</td>
<td>Tourmaline</td>
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<td>3</td>
<td>Fire</td>
<td>Garnet</td>
</tr>
<tr>
<td>4</td>
<td>Force</td>
<td>Sapphire</td>
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<tr>
<td>5</td>
<td>Lightning</td>
<td>Citrine</td>
</tr>
<tr>
<td>6</td>
<td>Necrotic</td>
<td>Jet</td>
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<td>7</td>
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<td>8</td>
<td>Psychic</td>
<td>Jade</td>
</tr>
<tr>
<td>9</td>
<td>Radiant</td>
<td>Topaz</td>
</tr>
<tr>
<td>10</td>
<td>Thunder</td>
<td>Spinel</td>
</tr>
</tbody>
</table>

**Spell Scroll**
*Scroll, varies*

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class’s spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell’s normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class’s spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell’s level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell’s saving throw DC and attack bonus, as well as the scroll’s rarity, as shown in the Spell Scroll table.

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>Rarity</th>
<th>Save DC</th>
<th>Attack Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cantrip</td>
<td>Common</td>
<td>13</td>
<td>+5</td>
</tr>
<tr>
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<td>Common</td>
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<td>+5</td>
</tr>
<tr>
<td>2nd</td>
<td>Uncommon</td>
<td>13</td>
<td>+5</td>
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<tr>
<td>3rd</td>
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<td>+7</td>
</tr>
<tr>
<td>4th</td>
<td>Rare</td>
<td>15</td>
<td>+7</td>
</tr>
<tr>
<td>5th</td>
<td>Rare</td>
<td>17</td>
<td>+9</td>
</tr>
<tr>
<td>6th</td>
<td>Very rare</td>
<td>17</td>
<td>+9</td>
</tr>
<tr>
<td>7th</td>
<td>Very rare</td>
<td>18</td>
<td>+10</td>
</tr>
<tr>
<td>8th</td>
<td>Very rare</td>
<td>18</td>
<td>+10</td>
</tr>
<tr>
<td>9th</td>
<td>Legendary</td>
<td>19</td>
<td>+11</td>
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</tbody>
</table>

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell’s level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

**Wand of Magic Detection**
*Wand, uncommon*

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the detect magic spell from it. The wand regains 1d3 expended charges daily at dawn.

**Wand of Magic Missiles**
*Wand, uncommon*

While you hold this wand, you can use an action to expend 1 to 3 of its 7 charges to cast the magic missile spell without using any components. For 1 charge, you cast the spell as if you used a 1st-level spell slot, and you increase the spell slot level by one for each additional charge you spend.

The wand regains 1d6 + 1 expended charges each day at dawn. However, if you expend the wand’s last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

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

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon’s rarity.
APPENDIX: MONSTERS BY CHALLENGE RATING

This index organizes the monsters in this document by challenge rating.

**Challenge 0 (0–10 XP)**
- Awakened shrub
- Baboon
- Badger
- Bat
- Cat
- Commoner
- Crab
- Deer
- Eagle
- Frog
- Giant fire beetle
- Goat
- Hawk
- Hyena
- Jackal
- Lizard
- Octopus
- Owl
- Quipper
- Rat
- Raven
- Scorpion
- Sea horse
- Spider
- Vulture
- Weasel

**Challenge 1/8 (25 XP)**
- Bandit
- Blood hawk
- Camel
- Cultist
- Flying snake
- Giant crab
- Giant rat
- Giant weasel
- Guard
- Kobold
- Mastiff
- Merfolk
- Mule
- Poisonous snake
- Pony
- Stirge
- Twig blight

**Challenge 1/4 (50 XP)**
- Acolyte
- Axe beak
- Blink dog
- Boar
- Constrictor snake
- Draft horse
- Elk
- Flying sword
- Giant badger
- Giant bat
- Giant centipede
- Giant frog
- Giant lizard
- Giant owl
- Giant poisonous snake
- Giant wolf spider
- Goblin
- Panther
- Pteranodon
- Riding horse
- Skeleton
- Swarm of bats
- Swarm of rats
- Swarm of ravens
- Wolf
- Zombie

**Challenge 1/2 (100 XP)**
- Ape
- Black bear
- Cockatrice
- Crocodile
- Giant goat
- Giant sea horse
- Giant wasp
- Gnoll
- Hobgoblin
- Lizardfolk
- Orc
- Reef shark
- Satyr
- Swarm of insects
- Thug
- Warhorse
- Worg
Challenger 1 (200 XP)
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<tbody>
<tr>
<td>Animated armor</td>
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<tr>
<td>Brown bear</td>
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<td>Bugbear</td>
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<td>Death dog</td>
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<td>Dire wolf</td>
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<td>Ghoul</td>
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<td>Giant hyena</td>
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</tr>
<tr>
<td>Giant spider</td>
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<td>Giant toad</td>
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<tr>
<td>Giant vulture</td>
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<tr>
<td>Harpy</td>
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<tr>
<td>Hippogriff</td>
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<tr>
<td>Lion</td>
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<tr>
<td>Swarm of quippers</td>
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<tr>
<td>Tiger</td>
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Challenger 2 (450 XP)
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<tbody>
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<td>Awakened tree</td>
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<td>Berserker</td>
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<td>Gargoyle</td>
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<td>Giant constrictor snake</td>
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<td>Saber-toothed tiger</td>
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<td>Swarm of poisonous snakes</td>
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Challenger 3 (700 XP)
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<td>Doppelganger</td>
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<tr>
<td>Giant scorpion</td>
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<tr>
<td>Hell hound</td>
</tr>
<tr>
<td>Killer whale</td>
</tr>
<tr>
<td>Knight</td>
</tr>
<tr>
<td>Manticore</td>
</tr>
<tr>
<td>Minotaur</td>
</tr>
</tbody>
</table>

Mummy
Owlbear
Phase spider
Spectator
Werewolf
Wight
Winter wolf
Yeti

Challenger 4 (1,100 XP)
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<tbody>
<tr>
<td>Banshee</td>
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<td>Elephant</td>
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<td>Flameskull</td>
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<tr>
<td>Ghost</td>
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Challenger 5 (1,800 XP)
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<td>Air elemental</td>
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<tr>
<td>Fire elemental</td>
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<td>Flesh golem</td>
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<td>Giant crocodile</td>
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<td>Giant shark</td>
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<tr>
<td>Hill giant</td>
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<tr>
<td>Triceratops</td>
</tr>
<tr>
<td>Troll</td>
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<tr>
<td>Water elemental</td>
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Challenger 6 (2,300 XP)
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<td>Mammoth</td>
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<td>Medusa</td>
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<td>Wyvern</td>
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Challenger 7 (2,900 XP)
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<tbody>
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<td>Giant ape</td>
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Challenger 8 (3,900 XP)
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<tr>
<td>Frost giant</td>
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<tr>
<td>Hydra</td>
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<tr>
<td>Tyrannosaurus rex</td>
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<tr>
<td>Young green dragon</td>
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Challenger 9 (5,000 XP)
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</thead>
<tbody>
<tr>
<td>Fire giant</td>
</tr>
</tbody>
</table>

Challenger 10 (5,900 XP)
<table>
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<th>5x0:00</th>
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</thead>
<tbody>
<tr>
<td>Stone golem</td>
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</table>

Challenger 17 (18,000 XP)
<table>
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<th>5x0:00</th>
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</thead>
<tbody>
<tr>
<td>Adult red dragon</td>
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</table>
What Comes Next?

Having delved into the depths of character creation, it’s time to consider your next steps. The fun of D&D is in playing the game, not just making up characters (though that’s fun, too).

The Starter Set is a great next step if you want to try your hand at being a Dungeon Master and introduce your friends to the game. If you don’t know any DMs, try taking on that role yourself. The Starter Set is the best place to begin your journey.

The Player’s Handbook is your essential guide to additional races, classes, backgrounds, and other customization options such as feats and multiclassing. You’ll also find more than two hundred extra spells and a beautiful array of art depicting elements of D&D.

The Monster Manual describes the most important monsters in the Dungeons & Dragons universe. The manual is aimed at DMs, but it’s also a useful reference for players.

The Dungeon Master’s Guide is the ultimate tome of DM lore. It includes magic items, optional rules, and guidelines for creating everything from a simple dungeon to an entire cosmos for your campaign.

Each year brings the publication of new D&D adventures. These scenarios and campaigns are the perfect way to try your hand at running a D&D game with a minimum of work.

Looking for a regular D&D game or prefer dropping in when you have time? Check the Store and Event Locator on our website to see if your local game store is running events such as D&D Encounters or D&D Expeditions.

Bring your games to life with a suite of enhancements from a robust set of player and DM digital tools to accessories like miniatures, vinyl mats, campaign maps, clothing, and more.

It isn’t always possible to gather a regular gaming group. In such situations, Dungeons & Dragons board games present an ideal casual play experience. You’ll also find a variety of digital games that offer a D&D experience across Mac, PC, tablets, and mobile devices.

Level up your D&D game by visiting DungeonsandDragons.com to see the suite of Dungeons & Dragons offerings.