

SCARRED LANDS CREATURE CONVERSION

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version 1.1.1

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Chapter 1

New Rules

Effects and Saving Throws

Several effects can end earlier than their original duration:

- **(action ends):** The target or one of its ally within 5 ft can spend one action to end the effect on the targer.
- **(damage ends):** The effect ends when the target takes at least 1 point of damage.
- **(healing ends):** The effect ends when the target regains hit points. It doesn't end if it gains temporary hit points.
- **(save ends):** The target can make a new saving throw against that effect at the start of each of its turns, ending the effect on itself on a successful save.

Chapter 2

Monsters

Abyssal Lamprey

Source: Creature Collection 2

Small fiend, chaotic evil

Armor Class: 16 (natural armor)

Hit Points: 39 (6d6+18)

Speed: 5 ft, swim 40 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	17 (+3)	15 (+2)	16 (+3)

Saving Throws: Str +2, Wis +4

Damage Resistances: acid, fire; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silvered weapons

Damage Immunities: poison

Condition Immunities: prone

Senses: darkvision 60 ft, passive Perception score 10

Languages: understands Infernal but can't speak, telepathy 60 ft (with aquatic beasts and monstrosities only)

Challenge: 2 (400 XP)

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

Magic Weapons: The abyssal lamprey weapon attacks are magical.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4+3) piercing damage, and the target is grappled (escape DC 10, or 13 for aquatic beasts and monstrosities). Until the grapple ends, the target is restrained, and the abyssal lamprey can't use that attack against another creature.

Dominate Beast: One aquatic beast or monstrosity grappled by the abyssal lamprey must make a Wisdom saving throw (DC 13). If it fails, it falls under the control of the abyssal lamprey, and the two become bonded (see above). While bonded, the target can't be charmed or frightened, and its melee weapon attacks are magical. The abyssal lamprey occupies the same space and moves along with it.

If the abyssal lamprey is detached from it (willingly or not), the bond immediately ends. Forcefully detaching an abyssal lamprey requires a Strength check (DC 13 + the Strength modifier of the beast), and deals both the bonded creature and the abyssal lamprey 10 (3d6) slashing damage. When the abyssal lamprey is detached, any magical effect it had used on the creature immediately ends.

Command Beast: One aquatic beast or monstrosity bonded to the abyssal lamprey controlled by the abyssal lamprey and that the abyssal lamprey can see takes an action (except the Multiattack action).

Empower Beast (recharge 6): When the abyssal lamprey is bonded to an aquatic creature, it can grant it one of the following effects for 1 minute:

- Its movement speed increases by half, its AC by +1, and it has advantage on all Dexterity saving throw.
- It gains advantage on all Strength checks, resistance against bludgeoning, piercing and slashing damage, and its melee damage increases by one dice.
- It gains 14 (4d6) temporary hit points.

Reactions

Psychic Bite: When the creature bonded to the abyssal lamprey hits with an attack, the target of the attack suffers an additional 14 (4d6) psychic damage.

Allergorhai-Horhai

Source: Creature Collection 3
Medium aberration, unaligned
Armor Class: 13
Hit Points: 66 (7d8+35)
Speed: 20 ft, burrow 20 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	20 (+5)	2 (-4)	8 (-1)	4 (-3)

Damage Resistances: fire, lightning, poison
Senses: blindsight 60 ft ft (blind beyond that radius), passive Perception score 9
Languages: -
Challenge: 2 (400 XP)

Lure: The allergorhai-horhai can stay hidden, half-burrowed in the ground, with only its tail sticking out of the ground. An Intelligence (Investigation) check (DC 13) is required to identify correctly the allergorhai-horhai. Otherwise, it is mistaken for a desert plant. When a creature touches the allergorhai-horhai, it can make a Tail Shock attack as a reaction, with advantage on its attack roll.

Actions

Multiattack: The allergorhai-horhai makes two Bite attacks. Alternatively, it can make one Bite and one Tail Shock attacks.

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+1) piercing damage.

Tail Shock (recharge 4-6): *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 7 (2d6) lightning damage.

Poison Spray (short rest): *Ranged Weapon Attack:* +5 to hit, range 10/30 ft, one target. *Hit:* 14 (4d6) poison damage, and the target must make a Constitution saving throw (DC 15) or suffer disadvantage on all Dexterity checks and saving throws for 1 minute (save ends).

Angel, Panacea Spirit

Source: Strange Lands
Tiny celestial (angel), neutral good
Armor Class: 14
Hit Points: 35 (14d4)
Speed: 40 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	10 (+0)	13 (+1)	19 (+4)	17 (+3)

Saving Throws: Con +3
Skills: Medicine +7
Damage Resistances: radiant; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, frightened, poisoned
Senses: darkvision 120 ft, passive Perception score 14
Languages: Celestial, telepathy 120 ft
Challenge: 3 (700 XP)

Incorporeal Movement: The angel 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.

Magic Weapons: The angel weapon attacks are magical.

Spirit of Life: When a humanoid makes a Wisdom (Medicine) check within 30 ft of the angel, it has advantage on its ability check unless the angel is incapacitated.

Actions

Disrupting Ray: *Ranged Spell Attack:* +6 to hit, range 30 ft, one creature or two undead. *Hit:* 11 (2d6+4) radiant damage.

Healing Touch (3/day): The angel touches another creature. The target magically regains 16 (3d10) hit points and is freed from any curse, disease, poison, blindness or deafness.

Breath of Life (1/year): The angel casts *resurrection*. Once the angel uses this ability, it goes back to the celestial planes and can't appear again for 1 year.

Aquantis

Source: Creature Collection
Large monstrosity, unaligned
Armor Class: 13
Hit Points: 91 (14d10+14)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Saving Throws: Dex +6
Senses: darkvision 60 ft, passive Perception score 13
Languages: -
Challenge: 2 (400 XP)

Water Walking: The aquantis can walk on water as if it were solid ground. While walking on water, the aquantis doesn't provoke attacks of opportunity when moving, and its movement speed may increase up to 100 ft depending on the direction of the wind.

Actions

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

Asuran Lockwatcher

Source: Creature Collection 3
Tiny construct, unaligned
Armor Class: 11 (natural armor)
Hit Points: 14 (4d4+4)
Speed: 20 ft, climb 20 ft

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

Skills: Perception +2, Stealth +3
Damage Resistances: piercing and slashing
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: truesight 30 ft, passive Perception score 10
Languages: understands the languages of its creator but can't speak
Challenge: 1/4 (50 XP)

False Appearance: While the lockwatcher is motionless, it is indistinguishable from a normal lock.

Magic Resistance: The lockwatcher has advantage on all saving throws against spells and magical effects.

Spider Climb: The lockwatcher can climb difficult surfaces, including upside down on ceiling, without requiring an ability check.

Actions

Needle: *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage, and the target must make a Constitution saving throw (DC 11) or be incapacitated until the end of its next turn.

Reactions

Thief's Surprise: When a creature tries to pick a lock within the same space as the lockwatcher, the lockwatcher can make a Needle attack against the target.

Avion

Source: Strange Lands
Medium dragon, unaligned
Armor Class: 16 (natural armor)
Hit Points: 144 (17d8+68)
Speed: 40 ft, fly 250 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	19 (+4)	18 (+4)	23 (+6)

Saving Throws: Int +8, Wis +8, Cha +10
Skills: Athletics +8, History +8, Insight +8, Investigation +8, Perception +8, Performance +10
Damage Resistances: poison, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities: deafened, paralyzed, poisoned
Senses: darkvision 60 ft, passive Perception score 18
Languages: all
Challenge: 10 (5,900 XP)

Camouflage: The avion has advantage on Dexterity (Stealth) checks made to hide.

Fly-By: The avion doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Senses: The avion has advantage on all Wisdom (Perception) checks based on hearing.

Spellcasting: The avion is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following Bard spells prepared:

Cantrips: *blade ward, mage hand, minor illusion, vicious mockery*
 1st-level spells (4 slots): *charm person, dissonant whispers, faerie fire, speak with animals, thunderwave*
 2nd-level spells (3 slots): *detect thoughts, suggestion*
 3rd-level spells (3 slots): *bestow curse, clairvoyance*
 4th-level spells (1 slot): *greater invisibility*

Actions

Multiattack: The avion makes one Claw and one Wing Slash attacks.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) slashing damage, and the target is grappled (escape DC 16). The grapple ends if the avion attacks another creature.

Wing Slash: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 13 (2d8+4) slashing damage and the target must make a Constitution saving throw (DC 16) or bleed for 1 minute (save or healing ends). While bleeding, the target takes 9 (2d8) necrotic damage at the start of each of the avion's turn.

Breath Weapon (recharge 5-6): The avion exhales thunder in a 30-foot cone. Each creature in the area must make a Dexterity saving throw (DC 16), taking 38 (7d10) thunder damage on a failed save, or half as much on a success.

Avix

Source: Hornsaw
Tiny fey, chaotic good
Armor Class: 14
Hit Points: 7 (2d4+2)
Speed: 20 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	11 (+0)	11 (+0)	19 (+4)

Saving Throws: Wis +2
Skills: Nature +2, Perception +2
Senses: passive Perception score 12
Languages: Elvish, Sylvan
Challenge: 1/4 (50 XP)

Innate Spellcasting: The avix innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- 3/day: *dancing lights, minor illusion.*
- 1/day: *charm person, major illusion.*

Natural Invisibility: The avix as well as any equipment it is carrying or wearing is invisible. When the avix makes an attack, its target can make an Intelligence saving throw (DC 14). If it succeeds, the avix becomes visible until the start of its next turn.

Actions

Dagger: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d4+4) piercing damage.

Sleeping Dart: *Ranged Weapon Attack:* +6 to hit, range 20/80 ft, one target. *Hit:* 6 (1d4+4) piercing damage and the target must make a Wisdom saving throw (DC 14) or fall unconscious for 1 minute (save ends). If the target suffers damage while unconscious, it immediately wakes up. When the effect ends, the target remains poisoned until the end of its following turn.

Turn Visible: The avix becomes visible until it loses concentration (as if concentrating on a spell).

Avix, Serpent

Source: Hornsaw

Tiny fey, chaotic evil

Armor Class: 14

Hit Points: 11 (2d4+6)

Speed: 20 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	11 (+0)	11 (+0)	19 (+4)

Saving Throws: Wis +2

Skills: Nature +2, Perception +2

Senses: passive Perception score 12

Languages: Elvish, Sylvan

Challenge: 1 (200 XP)

Innate Spellcasting: The serpent avix innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- 3/day: *dancing lights, minor illusion.*
- 1/day: *crown of madness, major illusion.*

Actions

Dagger: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d4+4) piercing damage.

Poisoned Dart: *Ranged Weapon Attack:* +6 to hit, range 20/80 ft, one target. *Hit:* 6 (1d4+4) piercing damage and 7 (2d6) poison damage, and the target must make a Wisdom saving throw (DC 14) or be poisoned for one minute. If the target was already poisoned, it becomes paralyzed instead.

Turn Invisible: The serpent avix becomes visible until it loses concentration (as if concentrating on a spell). When the serpent avix makes an attack, its target must make an Intelligence saving throw (DC 14). If it succeeds, the serpent avix becomes visible.

Bane Cloud

Source: Creature Collection 2

Medium elemental, chaotic evil

Armor Class: 13

Hit Points: 72 (11d8+22)

Speed: fly 20 ft (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	9 (-1)	15 (+2)	9 (-1)

Saving Throws: Dex +6, Con +5

Damage Vulnerabilities: radiant

Damage Resistances: lightning, thunder

Damage Immunities: acid, necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks

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

Senses: darkvision 60 ft, passive Perception score 12

Languages: understands Auran but can't speak

Challenge: 5 (1,800 XP)

Light Sensitivity: The bane cloud has disadvantage on all attack rolls, all saving throws, and Wisdom (Perception) checks when it, its target, or anything it is trying to perceive is in an area of bright light.

Mist Form: The bane cloud can occupy the same space as other creatures, and move through a space as narrow as 1 inch wide without squeezing. When a creature starts its turn in the same space as the bane cloud, it takes 5 (1d10) necrotic damage. When a creature moves into the space occupied by the cloud, it must make a Dexterity saving throw (DC 13) or take 5 (1d10) necrotic damage.

Actions

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 7 (2d6) necrotic damage.

Bane Wind: The bane cloud moves by its movement speed, possibly moving through the space occupied by other creatures, and makes one Slam attack against up to three different creatures on its path. On a hit, the target must make a Strength saving throw (DC 12) or be knocked prone.

Poison Cloud (recharge 6): All creatures within 30 ft of the bane cloud must make a Constitution saving throw (DC 13). On a failed saving throw, the target takes 14 (4d6) poison damage and is poisoned for 1 minute. On a successful save, the target takes only half damage and is not poisoned. If the target was already poisoned, it is incapacitated until the end of its next turn instead. The poison cloud can't use this ability if it is below half its maximum hit points.

Barbed Thrasher

Source: Creature Collection 3

Large plant, unaligned

Armor Class: 9

Hit Points: 85 (10d10+30)

Speed: 0 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	2 (-4)	10 (+0)	2 (-4)

Saving Throws: Str +7, Con +5

Damage Vulnerabilities: fire

Damage Resistances: poison, slashing

Condition Immunities: grappled, poisoned, prone, restrained

Senses: tremorsense 60 ft, passive Perception score 10

Languages: -

Challenge: 4 (1,100 XP)

Actions

Multiattack: The barbed thrasher makes up to four melee weapon attacks.

Branch Grab: *Melee Weapon Attack:* +7 to hit, reach 20 ft, one target.

Hit: The target is grappled (escape DC 15). The barbed thrasher can only grapple up to 4 creatures at a time. At the start of each of the barbed thrasher turn, a creature grappled must make a Constitution saving throw (DC 13) or take 4 (1d8) necrotic damage. If it fails, the barbed thrasher also gains temporary hit points equal to the damage taken by the target.

Branch Slash: *Melee Weapon Attack:* +7 to hit, reach 20 ft, one target.

Hit: 9 (1d8+5) slashing damage. At the start of the barbed thrasher next turn, the target must make a Constitution saving throw (DC 14) or take 4 (1d8) poison damage.

Reel: The barbed thrasher pulls each creature grappled by it up to 15 ft straight towards it.

Barrow Worm

Source: Creature Collection

Huge monstrosity, unaligned

Armor Class: 14 (natural armor)

Hit Points: 102 (12d12+24)

Speed: 40 ft, burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	1 (-5)	8 (-1)	4 (-3)

Saving Throws: Con +5

Skills: Stealth +3

Damage Vulnerabilities: radiant

Condition Immunities: charmed, frightened, prone

Senses: blindsight 30 ft, tremorsense 30 ft, passive Perception score 9

Languages: -

Challenge: 4 (1,100 XP)

Camouflage: The barrow worm has advantage on Dexterity (Stealth) checks made to hide in rocky and subterranean environments.

Grappler: The barrow worm has advantage on attack rolls against creatures grappled by it.

Light Sensitivity: The barrow worm has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or anything it is trying to perceive is in an area of bright light. When the barrow worm starts its turn in an area of bright light, it must make a Constitution saving throw (DC 12) or be blinded until the end of its next turn.

Actions

Bite: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 9 (1d8+4) piercing damage plus 9 (2d8) acid damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the barrow worm can't use that attack against another creature.

Bleak Crow

Source: Creature Collection 3

Tiny monstrosity, neutral evil

Armor Class: 13

Hit Points: 22 (4d4+12)

Speed: 10 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	13 (+1)

Saving Throws: Con +5, Int +2

Skills: Perception +4, Stealth +5

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons

Senses: passive Perception score 14

Languages: -

Challenge: 1/2 (100 XP)

Keen Senses: The bleak crow has advantage on all Wisdom (Perception) checks based on sight.

Actions

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 1 piercing damage plus 4 (1d8) necrotic damage.

Capture Soul: The bleak crow captures the soul of one humanoid dead since 1 hour or less it can see within 60 ft. The creature animates as a zombi under the bleak crow's control. The bleak crow can mentally control the target as a bonus action on each of its turn. The zombi can't be turned as long as the bleak crow is alive. The bleak crow can only control two zombis at a time with this ability.

Command Undead: One zombi controlled by the bleak crow and that the bleak crow can see takes an action (except the Multiattack action).

Blood Maw

Source: Hornsaw

Gargantuan aberration, chaotic evil

Armor Class: 16 (natural armor)

Hit Points: 231 (14d20+84)

Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances: acid; bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities: prone

Senses: tremorsense 120 ft, passive Perception score 10

Languages: -

Challenge: 13 (10,000 XP)

Actions

Multiattack: The blood maw makes three Tentacle attacks.

Bite: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 17 (3d6+7) piercing damage plus 14 (4d6) acid damage.

Tentacle: *Melee Weapon Attack:* +11 to hit, reach 15 ft, one target. *Hit:* 12 (1d10+7) bludgeoning damage, and the target is grappled (escape DC 19). Until the grapple ends, the target is restrained. The blood maw can only grapple up to six creatures at a time.

Swallow: The blood maw makes one Bite attack against a Large or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The target becomes blinded and restrained, and gains cover against all attacks and other effects from outside the blood maw. At the start of the blood maw turns, the target takes 21 (6d6) acid damage.

If the blood maw takes more than 50 points of damage on a single turn from a creature it has swallowed, it must make a Constitution saving throw (DC 16) or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the blood maw. If the blood maw dies, a swallowed creature is no longer restrained by it and can escape by using 30 ft of movement, exiting prone.

Reactions

Blood Splash (recharge 5-6): When the blood maw receives piercing or slashing damage, it spills blood in a 30 ft cone in the direction of the attacker (or any direction of the blood maw choice if the attacker is currently swallowed). All creatures in the area must make a Dexterity saving throw (DC 18) or take 28 (8d6) acid damage and be blinded for 1 minute (action ends).

Blood Wraith

Source: Hollowfaust
Medium undead, neutral evil
Armor Class: 13
Hit Points: 83 (13d8+26)
Speed: 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws: Con +7
Skills: Intimidate +6
Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained
Senses: darkvision 60 ft, passive Perception score 12
Languages: understands the languages it knew in life but can't speak
Challenge: 7 (2,900 XP)

Incorporeal Movement: The wraith 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.

Innate Spellcasting: The wraith innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *bestow curse*, *remove curse*

Actions

Withering Touch: *Melee Spell Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 29 (6d8+2) necrotic damage. If the wraith hits the same creature three times within 1 hour, the target must make a Constitution saving throw (DC 15) or take one level of exhaustion.

Draw Blood (recharge 5-6): *Melee Spell Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 38 (8d8+2) necrotic damage. If the target is below half its hit point maximum after that attack, it must make a Constitution saving throw (DC 15). If it fails, the blood wraith gains advantage on all checks (including attack rolls and saving throws) until the end of its next turn, and can cast *ray of enfeeblement* and *blight* once each (with her Innate Spellcasting ability, see above). The blood wraith can't Draw Blood again until it has cast both these spells.

Restoring Touch (short rest): By touching one living creature, the blood wraith removes one level of exhaustion that creature suffers.

Boneweed

Source: Strange Lands
Huge plant, unaligned
Armor Class: 8
Hit Points: 95 (10d12+30)
Speed: 5 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	16 (+3)	1 (-5)	10 (+0)	5 (-3)

Damage Resistances: necrotic
Condition Immunities: prone
Senses: tremorsense 60 ft, passive Perception score 10
Languages: -
Challenge: 6 (2,300 XP)

False Appearance: While the boneweed is motionless, it is indistinguishable from a normal thorny bush.

Grounded: Creatures can occupy the space occupied by the boneweed.

Regeneration: At the start of each of its turn, the boneweed regenerates 5 hit points. When it takes cold or acid damage, it doesn't regenerate at its next turn. The boneweed can only be destroyed if it starts its turn at 0 hit points and doesn't regenerate.

Actions

Multiattack: The boneweed makes three Pierce attacks.

Pierce: *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit:* 13 (3d6+3) piercing damage and the target must make a Constitution saving throw (DC 14) or bleed for 1 minute (save or healing ends). While bleeding, the target takes 7 (3d6) necrotic damage at the start of each of the boneweed turn.

Unbalance: All creatures which occupy the same space as the boneweed must make a Dexterity saving throw or fall prone (DC 14). If the target obtains a natural 1 on its saving throw, it also suffers the effects of a Pierce attack.

Brewer Gnome

Source: Creature Collection

Small fey, chaotic neutral

Armor Class: 12

Hit Points: 31 (7d6+7)

Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Saving Throws: Con +3

Skills: Deception +4, Nature +3, Perception +3

Senses: darkvision 60 ft, passive Perception score 13

Languages: Sylvan

Challenge: 1/2 (100 XP)

Keen Senses: The brewer gnome has advantage on all Wisdom (Perception) checks based on hearing and smell.

Actions

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

Mug: *Ranged Weapon Attack:* +4 to hit, range 20/40 ft, one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Belch (short rest): All creatures in a 10-foot-cone in front of the brewer gnome must make a saving throw. On a failure, the target takes 7 (2d6) damage. The brewer gnome chooses the type of damage, which also indicates which saving throw is used: acid or poison (Constitution), fire (Dexterity) or thunder (Strength).

Magical Brewing: The brewer gnome drinks one of its wondrous concoction. It can gain one of the following effects:

- It can use its Belch action once in the next 1 minute without spending its charge.
- It becomes invisible for 1 minute, until it attacks, or until its concentration ends (as if concentrating on a spell).
- Its movement speed increases to 40 ft and is not impeded by difficult terrain for 1 minute.

The brewer gnome can only benefit from one such effect at a time.

Burned One

Source: Creature Collection 2

Medium undead, neutral evil

Armor Class: 15 (natural armor)

Hit Points: 67 (9d8+27)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	7 (-2)	16 (+3)	14 (+2)

Damage Resistances: fire; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft, passive Perception score 13

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

Challenge: 4 (1,100 XP)

Actions

Multiattack: The burned one makes two Claw attacks.

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) slashing damage. The burned one can either deal 7 (2d6) fire damage or grapple the target (escape DC 14). The burned one can grapple only one creature at a time, and can only make one Claw attack per turn until the grapple ends.

Immolation: The burned one and one creature it grapples must both make a Dexterity saving throw (DC 14) or take 28 (4d6) fire damage, or half as much on a successful save.

Cactus Imp

Source: Strange Lands
Tiny fey, chaotic neutral
Armor Class: 14
Hit Points: 22 (5d4+10)
Speed: 20 ft, burrow 10 ft

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

Saving Throws: Con +4
Skills: Nature +2, Survival +3
Damage Resistances: fire; bludgeoning, piercing and slashing damage from nonmagical attacks not made with cold iron weapons
Senses: passive Perception score 11
Languages: Sylvan
Challenge: 1 (200 XP)

Poisoned Spines: The third time a creature takes piercing or poison damage from the cactus imp, it must make a Constitution saving throw (DC 12) or fall unconscious for 1 minute, or until it takes damage, whichever comes first.

Spines: At the start of each of its turn, the imp deals 3 (1d6) piercing damage to any creature grappling it.

Actions

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

Cadaver Bloom

Source: Blood Sea
Large plant, unaligned
Armor Class: 5
Hit Points: 42 (4d10+20)
Speed: 5 ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	20 (+5)	1 (-5)	8 (-1)	2 (-4)

Damage Immunities: necrotic, psychic
Condition Immunities: charmed, exhaustion, frightened, petrified, poisoned, prone, restrained
Senses: passive Perception score 9
Languages: -
Challenge: 2 (400 XP)

Necrotic Decay: A living creature who starts its turn within 60 ft of the cadaver bloom must make a Constitution saving throw (DC 15) or suffer vulnerability to necrotic damage as long as it stays within 60 ft of the cadaver bloom (save ends). Once a creature has succeeded three saving throws against that effect, it becomes immune to it for 24 hours.

Spawn Undead: A creature that dies within 60 ft of the cadaver bloom rises 24 hours later as a zombi under the cadaver bloom control, unless it is restored to life, its body is destroyed, or it is moved outside of the area for at least 8 hours. The cadaver bloom can have no more than 8 zombis under its control at one time.

Actions

Quicken Undead: One undead controlled by the cadaver bloom and that the cadaver bloom can see takes an action (except the Multiattack action).

Necrotic Blossom (recharge 5-6): All creatures within 30 ft of the cadaver bloom must make a Constitution saving throw (DC 15). A target takes 18 (4d8) necrotic damage, or half as much on a successful save.

Reactions

Necrotic Empowerment: When an undead creature makes an attack roll within 60 ft of the cadaver bloom, it gains advantage on its attack roll if it targets a creature other than the cadaver bloom. The targeted undead must make a Wisdom saving throw (DC 15) or be charmed by the cadaver bloom for 24 hours. The cadaver bloom can only charm up to 4 undeads with this ability.

Cairn Hunter

Source: Burok Torn
Medium monstrosity, unaligned
Armor Class: 16 (natural armor)
Hit Points: 85 (10d8+30)
Speed: 40 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	12 (+1)	10 (+0)	6 (-2)

Saving Throws: Wis +3
Skills: Athletics +6, Perception +3
Damage Vulnerabilities: radiant
Senses: darkvision 120 ft, passive Perception score 9
Languages: understands Drendali, Dwarven and Ledean but can't speak
Challenge: 5 (1,800 XP)

Keen Senses: The cairn hunter has advantage on all Wisdom (Perception) checks based on smell.

Light Sensitivity: The cairn hunter has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or anything it is trying to perceive is in an area of bright light.

Rake: As a bonus action, the cairn hunter can make one Claw attack against a prone creature.

Silent Tread: The cairn hunter has advantage on all Dexterity (Stealth) checks, provided it only moves on its turn, and is in an heavily obscured area.

Standing Leap: The cairn hunter long jump is up to 30 ft and its high jump is up to 15 ft, with or without a running start.

Actions

Multiattack: The cairn hunter makes one Bite and two Claw attacks.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) piercing damage, and the target must make a Constitution saving throw (DC 14) or be poisoned for 1 minute (save ends). As long as the target is poisoned, it also takes 10 (3d6) poison damage at the end of each of its turn.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+3) slashing damage.

Tail: *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit:* 10 (2d6+3) bludgeoning damage and the target must make a Strength saving throw (DC 14) or be knocked prone.

Canopy Drake

Source: Strange Lands
Large dragon, lawful evil
Armor Class: 14
Hit Points: 103 (9d10+54)
Speed: 60 ft, climb 40 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	23 (+6)	15 (+2)	17 (+3)	14 (+2)

Saving Throws: Str +8, Int +5
Skills: Athletics +8, Perception +6, Stealth +7, Survival +6
Damage Resistances: fire ; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities: paralyzed
Senses: darkvision 60 ft, passive Perception score 16
Languages: Draconic, Elvish, Termanean
Challenge: 6 (2,300 XP)

Camouflage: The canopy drake has advantage on Dexterity (Stealth) checks made to hide.
 forest

Pack Tactics: The canopy drake has advantage on attack rolls against a creature if at least one of the canopy drake allies is within 5 ft of that creature and is not incapacitated.

Pounce: If the canopy drake moves at least 20 ft straight toward a creature and then hits it with a Claw attack in the same turn, the creature must make a Strength saving throw (DC 16). On a failed save, it falls prone and the canopy drake can make a Bite attack against it as a bonus action.

Actions

Multiattack: The canopy drake makes two Claw attacks.

Bite: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) piercing damage.

Claw: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 10 (1d10+5) slashing damage.

Tail: *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Tail Sweep: The canopy drake makes one Tail attack against up to three creatures within 10 ft of one another. On a hit, the target must make a Strength saving throw (DC 16) or be knocked prone.

Breath Weapon (recharge 5-6): The canopy drake exhales heated sludge in a 20-foot cone. Each creature in the area must make a Dexterity saving throw (DC 17), or take 13 (3d8) fire damage and become restrained for 1 minute (action ends). The area becomes difficult terrain for 1 minute, or until it takes 10 cold damage.

Carnival Krewe, Alligator Warrior

Source: Creature Collection
Large humanoid, neutral evil
Armor Class: 14 (natural armor)
Hit Points: 76 (8d10+32)
Speed: 40 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	6 (-2)

Saving Throws: Dex +4
Skills: Athletics +8, Survival +4
Damage Resistances: poison
Senses: darkvision 60 ft, passive Perception score 11
Languages: Termanean
Challenge: 3 (700 XP)

Surprise Attack: If the alligator warrior surprises a creature and hits with an attack during the first round of combat, the target takes 14 (4d6) extra damage from the attack.

Actions

Multiattack: The alligator warrior makes one Bite, one Shortsword and one Tail attacks.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) piercing damage

Shorsword: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) slashing damage

Tail: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 9 (1d10+4) bludgeoning damage

Javelin: *Ranged Weapon Attack:* +4 to hit, range 20/80 ft, one target. *Hit:* 5 (1d8+1) piercing damage

Tail Sweep: The alligator warrior makes one Tail attack against up to three creatures within 10 ft of one another. On a hit, the target must make a Strength saving throw (DC 15) or be knocked prone.

Carnival Krewe, Bone Bosun

Source: Creature Collection 2
Small humanoid, lawful evil
Armor Class: 13 (bone armor)
Hit Points: 13 (2d6+6)
Speed: 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	16 (+3)	6 (-2)	9 (-1)	3 (-4)

Saving Throws: Str +1, Wis +1
Skills: Athletics +1
Condition Immunities: charmed, frightened
Senses: passive Perception score 10
Languages: Termanean
Challenge: 1/4 (50 XP)

Fortitude of Bone: When the bone bosun starts its turn while physically in contact with a bone ship, it gains 3 (1d6) temporary hit points, and its next attack on this turn deals 3 (1d6) additional necrotic damage.

Actions

Bone Scimitar: *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 2 (1d4) slashing damage and 3 (1d6) necrotic damage.

Carnival Krewe, Mirth Jack

Source: Blood Bayou
Large giant, neutral evil
Armor Class: 13 (leather armor)
Hit Points: 60 (7d10+21)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Saving Throws: Wis +3, Cha +1
Damage Immunities: psychic
Condition Immunities: charmed, frightened
Senses: passive Perception score 11
Languages: Termanean
Challenge: 2 (400 XP)

Empty Mind: The mirth jack has advantage on all Intelligence, Wisdom and Charisma saving throws. Furthermore, it is immune against any effect affecting emotions.

Grappler: The mirth jack has advantage on attack rolls against creatures grappled by it.

Infectious Mirth: Creatures within 30 ft of the mirth jack have disadvantage on all saving throws against spells and effects relying on laughter and joyful emotions, including *Otto's irresistible dance* and *Tasha's hideous laughter*.

Actions

Giant Grapple: *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 12 (2d8+3) bludgeoning damage, and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the mirth jack can't use that attack against another creature.

Great Axe: *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 14 (2d10+3) slashing damage.

Carnival Krewe, Silken Parasite

Source: Blood Bayou
Medium humanoid, neutral evil
Armor Class: 13
Hit Points: 22 (4d8+4)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	13 (+1)	14 (+2)	18 (+4)

Saving Throws: Con +3, Int +3, Wis +4, Cha +6
Skills: Deception +6, Insight +4, Perception +4, Sleight of Hand +5
Damage Resistances: psychic
Condition Immunities: charmed, unconscious
Senses: passive Perception score 10
Languages: Termanean
Challenge: 1 (200 XP)

Paternal Desecration: A creature that engages in sexual intercourse with the silken parasite must make a Charisma saving throw (DC 14) or fall under a terrible curse. The target is unaware of the curse, even though it can be detected through appropriate methods and lifted with a *remove curse* spell or similar. The next time the target has sex with a creature of the opposite gender, it automatically conceives or sires a child. The child thus produced, when reaching puberty, hears an undeniable call to the Blood Bayou, and swears fealty to Jack of Tears. Most children born this way becomes warlocks. Once produced, the child allegiance cannot be shifted, except by a divine intervention.

Actions

Soothing Touch: *Melee Spell Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 11 (2d6+4) psychic damage, and the target must make a Charisma saving throw (DC 14) or be charmed by the silken parasite for 1 minute (save end). The silken parasite can decide not to deal psychic damage on a successful hit, or not to charm the target. The charm ends if the silken parasite or one of its allies attacks the target.

Hypnotic Gaze: The silken parasite tries to hypnotize one creature who can see it within 10 ft. The target must make a Charisma saving throw (DC 14). If it fails, it is charmed and incapacitated until the end of the silken parasite's next turn, and its speed turns to 0.

Read Thoughts: The silken parasite magically reads the surface thoughts of one creature within 30 ft of it. The effect can penetrate barriers, but 3 ft of wood or dirt, 2 ft of stone, 2 inches of metal, or a thin layer of lead blocks it. While the target is in range, the silken parasite can continue reading its thoughts, as long as its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the silken parasite has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation and Persuasion) checks against the target.

Desireous Form (short rest): The silken parasite chooses one Small or Medium humanoid creature it can see within 30 ft, and against which it has used its Read Thoughts ability within the last minute. The target must make an Intelligence (DC 14) saving throw. If it fails, the silken parasite magically takes a form that is sexually desirable for the target. This is not an illusion. The effect lasts until the next dawn, or until the silken parasite uses this ability again, whichever comes first. The silken parasite reverts to its true form when it dies.

Corpse Whisperer

Source: Creature Collection 2
Medium monstrosity, loyal evil
Armor Class: 14 (scale armor)
Hit Points: 37 (5d8+15)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	19 (+4)	17 (+3)	13 (+1)

Skills: Intimidate +4
Damage Resistances: necrotic, poison
Senses: darkvision 60 ft, passive Perception score 13
Languages: Dark Speech
Challenge: 2 (400 XP)
Death Strike: When the corpse whisperer scores a critical hit with a melee attack, the target takes 7 (2d6) additional necrotic damage.

Actions

Multiattack: The corpse whisperer makes two melee attacks.

Longsword: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target.
Hit: 7 (1d8+3) slashing damage.

Death Blast (recharge 6): *Ranged Spell Attack:* +7 to hit, range 60 ft, one target. *Hit:* 10 (3d6) necrotic damage.

Whisper: The corpse whisperer touches the corpse of an humanoid creature to gain one of the following effects.

- The corpse is animated as a skeleton or a zombie under the corpse whisperer's control, as the *animate dead* spell. The corpse whisperer can only control 5 creatures with this ability.
- The corpse whisperer's AC increases to 16 for 1 minute.
- The corpse whisperer's Death Blast recharges, and deals double damage if the corpse whisperer uses it at its next turn.

Once a corpse has been targeted by this ability, it can't be used again for similar purposes.

Custodian, Mosaic

Source: Creature Collection 3
Medium celestial (custodian), lawful good
Armor Class: 16 (natural armor)
Hit Points: 84 (8d8+48)
Speed: 30 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	23 (+6)	16 (+3)	16 (+3)	14 (+2)

Saving Throws: Str +8, Con +9, Int +6, Wis +6
Skills: Investigation +6
Damage Vulnerabilities: thunder
Damage Resistances: fire, lightning ; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: poison
Condition Immunities: charmed, frightened, petrified, poisoned
Senses: darkvision 120 ft, passive Perception score 18
Languages: all
Challenge: 6 (2,300 XP)

Constructive Field: All items and constructs within 60 ft of the custodian regain 1 hp at the start of each of the custodian's turn as long as it is not unconscious. The custodian can activate or deactivate this ability with a bonus action on its turn.

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

Magic Weapons: The custodian weapon attacks are magical.

Protective Aura: As long as the custodian is not incapacitated or unconscious, it projects a protective aura within 30 ft around itself. The custodian's allies benefit from a +1 bonus to AC and advantage on saving throws against being frightened as long as they remain in the area and can see the custodian.

Siege Engine: The custodian deals double damage against objects and structures.

Innate Spellcasting: The custodian innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will: *mending*
 1/day each: *animate objects*, *glyph of warding*, *stone shape*, *wall of stone*

Actions

Multiattack: The custodian makes two Adamantine Warhammer attacks.

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

Mosaic Shape: The custodian magically melds with a stone surface it touches. While melded with the stone, the custodian appears like a mosaic of an angel on top of it. The custodian can only use its innate spells while in mosaic shape, and also benefits from truesight 120 ft. It can't move, and can't be attacked.

The custodian can take a bonus action on its turn to reappear within 5 ft of the stone. If the stone it is melded to is destroyed, the custodian is forced to reappear and takes 21 (6d6) force damage.

Sense Structural Integrity: The custodian determines the AC, hit points, and damage threshold of an object, structure or construct it can see within 60 ft. If it makes an attack against the target at its next turn, the attack deals maximum damage.

Daemon, Assassin

Source: Creature Collection 3

Medium fiend (daemon), neutral evil

Armor Class: 16

Hit Points: 91 (14d8+28)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	15 (+2)	16 (+3)	15 (+2)	19 (+4)

Saving Throws: Con +6, Wis +6

Skills: Deception +8, Perception +6, Sleight of Hand +10, Stealth +10

Damage Resistances: acid, cold, fire; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: lightning, poison

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 13

Languages: Infernal

Challenge: 9 (5,000 XP)

Assassin: The assassin daemon has advantage on all attack rolls against creatures who have not taken their turn yet during an encounter. Furthermore, if the attack hits, it deals double damage.

Daemon's Sight: Magical darkness doesn't impede the daemon's darkvision.

Incorporeal Movement: The daemon 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.

Magic Resistance: The daemon has advantage on all saving throws against spells and magical effects.

Magic Weapons: The daemon weapon attacks are magical.

Sneak Attack: Once per turn, the daemon deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft of an ally of the daemon that isn't incapacitated and the daemon doesn't have disadvantage on the attack roll.

Unremarkable: The assassin daemon looks like an ordinary, nondescript member of whatever gender and species the assassin daemon wishes. Creatures who interact or actively observe the daemon may make an Intelligence (Investigation) check (DC 16) to pierce the illusion. Otherwise, the creature doesn't notice the daemon. This effect ends if the daemon attacks (however, it may still be invisible or hidden).

Actions

Multiattack: The daemon makes two Dagger attacks.

Dagger: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 8 (1d4+6) piercing damage plus 14 (4d6) poison damage, and the target must make a Constitution saving throw (DC 14) or be poisoned for 1 minute (save ends). If the target was already poisoned, she takes 14 (4d6) additional poison damage instead.

Vanishing Strike (recharge 4-6): *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 8 (1d6+4) piercing damage plus 14 (4d6) psychic damage, and the assassin daemon becomes invisible as long as it maintains concentration, or until it makes an attack (whichever comes first).

Reactions

Uncanny Dodge: When the daemon is attacked and not incapacitated, the damage is reduced by half.

Daemon, Beguiling Merchant

Source: Strange Lands

Medium fiend (daemon), neutral evil

Armor Class: 13

Hit Points: 55 (10d8+10)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	17 (+3)	15 (+2)	20 (+5)

Saving Throws: Int +7, Wis +6, Cha +9

Skills: Deception +9, Insight +6, Persuasion +9

Damage Resistances: acid, cold, fire; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: lightning, poison

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 12

Languages: Infernal

Challenge: 3 (700 XP)

Daemon's Sight: Magical darkness doesn't impede the daemon's darkvision.

Magic Resistance: The daemon has advantage on all saving throws against spells and magical effects.

Magic Weapons: The daemon weapon attacks are magical.

Silver Tongue: The first time a creature hears the daemon speak, it must make an Intelligence saving throw (DC 15). On a failed save, the target becomes charmed by the merchant for 1 hour. A creature can only be affected once by this effect. The charm ends if the daemon or one of its allies attacks the target.

Actions

Dagger: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d4+4) piercing damage.

Soul Grasp: *Ranged Spell Attack:* +7 to hit, range 30 ft, one target. *Hit:* 14 (4d6) psychic damage, and the target can't take reactions until the end of the daemon's next turn.

Disguise Object: The daemon covers an object it touches with a powerful illusion. This makes the item appear much more valuable than it really is, and the illusion holds up to all senses' scrutiny. An Intelligence (Investigation) check (DC 15) may allow a creature to see past the illusion, provided the creature takes at least 10 minutes to examine it. The illusion lasts for 7 days.

Binding Agreement (recharge 6): When the daemon makes a successful Deception or Persuasion check to obtain a favor from someone, the target must make an Intelligence saving throw (DC 15) or fall under the effects of the *geas* spell. The target isn't aware of the enchantment, whether the save is successful or not.

Daemon, Gristly Minstrel

Source: Creature Collection 2

Medium fiend (daemon), neutral evil

Armor Class: 14

Hit Points: 72 (11d8+22)

Speed: 35 ft, climb 25 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	11 (+0)	10 (+0)	19 (+4)

Saving Throws: Con +5, Wis +3

Skills: Athletics +6, Perception +3, Performance +7

Damage Resistances: acid, cold, fire; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: lightning, poison

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 13

Languages: Infernal

Challenge: 4 (1,100 XP)

Daemon's Sight: Magical darkness doesn't impede the the daemon's darkvision.

Keen Senses: The daemon has advantage on all Wisdom (Perception) checks based on hearing.

Magic Resistance: The daemon has advantage on all saving throws against spells and magical effects.

Magic Weapons: The daemon weapon attacks are magical.

Actions

Multiattack: The daemon makes two Claw or two Gristly Chord attacks.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+3) slashing damage, and the target must make a Constitution saving throw (DC 13) or be poisoned until the end of its next turn. If the target succeeds its saving throw, it can't be poisoned by this effect for the next 24 hours.

Gristly Chord: *Ranged Spell Attack:* +7 to hit, range 60 ft, one target. *Hit:* 10 (3d6) thunder damage and the target must make a Wisdom saving throw (DC 15) or be frightened for 1 minute (save ends). If the target succeeds its saving throw, it can't be frightened by this effect for the next 24 hours.

Midnight Song (recharge 6): All creatures within 30 ft of the gristly minstrel and able to hear it sing must make a Wisdom saving throw (DC 15). If it fails, the target is placed under a curse (save ends). Each time the target makes an attack, casts a spell with Verbal components, or uses a Bard ability (including casting a spell, or benefiting from an Inspiration dice) the target takes 10 (3d6) thunder damage. The curse can be removed earlier with a successful *remove curse* spell or a similar effect. The curse ends when the daemon dies.

Daemon, Moon Giant

Source: Creature Collection 2

Huge fiend (daemon), neutral evil

Armor Class: 12

Hit Points: 112 (9d12+54)

Speed: 40 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	22 (+6)	17 (+3)	18 (+4)	17 (+3)

Saving Throws: Str +11, Wis +8

Skills: Insight +8, Perception +8

Damage Resistances: acid, cold, fire; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: lightning, poison

Condition Immunities: poisoned

Senses: darkvision 120 ft, passive Perception score 12

Languages: Infernal, telepathy 100 ft

Challenge: 12 (8,400 XP)

Daemon's Sight: Magical darkness doesn't impede the the daemon's darkvision.

Displacement: The daemon projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted if the daemon is incapacitated or has a movement speed of 0.

Magic Resistance: The daemon has advantage on all saving throws against spells and magical effects.

Magic Weapons: The daemon weapon attacks are magical.

Actions

Multiattack: The daemon makes two melee attacks attacks.

Morningstar: *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Boulder: *Ranged Weapon Attack:* +11 to hit, range 30/180 ft, up to two creatures within 5 ft of each other. *Hit:* 16 (2d8+7) bludgeoning damage, and the target must make a Strength saving throw (DC 19) or be knocked prone.

Reactions

Spell Turning (recharge 6): When the moon giant is subject to a magic attack, it can return it to the attacker. To do so, the moon giant must succeed a Wisdom saving throw (DC equal to the magic attack roll). If it succeeds, the attacker targets itself instead of the moon giant, using the result of the moon giant's saving throw as the magic attack roll.

Dead Eater

Source: Warrens of the Ratmen

Medium humanoid, chaotic evil

Armor Class: 12

Hit Points: 26 (4d8+8)

Speed: 25 ft, burrow 5 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	6 (-2)

Saving Throws: Con +4

Skills: Stealth +4

Damage Resistances: poison

Senses: passive Perception score 11

Languages: understands one common language but can't speak

Challenge: 1/2 (100 XP)

Disease Carrier: The dead eater is immune to the effects of all diseases. However, it is still infected by any disease it comes in contact with, and can transmit it normally.

Grapppler: The dead eater has advantage on attack rolls against creatures grappled by it.

Light Sensitivity: The dead eater has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or anything it is trying to perceive is in an area of bright light.

Actions

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+2) piercing damage and the target must succeed a Constitution saving throw (DC 12) or suffer the corpse blister disease.

Burrowed Ambush (short rest): *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* The target is grappled by the dead eater (escape DC 11). The dead eater must be burrowed in the ground in order to make that attack. If the dead eater is hidden from the target, it gains advantage on its Burrowed Ambush attack roll.

Corpse Blister

A humanoid that is bitten by a creature infected by corpse blister, or exposed to a creature that died of this disease and has not been cleaned, must make a Constitution saving throw (DC 12) to avoid being infected.

It takes 1d4 days for the symptom to manifest in an infected creature. Basic symptoms include abdominal pain and skin irritation, but the true danger of corpse blister resides when the creature is wounded, as wounds become quickly tainted. When a creature suffering from corpse blister takes acid, bludgeoning, necrotic, piercing, poison, or slashing damage, it also spends one of its Hit Dice. If the creature has no Hit Dice remaining, it takes 5 (1d10) necrotic damage, and its hit point maximum is reduced by the same amount.

At the end of each long rest, the creature must succeed a Constitution saving throw (DC 12). On a failed save, the creature doesn't regain hit points and only regains half the number of Hit Dice it could regain. On a successful save, the creature doesn't regain hit points but regains its Hit Dice normally. After three successful saving throws, the creature is healed from the disease. Once healed, the creature's hit point maximum reverts to its usual value after the creature finishes another long rest.

Demon, Feral

Source: Creature Collection

Medium fiend (demon), chaotic evil

Armor Class: 13 (leather armor)

Hit Points: 26 (4d8+8)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	9 (-1)	8 (-1)	5 (-3)

Saving Throws: Str +4, Dex +3, Wis +1

Skills: Athletics +3, Perception +1

Damage Resistances: cold, fire, lightning; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 11

Languages: Abyssal, telepathy unlimited (only with feral demons from the same pack)

Challenge: 1 (200 XP), 2 (400 XP) (10 remaining), 3 (700 XP) (6 remaining), 4 (1,100 XP) (3 remaining), 5 (1,800 XP) (1 remaining)

Keen Senses: The demon has advantage on all Wisdom (Perception) checks based on smell.

Pack Resurgence: Whenever another feral in the same pack dies, the feral gains the following bonuses. It regains 6 (1d8+2) hit points, and its maximum hit points increases by the same amount, its damage increases by +1, and it has advantage on all attack rolls and saving throws until the end of its next turn. Its AC and proficiency bonus increases by +1 for each 7 feral killed in the pack.

Pack Soul: The feral shares a telepathic link with 14 other ferals. As long as one feral in the pack is not surprised and incapacitated, the feral can't be surprised and has advantage on all saving throws against being charmed and frightened.

Pack Tactics: The demon has advantage on attack rolls against a creature if at least one of the demon allies is within 5 ft of that creature and is not incapacitated.

Actions

Multiattack: The demon makes two melee weapon attacks.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+2) slashing damage.

Spear: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+2) piercing damage.

Spear: *Ranged Weapon Attack:* +3 to hit, range 5 ft, one target. *Hit:* 6 (1d8+1) piercing damage.

Howl (recharge 5-6): Every creature within 90 ft of the demon and that can hear the demon howl must make a Charisma saving throw (DC 9) or be frightened for 1 minute (save ends). Demons are immune against this ability.

Devil, Fathom

Source: Blood Sea
Huge fiend (devil), lawful evil
Armor Class: 17 (natural armor)
Hit Points: 202 (15d12+105)
Speed: swim 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	25 (+7)	20 (+5)	16 (+3)	18 (+4)

Saving Throws: Dex +4, Wis +7, Cha +8
Skills: Intimidation +9
Damage Resistances: cold; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons
Damage Immunities: fire, poison
Condition Immunities: poisoned
Senses: blindsight 60 ft, darkvision 60 ft, passive Perception score 13
Languages: Infernal
Challenge: 13 (10,000 XP)
Devil's Sight: Magical darkness doesn't impede the the devil's darkvision.

Innate Spellcasting: The devil innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will: *detect magic, darkness.*
 3/day: *arcane eye, eyebite*

Magic Resistance: The devil has advantage on all saving throws against spells and magical effects.

Magic Weapons: The devil weapon attacks are magical.

Only Eye: The fathom devil has disadvantage on all saving throws to avoid being blinded. If it is blinded, it keeps its blindsight, but cannot use its Weakening Gaze ability.

Weakening Gaze: If a creature starts its turn within 30 ft of the devil and the two of them can see each other, the devil can force the creature to make a Constitution saving throw (DC 17) or be poisoned for 1 minute (save ends). If the target succeeds a saving throw against this effect, it becomes immune to it for 24 hours.

Actions

Multiattack: The devil makes one Bite and one Slam attacks.

Bite: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 25 (3d12+6) piercing damage.

Slam: *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 19 (2d12+6) bludgeoning damage.

Legendary Actions

Detect: The devil makes a Wisdom (Perception) check.

Slam: The devil makes one Slam attack.

Acquiescence Aura (costs 2 actions): One creature within 60 ft of the fathom devil must make a Wisdom saving throw (DC 17) or suffer disadvantage on all Wisdom checks and saving throws for 1 minute (save ends). If a creature succeeds a saving throw against that effect, it becomes immune to it for 24 hours.

Dragoneet

Source: Strange Lands
Tiny monstrosity, unaligned
Armor Class: 14
Hit Points: 31 (7d4+14)
Speed: 10 ft, fly 40 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	14 (+2)	6 (-2)	16 (+3)	18 (+4)

Skills: Deception +6, Perception +5
Senses: darkvision 60 ft, passive Perception score 15
Languages: Draconic
Challenge: 1 (200 XP)
False Appearance: The draloneet appears as a dragon wyrmling. An Intelligence (Arcana) check (DC 14) is required to identify it as a draloneet.

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

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d4+4) piercing damage.

Breath Weapon (short rest): The draloneet exhales energy in a 20 ft-foot cone. Each creature in the area must make a Dexterity saving throw (DC 12), taking 7 (2d6) energy damage on a failed save, or half as much on a success.

The type of damage depends on the type of dragon the draloneet appears to be (generally acid, cold, fire, lightning, poison or thunder).

Dragon's Call (short rest): The draloneet emits a faint call for help. At the start of its next turn, all creatures within 90 ft hear the sound of a Huge dragon's call. Creatures that hear the call must make a Wisdom saving throw (DC 14) or be frightened for 1 minute (save ends). As long as a creature is frightened, it must take its action at its turn to Dash away from the draloneet, if possible. A creature who has recognized the draloneet for what it is can make an Intelligence saving throw instead, and has advantage on its saving throws against this ability.

Drendal Sentinel

Source: Burok Torn
Huge construct, unaligned
Armor Class: 16 (natural armor)
Hit Points: 124 (8d12+72)
Speed: 20 ft, climb 15 ft, can't run

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	1 (-5)	11 (+0)	2 (-4)

Damage Resistances: acid, necrotic
Damage Immunities: poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: blindsight 60 ft (blind beyond that radius), passive Perception score 9
Languages: understands Drendali and Dwarven but can't speak
Challenge: 8 (3,900 XP)

All-Around Vision: The drendal can't be surprised, and all opportunity attacks against it have disadvantage.

Loyalty: No magical effect can control the actions of the drendal, as long as it is on the same plane as the demigod Nalthalos. A drendal will not attack a drendali, unless directed to by its master.

Pack Tactics: The drendal has advantage on attack rolls against a creature if at least one of the drendal allies is within 5 ft of that creature and is not incapacitated.

Actions

Club: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 22 (3d10+6) bludgeoning damage. The drendal can choose to reduce the damage to 11 (1d10+6), in which case the target must make a Strength saving throw (DC 16) or be pushed back 20 ft. The target must be of Medium size or smaller to use this effect.

Crush (recharge 5-6): The drendal can attempt to crush all Medium-size creatures (or smaller) within a 10 ft by 10 ft area adjacent to it. The drendal moves into that area as part of this action. All targets in the area must make a Dexterity saving throw (DC 16). If they succeed, they can escape safely the area. Otherwise, they are pinned under the drendal. They are considered restrained (DC 16 to escape) and prone, and suffer 45 (10d8) bludgeoning damage at the start of each of the drendal's turn. However, they benefit from a one-half cover against all attacks. This effect ends if the drendal moves, either on its own, due to another creature's attack, or to crush another area.

Drendari Monkey

Source: Creature Collection 3
Small fey, chaotic neutral
Armor Class: 14
Hit Points: 33 (6d6+12)
Speed: 60 ft, climb 50 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	15 (+2)	5 (-3)	12 (+1)	6 (-2)

Skills: Acrobatics +6, Perception +3, Stealth +6, Survival +3
Senses: blindsight 30 ft, darkvision 60 ft, passive Perception score 13
Languages: -
Challenge: 2 (400 XP)

Sneak Attack: Once per turn, the Drendari monkey deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft of an ally of the Drendari monkey that isn't incapacitated and the Drendari monkey doesn't have disadvantage on the attack roll.

Actions

Multiaction: The Drendari monkey makes (attacks. two Claw)

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

Shadow Jump (recharge 5-6): The Drendari monkey magically teleports, along with any equipment it is wearing or carrying, up to 60 ft to an unoccupied space it can see. It must start and end its teleport in an area of dim light or darkness.

Change Shape (short rest): The Drendari monkey magically polymorphs into a Small beast that has a challenge rating no higher than its own, or back to its true form. It reverts to its true form if it dies. Any equipment it is carrying is absorbed or borne by the new form (the Drendari monkey's choice).

In a new form, the Drendari monkey retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of its new form, except any class feature or legendary actions of that form.

Reactions

Shadow Shift (recharge 5-6): When the Drendari monkey is attacked, it can briefly shift to the Plane of Shadows. It gains resistance to nonmagical bludgeoning, piercing and slashing and imposes disadvantage on opportunity attack rolls until the end of its next turn.

Dwarf Hound

Source: Creature Collection
Medium monstrosity, unaligned
Armor Class: 12 (natural armor)
Hit Points: 38 (4d8+20)
Speed: 35 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	20 (+5)	2 (-4)	13 (+1)	8 (-1)

Saving Throws: Wis +3
Skills: Perception +3, Survival +3
Senses: darkvision 120 ft, passive Perception score 13
Languages: understands Dwarven but can't speak
Challenge: 1/2 (100 XP)

Keen Senses: The dwarf hound has advantage on all Wisdom (Perception) checks based on hearing and smell.

Light Sensitivity: The dwarf hound has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or anything it is trying to perceive is in an area of bright light.

Ore Sense: The dwarf hound can sense metals within 30 ft with its smell. This grants it blindsight 30 ft with respect to creatures primarily made of metal or wearing metallic heavy armor. It loses its blindsight if it loses its sense of smell.

Steadfast: The dwarf hound can't be frightened while it can see an allied creature within 30 ft of it.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+3) piercing damage and the target must make a Strength saving throw (DC 13) or fall prone.

Howl (recharge 5-6): Every creature within 30 ft of the dwarf hound and that can hear the dwarf hound howl must make a Charisma saving throw (DC deafened and frightened) or be DC for 1 minute (save ends). Dwarves are immune to this ability.

Elder Larva

Source: Creature Collection 2
Huge fiend, lawful evil
Armor Class: 14 (natural armor)
Hit Points: 127 (11d12+55)
Speed: 15 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	20 (+5)	9 (-1)	10 (+0)	14 (+2)

Saving Throws: Wis +4
Damage Resistances: acid, cold, fire; bludgeoning damage
Damage Immunities: poison
Condition Immunities: poisoned
Senses: darkvision 60 ft, passive Perception score 10
Languages: Infernal
Challenge: 7 (2,900 XP)

Death Burst: When the elder larva dies, it explodes. Each creature within 30 ft of it must make a Dexterity saving throw (DC 17), taking 18 (4d8) acid damage on a failed save, or half as much on a successful one.

Improved Darkvision: Magical darkness doesn't impede the elder larva's darkvision.

Actions

Bite: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) piercing damage and 14 (4d6) acid damage, and the target must make a Constitution saving throw (DC 17) or be infected with the larva fever disease.

Breath Weapon (recharge 5-6): The elder larva exhales acid in a 60-foot cone. Each creature in the area must make a Dexterity saving throw (DC 17), taking 28 (8d6) acid damage on a failed save, or half as much on a success.

Reactions

Putrid Burst (recharge 6): When the elder larva takes piercing or bludgeoning damage, it releases a gas cloud in a 15 ft radius around it. The cloud remains in the area for 1 minute, but can be dispersed earlier with strong winds (such as the *gust of wind* spell). The cloud is considered a lightly obscured area. A creature other than a fiend that starts its turn in the cloud must succeed a Constitution saving throw (DC 17) or be poisoned until the end of its next turn. On a successful save, the target becomes immune to this effect for 24 hours. When a fiend starts its turn in the cloud, it regains 10 (3d6) hit points.

Larva Fever

This grim disease originates from elder larva, and exclusively affects humanoids. Symptoms start after 2d4 days and include high fever and strong head aches.

Once the symptoms start, the creature has disadvantage on all saving throws as well as Intelligence, Wisdom and Charisma checks and attack rolls (including magic attack rolls). The creature can't take reactions or regain levels of exhaustion, and must make a Constitution saving throw (DC 10) each time it takes more than 10 points of damage in a single round. On a failed save, the creature becomes incapacitated until the end of its next turn.

At the end of each long rest, the creature must succeed a Constitution saving throw (DC 17). On a failed save, the creature suffers one level of exhaustion. If the creature dies because of exhaustion, it transforms into a lemure or a drecht (50% chance each). On a successful save, the creature regains one level of exhaustion. If the creature succeeds this saving throw while having no level of exhaustion, it heals from the disease.

Emperor Stag

Source: Creature Collection

Large fey, unaligned

Armor Class: 15

Hit Points: 100 (8d10+56)

Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	25 (+7)	20 (+5)	20 (+5)	19 (+4)

Skills: Nature +9, Perception +9, Survival +9

Damage Resistances: necrotic, poison; bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities: paralyzed, poisoned

Senses: truesight 60 ft, passive Perception score 19

Languages: understands Sylvan but can't speak

Challenge: 8 (3,900 XP)

Charge: If the emperor stag moves at least 20 ft straight toward a target and then hits it with a Antler attack, the attack deals 18 (4d8) piercing additional damage.

Freedom of Movement: The emperor stag ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 ft of movement to escape from nonmagical restraints or being grappled.

Magic Weapons: The emperor stag weapon attacks are magical.

Run Like the Wind: At night, the emperor stag travels 400 miles per hour in any natural environment.

Speak With Animals: The emperor stag can communicate with all beasts.

Actions

Multiattack: The emperor stag makes one Antler and one Hooves attacks.

Antlers: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 17 (3d8+5) piercing damage. If the emperor stag doesn't use its Hooves attack on its turn, it can also push back the target 20 ft, unless the target succeeds a Strength saving throw (DC 17).

Hooves: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 13 (2d8+5) bludgeoning damage.

Legendary Actions

Move: The emperor stag moves by its movement speed.

Antler: The emperor stag makes one Antler attack.

Defender of the Wild (costs 2 actions): One beast or fey that the emperor stag can see within 60 ft (and other than the emperor stag itself) gains 10 temporary hit points and advantage on its next d20 roll before the end of its next turn.

Ethereal Destrier

Source: Creature Collection 3

Large monstrosity, unaligned

Armor Class: 13

Hit Points: 30 (4d10+8)

Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	7 (-2)	14 (+2)	9 (-1)

Saving Throws: Con +5, Wis +5

Senses: darkvision 60 ft, passive Perception score 9

Languages: -

Challenge: 2 (400 XP)

Otherworldly Perception: The ethereal destrier can sense the presence of any creature within 60 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Actions

Multiattack: The ethereal destrier makes two Hooves attacks.

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

Etherealness: The ethereal destrier magically enters the Ethereal Plane from the Material Plane, or vice-versa.

Face Stealer

Source: Creature Collection 2
Medium humanoid, chaotic evil
Armor Class: 13 (natural armor)
Hit Points: 17 (3d8+3)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	8 (-1)	12 (+1)	14 (+2)

Skills: Deception +5, Perception +4
Senses: passive Perception score 14
Languages: one common language
Challenge: 1/4 (50 XP)

Actions

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 4 (1d4+1) slashing damage and the target is grappled (escape DC 12). The face stealer can only grapple one creature at a time.

Apply Visage: The face stealer applies a visage it has stolen from another creature (see below). It acquires the likeness of the target (including its voice), granting it advantage on all Charisma (Deception) checks made to masquerade as the target. When the face stealer applies a new face, the previous is discarded and falls on the ground in its space. It then decays in 24 hours, until the original target recovers it. The face stealer can discard any visage it is wearing as a bonus action on its turn. When the face stealer dies, the visage it is wearing can be recovered with an action.

Steal Visage (recharge 6): The face stealer removes the visage of one Large or smaller humanoid it is grappling. The target can make a Strength saving throw (DC 13) to avoid this effect. If it fails, the target takes 7 (2d6) necrotic damage, and it is blinded, deafened, and muted until its face is recovered (or the target benefits from a *regenerate* spell). A stolen face decays in 24 hours if it is not used by the face stealer or regained by the target.

Ferrite Beetle

Source: Creature Collection 3
Huge construct, unaligned
Armor Class: 15 (natural armor)
Hit Points: 105 (10d12+40)
Speed: 40 ft, fly 30 ft, burrow 20 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	18 (+4)	1 (-5)	10 (+0)	5 (-3)

Damage Immunities: acid, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 9
Languages: understands the languages of its creator but can't speak
Challenge: 6 (2,300 XP)

Keen Senses: The ferrite beetle has advantage on all Wisdom (Perception) checks based on smell.

Actions

Bite: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 16 (3d6+6) piercing damage. If the ferrite beetle has its Acid Spit action available, the attack deals 7 (2d6) additional acid damage.

Acid Spit (recharge 5-6): The ferrite beetle spits acid in a 40 ft line in front of it. All creatures in the area must make a Dexterity saving throw (DC 15). A target takes 21 (6d6) acid damage on a failed save, or half as much on a successful save.

Fierien

Source: Edge of Infinity
Large elemental, lawful evil
Armor Class: 16 (natural armor)
Hit Points: 114 (12d10+48)
Speed: 50 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	12 (+1)	11 (+0)	13 (+1)

Saving Throws: Dex +6, Wis +4
Damage Resistances: radiant; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: fire, poison
Senses: darkvision 120 ft, passive Perception score 10
Languages: Dark Speech, Ignan
Challenge: 7 (2,900 XP)

Blazing Death: When the fierien reaches 0 hit points, it can still act at its next turn, unless it was destroyed by a *disintegrate* effect or similar. At the end of its turn, the fierien crumbles to ashes, leaving behind it all equipment it was carrying or wearing.

Fiery Aura: The fierien sheds an aura of bright light within a 60 ft radius around itself. A creature with no resistance or immunity against fire that starts its turn in the light must make a Dexterity saving throw (DC 16) or be blinded for 1 minute (save ends). Once a creature succeeds a saving throw against this aura, it becomes immune to it for 24 hours.

Actions

Multiattack: The fierien makes two melee weapon attacks.

Claw: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 12 (1d8+7) slashing damage plus 10 (3d6) fire damage.

Longsword: *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 13 (1d10+7) slashing damage plus 10 (3d6) fire damage.

Flaming Charge (recharge 5-6): The fierien moves by its movement speed without provoking attacks of opportunities. It can make one Longsword attack against up to three creatures during this movement.

Reactions

Plane Shift (short rest): When a creature within 60 ft shifts to another plane, the fierien also shifts to the same plane.

Figment, Dreamwraith

Source: Creature Collection 2
Medium celestial (figment), chaotic neutral
Armor Class: 15
Hit Points: 60 (11d8+11)
Speed: 40 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	16 (+3)	14 (+2)	16 (+3)

Saving Throws: Dex +6, Wis +8
Skills: Deception +7, Insight +6, Perception +6
Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: poison, psychic
Condition Immunities: blinded, deafened, paralyzed, petrified
Senses: truesight 60 ft, passive Perception score 16
Languages: Celestial, telepathy 100 ft (only with creatures able to dream)
Challenge: 4 (1,100 XP)

Dreamsight: The figment can concentrate as a bonus action to see the dream of a sleeping creature it can see within 30 ft.

Incorporeal Movement: The figment 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

Dream Touch: *Melee Spell Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 10 (3d6) psychic damage and the target must make an Intelligence saving throw (DC 15). On a failed save, the target sees vivid hallucinations for 1 minute (save ends). The target grants advantage on all attack rolls against it, and takes 10 (3d6) additional psychic damage each time it is hit by an attack.

Dreamslip (long rest): The dreamwraith touches a creature who is currently asleep and invades its dream unless the target succeeds an Intelligence saving throw (DC 15). If it fails, the dreamwraith enters its dream and shapes it as it wishes. The dreamwraith disappears from the world (as with Merge With Illusions) as long as the target is asleep, or until it is expelled with a *dispel evil and good* spell or similar. If the dreamwraith stays in the target's dreams for at least one hour while the target is taking a long rest, the target may either not regain hit dice, or regain all its hit dice, depending on the nature of the visions invoked by the dreamwraith.

Merge With Illusion (short rest): The dreamwraith merges in an illusion effect it touches. It disappears into the effect until it ends (including if it is dispelled), or until it moves out of it as an action on its turn. While merged with the illusion, the dreamwraith can't be detected or attacked, and it can't take any action (for all practical purpose, the dreamwraith does not exist). The dreamwraith can modify the illusion at each of its turn within the limit of the effect, and all Intelligence (Investigation) checks to disbelieve the illusion are made with disadvantage.

Forest Walker

Source: Creature Collection 2
Huge giant, unaligned
Armor Class: 14 (natural armor)
Hit Points: 115 (11d12+44)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	13 (+1)	19 (+4)	10 (+0)

Skills: Nature +4, Perception +7
Damage Immunities: poison
Condition Immunities: poisoned
Senses: darkvision 60 ft, passive Perception score 17
Languages: one common language and Sylvan
Challenge: 6 (2,300 XP)

Rooted: While in contact with the ground, the forest walker can't be knocked prone, pulled or pushed. Furthermore, the forest walker ignores difficult terrain in forest areas.

Actions

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 21 (3d10+5) bludgeoning damage.

Grasp of the Wild (recharge 5-6): Creatures in contact with the ground in a 30-foot-radius sphere around the forest walker must succeed a Dexterity saving throw (DC 15). On a failed save, the target is restrained for 1 minute (save ends). At the start of each of the forest walker's turn, a restrained creature takes 11 (2d10) bludgeoning damage. A creature can cut itself free by destroying the vines that restrain it (AC 11; hp 20). The affected area becomes difficult terrain for 1 minute.

Regenerate (in tree form only): The forest walker regains 20 hit points, unless it has taken fire damage since the end of its previous turn.

Tree Form: The forest walker magically polymorph into a Large to Gargantuan tree. While in tree form, it can't move or attack, and its AC increases to 17 and it gains resistance to bludgeoning, piercing and slashing damage. The forest walker can move back to its original shape as a bonus action on its turn, and reverts to its true form when it dies. An Intelligence (Nature) check (DC 15) is required to identify the forest walker as a creature.

Forge Wight

Source: Creature Collection
Tiny elemental, unaligned
Armor Class: 13
Hit Points: 39 (6d4+24)
Speed: 0 ft, fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	4 (-3)	10 (+0)	4 (-3)

Damage Vulnerabilities: cold
Damage Immunities: fire, poison
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands Ignan but can't speak
Challenge: 2 (400 XP)

Actions

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 1 bludgeoning damage plus 7 (2d6) fire damage.

Heat Metals (recharge 5-6): The forge wight heats up to 1 Large metallic object within 30 ft for 1 minute (or 2 Medium objects, or 4 Small or smaller objects). The targeted object and any creature in contact with it take 10 (3d6) fire damage at the end of each of the forge wight's turn (for a Large object, 7 (2d6) damage for a Medium object or 3 (1d6) fire damage for a Small object). Creatures can take a reaction to drop the object and avoid any damage. Otherwise, they may make a Constitution saving throw (DC 14) to reduce damage by half.

Forsaken Spirit

Source: Creature Collection 3

Medium undead, chaotic evil

Armor Class: 13

Hit Points: 34 (4d8+16)

Speed: 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	18 (+4)	8 (-1)	7 (-2)	14 (+2)

Saving Throws: Dex +6, Con +7, Cha +5

Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: cold, necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft, passive Perception score 8

Languages: Elvish

Challenge: 3 (700 XP)

Forsaken Mind: When the forsaken spirit interacts with a creature, it makes a Charisma saving throw (DC 15). If it succeeds, it behaves with a Chaotic Good alignment. It must then make a new saving throw each minute, with a DC increased by 1 for each previous successful save. When the forsaken spirit fails a saving throw, it attacks all living creatures it can see, behaving with a Chaotic Evil alignment.

Incorporeal Movement: The forsaken spirit 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.

Rejuvenation: If the forsaken spirit is brought to 0 hit points, it reforms itself the next night, unless a *wish* spell is cast before its return.

Turn Immunity: The forsaken spirit is immune to effects that turn undead.

Actions

Agonizing Touch: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 16 (3d8+3) necrotic damage and the target must make a Wisdom saving throw (DC 13). If it fails, the target is incapacitated for 1 minute, and takes 9 (2d8) psychic damage at the start of each of the forsaken spirit's turn (save ends).

Gallows Eye

Source: Creature Collection 2

Medium aberration, neutral evil

Armor Class: 16 (natural armor)

Hit Points: 165 (22d8+66)

Speed: 45 ft, climb 30 ft, fly 90 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	18 (+4)	17 (+3)	17 (+3)

Saving Throws: Con +7

Skills: Perception +8

Damage Immunities: necrotic, poison

Condition Immunities: exhaustion, poisoned, prone

Senses: darkvision 120 ft, passive Perception score 18

Languages: understands all common languages but can't speak

Challenge: 7 (2,900 XP)

Innate Spellcasting: The gallows eye innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will: *detect magic*, *ray of sickness*

3/day: *animate dead*, *fear*, *vampiric touch*

1/day: *circle of death*

Necromantic Resistance: The gallows eye has advantage on all saving throws against spells and magical effects from the Necromancy school of magic.

Actions

Multiattack: The gallows eye makes three Tentacle attacks.

Tentacle: *Melee Weapon Attack:* +6 to hit, reach 15 ft, one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 7 (2d6) necrotic damage, and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained. The gallows eye can only grapple up to six creatures at a time.

Necrotic Conduit: *Melee Spell Attack:* +8 to hit, reach 15 ft, all creatures grappled by the gallows eye. *Hit:* 14 (4d6) necrotic damage and the target must make a Constitution saving throw (DC 16) or be poisoned for 1 minute. If the target was already poisoned, it takes one level of exhaustion instead.

Gate Worm

Source: Creature Collection 3
Huge monstrosity, unaligned
Armor Class: 17 (natural armor)
Hit Points: 216 (16d12+112)
Speed: 20 ft, burrow 20 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	25 (+7)	1 (-5)	8 (-1)	8 (-1)

Condition Immunities: prone
Senses: tremorsense 90 ft, passive Perception score 9
Languages: -
Challenge: 9 (5,000 XP)
Keen Senses: The gate worm has advantage on all Wisdom (Perception) checks based on hearing.

Actions

Bite: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 23 (3d10+7) piercing damage and the target is grappled (escape DC 19). The grapple ends if the gate worm attempts a Bite attack against another creature.

Swallow: *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 23 (3d10+7) piercing damage and the target must make a Strength saving throw (DC 19) or be swallowed. The target becomes blinded and restrained, and gains cover against all attacks and other effects from outside the gate worm. At the start of the gate worm turns, the target takes 14 (4d6) acid damage.

If the gate worm takes more than 50 points of damage on a single turn from a creature it has swallowed, it must make a Constitution saving throw (DC 17) or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the gate worm. If the gate worm dies, a swallowed creature is no longer restrained by it and can escape by using 30 ft of movement, exiting prone.

Portal Organ (recharge 6): All creatures swallowed by the gate worm must make a Wisdom saving throw (DC 19) or be teleported in the stomach of the closest gate worm within 10 miles. If there is no other gate worm within 10 miles, this has no effects. The creatures remain swallowed by the second gate worm.

Ghul, Fossil

Source: Strange Lands
Medium undead (ghul), chaotic evil
Armor Class: 14 (natural armor)
Hit Points: 52 (5d8+30)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	16 (+3)

Damage Resistances: necrotic
Damage Immunities: poison
Condition Immunities: charmed, exhaustion, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 12
Languages: understands the languages it knew in life but can't speak
Challenge: 2 (400 XP)

Fossilization: When a creature starts its turn within 30 ft of the fossil ghul and is paralyzed, it must make a Constitution saving throw (DC 13). If it fails, the target becomes petrified for 1 minute, and that minute doesn't count toward the duration of the paralyzed effect (notably, the target can't make new saving throws against the paralyzed effect).

Stonebreaker: The fossil ghul deals double damage against objects and structures, including petrified creatures.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) slashing damage. If the target is a creature other than an elf or an undead, it must make a Constitution saving throw (DC 13) or become paralyzed for 1 minute (save ends).

Glass Scorpion

Source: Strange Lands
Large elemental, chaotic evil
Armor Class: 15 (natural armor)
Hit Points: 152 (16d10+64)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	6 (-2)	14 (+2)	4 (-3)

Damage Vulnerabilities: thunder
Damage Resistances: piercing, slashing
Senses: darkvision 60 ft, tremorsense 60 ft, passive Perception score 9
Languages: -
Challenge: 8 (3,900 XP)

Grapppler: The glass scorpion has advantage on attack rolls against creatures grappled by it.

Pounce: If the glass scorpion moves at least 20 ft straight toward a creature and then hits it with a Claw attack in the same turn, the creature must make a Strength saving throw (DC 15). On a failed save, it falls prone and the glass scorpion can make a Sting attack against it as a bonus action.

Actions

Multiattack: The glass scorpion makes two Claw attacks.

Claw: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) slashing damage, and the target is grappled (escape DC two). Until the grapple ends, the target is restrained. The glass scorpion can only grapple up to creatures at a time.

Sting: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 10 (1d8+6) piercing damage, and the target must make a Constitution saving throw (DC 15) or be restrained for 1 minute (save ends). If the target was already restrained, it becomes petrified for 1 minute instead (save ends). While petrified, the target becomes vulnerable to bludgeoning and thunder damage.

Knockdown: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one creature not grappled by the glass scorpion. *Hit:* 19 (3d8+6) bludgeoning damage.

Golem, Ash

Source: Hollowfaust
Large construct, unaligned
Armor Class: 15 (natural armor)
Hit Points: 95 (10d10+40)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	1 (-5)	11 (+0)	1 (-5)

Damage Resistances: piercing, slashing
Damage Immunities: fire, necrotic, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands the languages of its creator but can't speak
Challenge: 9 (5,000 XP)

Ash Cloud: The golem is permanently surrounded by an ash cloud, which consists in a 10 ft radius area around it. The cloud is considered a lightly obscured area, and any creature who starts its turn in the cloud must make a Constitution saving throw (DC 16) or become poisoned until the end of its next turn. If a target succeeds three saving throws against this effect, it becomes immune against it for 24 hours.

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

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

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

Magic Weapons: The golem 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:* 17 (3d10+6) bludgeoning damage. If the target has failed its last saving throw against the golem Ash Cloud, it also takes 16 (3d10) fire damage.

Reactions

Ash Burst (recharge 6): When the golem is subjected to a fire attack, it can set afire its own Ash Cloud. Every creature within 10 ft off the golem takes 33 (6d10) fire damage, or half that amount on a successful Dexterity saving throw (DC 16). Furthermore, the ash golem Slam attacks deal an additional 11 (2d10) fire damage until the end of its turn.

Golem, Chitin

Source: Echoes of the Past
Large construct, unaligned
Armor Class: 18 (natural armor)
Hit Points: 118 (12d10+48)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Saving Throws: Wis +4
Damage Resistances: acid, lightning
Damage Immunities: poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands the languages of its creator but can't speak
Challenge: 11 (7,200 XP)
Immutable Form: The golem is immune to any spell or effect that would alter its form.
Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.
Magic Weapons: The golem weapon attacks are magical.

Actions

Multiattack: The golem makes up to four Claw attacks.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) slashing damage.

Psychic Claw (recharge 5-6): *Melee Spell Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) slashing damage plus 28 (8d6) psychic damage, and the target must make a Wisdom saving throw (DC 16) or become unable to use psionic abilities for 1 minute (save ends).

Reactions

Psionic Discharge (recharge 5-6): When the golem is targeted by a psionic ability and succeeds its saving throw, the creature who used that ability must make a Wisdom saving throw (DC 16). If it fails, the creature is targeted by its own psionic ability (it can still make a saving throw against it). If it succeeds, the golem may choose any creature within 30 ft of it as the new target, which can then make a saving throw against that effect.

Golem, Fang

Source: The Divine and the Defeated
Large construct, unaligned
Armor Class: 17 (natural armor)
Hit Points: 118 (12d10+48)
Speed: 25 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	2 (-4)	11 (+0)	1 (-5)

Damage Resistances: acid, necrotic, psychic
Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands the languages of its creator but can't speak
Challenge: 11 (7,200 XP)
Grapppler: The golem has advantage on attack rolls against creatures grappled by it.
Immutable Form: The golem is immune to any spell or effect that would alter its form.
Magic Resistance: The golem has advantage on all saving throws against spells and magical effects.
Magic Weapons: The golem weapon attacks are magical.

Vicious Cuts: Whenever the golem succeeds an attack roll, the target must make a Constitution saving throw (DC 16) or suffer 14 (4d6) necrotic damage at the start of its next turn, unless the target receives healing before. Once a creature has made three successful saving throws against this trait, the target becomes immune to it for 24 hours.

Actions

Multiattack: The golem makes one Bite and two Constrict attacks.

Bite: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) piercing damage.

Constrict: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) piercing damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained. The golem can only grapple up to two creatures at a time.

Golem, Rat

Source: Warrens of the Ratmen

Large construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 85 (9d10+36)

Speed: 40 ft, climb 40 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	2 (-4)

Damage Resistances: acid, psychic

Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

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

Senses: darkvision 60 ft, passive Perception score 10

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

Challenge: 6 (2,300 XP)

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

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

Magic Weapons: The golem weapon attacks are magical.

Actions

Multiattack: The golem makes two Slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Swarm (recharge 5-6): *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 24 (4d8+6) piercing damage and 18 (4d8) poison damage, and the target must make a Constitution saving throw (DC 14) or be poisoned for 1 minute (save ends), and a Wisdom saving throw (DC 14) or be frightened for 1 minute (save ends). After the attack (whether it is successful or not, the rat golem can move to any unoccupied space adjacent to the target without provoking attacks of opportunities. If the rat golem is below half its hit points, the attack only deals 15 (2d8+6) piercing damage and 9 (2d8) poison damage.

Morphosis: The golem can move by its movement speed without squeezing through any opening large enough for a Tiny rat to cross. When using this action, it can move through spaces occupied by other creatures, and does not provoke attacks of opportunity.

Grim Puppeteer

Source: Creature Collection 3

Medium monstrosity, unaligned

Armor Class: 14 (natural armor)

Hit Points: 44 (8d8+8)

Speed: 30 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	6 (-2)	15 (+2)	9 (-1)

Skills: Deception +1, Perception +4

Senses: blindsight 30 ft, darkvision 60 ft, passive Perception score 14

Damage Resistances: poison

Languages: -

Challenge: 2 (400 XP)

Mimicry: The grim puppeteer can mimic any sound it has heard, including voices. A creature that hears the sound can tell they are imitations with a successful Wisdom (Insight) check (DC 12)

Spider Climb: The grim puppeteer can climb difficult surfaces, including upside down on ceiling, without requiring an ability check.

Web Sense: While in contact with a web, the grim puppeteer knows the exact location of any other creature in contact with the same web.

Web Walker: The grim puppeteer ignores movement restriction caused by webbing.

Actions

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

Spines (recharge 6): *Ranged Weapon Attack:* +5 to hit, range 40 ft, one target. *Hit:* 6 (1d6+3) piercing damage plus 10 (3d6) poison damage. The target must make a Constitution saving throw (DC 11) or become slowed for 1 minute (save ends). A slowed creature can't move by more than half its movement speed at each turn, and can't take bonus actions.

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 Strength check (DC 12), 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).

Puppetry: The grim puppeteer can use its webs to manipulate objects in a 30 ft cone directly below itself. The grim puppeteer generally uses this ability on corpses, making it appear as if they were alive. Observers can make an Intelligence (Investigation) check contested by the puppeteer's Charisma (Deception) check to see through this ruse. Observers more than 30 ft away from the manipulated object have disadvantage on their check. If the grim puppeteer uses its Mimicry trait in the same turn, it has advantage on the Charisma (Deception) check.

Grippett

Source: Creature Collection
Large monstrosity, unaligned
Armor Class: 13
Hit Points: 39 (6d10+6)
Speed: 30 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	12 (+1)

Saving Throws: Str +3
Skills: Athletics +3, Deception +4, Perception +3
Senses: darkvision 60 ft, passive Perception score 13
Languages: -
Challenge: 1 (200 XP)
Keen Senses: The grippett has advantage on all Wisdom (Perception) checks based on hearing and smell.

Actions

Multiattack: The grippett makes two Claw attacks. Alternatively, it can make one Tongue followed by one Swallow attacks.

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

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 8 (2d6+1) slashing damage.

Tongue: *Melee Weapon Attack:* +4 to hit, reach 20 ft, one target. *Hit:* The target is grappled (escape DC 11). The grippett can only grapple one creature at a time. When the grippett attempts to move the target, it can take an action to move it to any space within 5 ft of itself with a Strength (Athletics) check contested by the target's Strength saving throw.

Swallow: The grippett makes one Bite attack against a Medium or smaller or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The target becomes blinded and restrained, and gains cover against all attacks and other effects from outside the grippett. At the start of the grippett turns, the target takes 7 (2d6) acid damage.

If the grippett takes more than 10 points of damage on a single turn from a creature it has swallowed, it must make a Constitution saving throw (DC 11) or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the grippett. If the grippett dies, a swallowed creature is no longer restrained by it and can escape by using 10 ft of movement, exiting prone.

Mimicry: The grippett can mimic any sound it has heard, including voices. A creature that hears the sound can tell they are imitations with a successful Wisdom (Insight) check (DC 11)

Hamadryad

Source: Creature Collection
Medium plant, neutral
Armor Class: 16 (natural armor)
Hit Points: 57 (6d8+30)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	13 (+1)	15 (+2)	17 (+3)

Saving Throws: Wis +5, Cha +6
Skills: Animal Handling +5, Stealth +5
Damage Resistances: psychic
Damage Immunities: poison
Condition Immunities: exhaustion, poisoned
Senses: darkvision 60 ft, passive Perception score 12
Languages: one common language and Sylvan
Challenge: 2 (400 XP)

Forest Cloak: When the hamadryad is in a forest environment, it is invisible to all creatures further than 30 ft away, and it has advantage on all Dexterity (Stealth) checks. Furthermore, its movement is not affected by difficult terrain.

Sneak Attack: Once per turn, the hamadryad deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft of an ally of the hamadryad that isn't incapacitated and the hamadryad doesn't have disadvantage on the attack roll.

Actions

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+3) bludgeoning damage.

Fey Charm: The hamadryad charms one beast it can see within 30 ft, unless it makes a successful Wisdom saving throw (DC 14). The charm is permanent, until the hamadryad uses this ability on another creature. The hamadryad can take a bonus action at each of its turn to direct the beast's action at its next turn.

Fey Command: One or two beasts controlled by the hamadryad and that the hamadryad can see takes an action (except the Multiattack action).

Call of the Forest (short rest): The hamadryad calls a beast with a Challenge Rating of 1 or lower to her side. The beast appears at the start of the hamadryad's next turn, and can't be charmed or frightened as long as the hamadryad is alive. The beast is considered charmed by the hamadryad. This ability can only be used in a forest environment.

Reactions

Redirect Attack: When a creature the hamadryad can see targets it with an attack, the hamadryad can choose one of its ally within 5 ft of it, the hamadryad and that ally swap places, and that ally becomes the target instead.

Hellfire Bloodshark

Source: Creature Collection 3
Huge monstrosity, neutral evil
Armor Class: 16 (natural armor)
Hit Points: 178 (17d12+68)
Speed: swim 80 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	1 (-5)	12 (+1)	2 (-4)

Damage Immunities: fire

Senses: passive Perception score 11

Languages: understands Infernal but can't speak

Challenge: 11 (7,200 XP)

Bloodthirsty: The bloodshark can smell blood in water up to 3 miles away.

Keen Senses: The bloodshark has advantage on all Wisdom (Perception) checks based on smell.

Scalding Aura: The bloodshark causes the water to boil around it. A creature which starts its turn within 5 ft of the bloodshark must make a Dexterity saving throw (DC 15) or take 5 (1d10) fire damage. The aura increases to 30 ft and the damage to 11 (2d10) when the bloodshark is enraged.

Actions

Bite: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 17 (2d10+6) piercing damage plus 11 (2d10) fire damage or 22 (4d10) fire damage if the creature is grappled by the bloodshark. If the bloodshark is not enraged, it can grapple the target (escape DC 17). Until the grapple ends, the target is restrained, and the bloodshark can't use that attack against another creature.

Reactions

Enrage (short rest): When the bloodshark takes damage, or a creature in water and within 360 ft of the bloodshark takes piercing or slashing damage, it becomes enraged for 1 minute. While enraged, the bloodshark can make one Bite attack per turn as a bonus action, and it gains resistance to bludgeoning, piercing and slashing damage. At the end of the rage, the bloodshark gains one level of exhaustion.

Hornsaw Unicorn

Source: Creature Collection
Large monstrosity, chaotic neutral
Armor Class: 12
Hit Points: 119 (14d10+42)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	9 (-1)	15 (+2)	14 (+2)

Damage Immunities: poison

Condition Immunities: charmed, paralyzed, poisoned

Senses: darkvision 60 ft, passive Perception score 12

Languages: -

Challenge: 7 (2,900 XP)

Charge: If the hornsaw unicorn moves at least 20 ft straight toward a target and then hits it with a Horn attack, the attack deals 9 (2d8) piercing additional damage.

Magic Weapons: The hornsaw unicorn weapon attacks are magical.

Magic Resistance: The hornsaw unicorn has advantage on all saving throws against spells and magical effects.

Actions

Multiattack: The hornsaw unicorn makes one Horn and one Hooves attacks.

Horn: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) piercing damage.

Hooves: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 9 (1d8+5) bludgeoning damage.

Reactions

Rage (short rest): When the hornsaw unicorn takes damage, it becomes enraged for 1 minute, immediately gaining 20 temporary hit points. As long as the rage lasts, it can make one additional attack per turn as a bonus action, and it scores a critical hit on a roll of 19 or 20. This ability automatically recharges the first time the hornsaw unicorn drops below half its maximum hit points.

Horserat

Source: Warrens of the Ratmen

Large monstrosity, unaligned

Armor Class: 13

Hit Points: 52 (8d10+8)

Speed: 60 ft, climb 30 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	2 (-4)	13 (+1)	8 (-1)

Saving Throws: Str +5

Skills: Athletics +5

Senses: passive Perception score 11

Languages: -

Challenge: 1 (200 XP)

Keen Senses: The horserat has advantage on all Wisdom (Perception) checks based on smell.

Powerful Leap: The horserat has advantage on all Strength (Athletics) checks made to jump.

Actions

Multiattack: The horserat makes one Bite and two Claw attacks.

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:* 5 (1d4+3) slashing damage.

Pin: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) bludgeoning damage and the target is knocked prone and grappled (escape DC 13). While grappling the target, the horserat cannot use its Claw attack and occupies the same space as the target. The grapple ends if the horserat moves to another space. The horserat can jump 30 ft (for a long jump) or 15 ft (for a high jump) before this attack.

Hound of Tanil

Source: The Divine and the Defeated

Large celestial, chaotic good

Armor Class: 16

Hit Points: 115 (11d10+55)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	23 (+6)	21 (+5)	19 (+4)	22 (+6)	17 (+3)

Saving Throws: Dex +8, Wis +8, Cha +5

Skills: Nature +6, Perception +8, Survival +8

Damage Resistances: psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons

Condition Immunities: charmed, frightened

Senses: darkvision 60 ft, passive Perception score 20

Languages: understands Celestial and one common language but can't speak, telepath 120 ft (only with other hounds of Tanil)

Challenge: 7 (2,900 XP)

Keen Senses: The hound of Tanil has advantage on all Wisdom (Perception) checks based on hearing and smell.

Pack Tactics: The hound of Tanil has advantage on attack rolls against a creature if at least one of the hound of Tanil allies is within 5 ft of that creature and is not incapacitated.

Actions

Multiattack: The hound of Tanil makes one Bite and two Claw attacks.

Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) piercing damage and the target must make a Strength saving throw (DC 14) or fall prone.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) slashing damage.

Pacifying Gaze (recharge 5-6): One creature who is able to see the hound of Tanil must make a Wisdom saving throw (DC 16) or be charmed for 1 minute (save ends). While charmed, the target can't make any attack nor help an ally to attack another creature. This effect ends if the hound or one of its allies attacks the target.

Hrinruuk's Hound

Source: Creature Collection 2
Large monstrosity, chaotic evil
Armor Class: 13 (natural armor)
Hit Points: 82 (11d10+22)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

Saving Throws: Wis +4
Skills: Perception +4, Stealth +4, Survival +7
Senses: blindsight 30 ft, darkvision 120 ft, passive Perception score 12
Languages: -
Challenge: 4 (1,100 XP)

Bloodtracker: Once the Hrinruuk's hound has tasted the blood of a creature (typically, by dealing it damage with a Bite attack), it automatically senses its location within 50 miles. The Hrinruuk's hound can only track one creature at a time with this ability.

Heightened Senses: The Hrinruuk's hound has advantage on all Wisdom (Perception) checks, and can see magic auras as if it were under the permanent effects of the *detect magic* spell. Furthermore, it can determine whether a creature it can see within 30 ft is a spellcaster by taking a bonus action. However, it has disadvantage on all saving throws against being blinded or deafened, or against effects that deal radiant or thunder damage.

Magic Resistance: The Hrinruuk's hound has advantage on all saving throws against spells and magical effects except against effects described above..

Two Heads: The Hrinruuk's hound has advantage on Wisdom (Perception) checks and on all saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack: The Hrinruuk's hound makes two Bite attacks.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) piercing damage and the target must make a Strength saving throw (DC 15) or fall prone. If the Hrinruuk's hound has already hit the target with a Bite attack on its turn, it deals 9 (2d8) additional damage.

Ice Basilisk

Source: Creature Collection
Medium monstrosity, unaligned
Armor Class: 15 (natural armor)
Hit Points: 75 (10d10+20)
Speed: 40 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	3 (-4)	10 (+0)	8 (-1)

Saving Throws: Con +4
Damage Immunities: cold
Condition Immunities: prone
Senses: darkvision 60 ft, passive Perception score 9
Languages: -
Challenge: 3 (700 XP)

Chilling Gaze: When a creature starts its turn within 30 ft of the ice basilisk, and the two can see each other, the target must make a Constitution saving throw (DC 12) or take 5 (1d10) cold damage. If a creature succeeds three saving throws in a row, it becomes immune to this ability as well the Icing Gaze attack (see below). If a creature fails three saving throws in a row, it also takes one level of exhaustion, unless it has resistance or immunity against cold damage.

Actions

Multiattack: The basilisk makes one Bite and one Tail attacks.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4+3) piercing damage plus 7 (2d6) cold damage.

Tail: *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Tail Sweep: The basilisk makes one Tail attack against up to three creatures within 10 ft of one another. On a hit, the target must make a Strength saving throw (DC 13) or be knocked prone.

Icing Gaze (recharge 5-6): One creature which failed its last saving throw against the ice basilisk Chilling Gaze must make a new Constitution saving throw (DC 12). If it fails, the target becomes paralyzed for 1 minute, and suffers vulnerability to fire and bludgeoning damage. This effect ends if the target suffers 10 or more fire damage.

Intercessor, Punishing

Source: Creature Collection 3

Medium celestial (intercessor), lawful neutral

Armor Class: 17 (deflection)

Hit Points: 161 (19d8+76)

Speed: 40 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	21 (+5)	20 (+5)	22 (+6)

Saving Throws: Int +8, Wis +8

Skills: Insight +8, Perception +8

Damage Resistances: cold, psychic, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, frightened, petrified, poisoned

Senses: darkvision 120 ft, passive Perception score 18

Languages: all, telepathy 100 ft

Challenge: 11 (7,200 XP)

Magic Weapons: The intercessor weapon attacks are magical.

Vision of Law: Magical darkness doesn't impede the the intercessor's darkvision.

Actions

Multiattack: The intercessor makes two Flail attacks.

Flail: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 13 (2d8+4) bludgeoning damage. If the target has attacked the intercessor in the past 24 hours, it must make a Strength saving throw (DC 15) or be stunned until the start of its next turn.

Divine Retribution (recharge 6): The intercessor declares one creature it can see within 60 ft its quarry. The target must make a Charisma saving throw (DC 16). If it fails, it suffers disadvantage on all saving throws against the intercessor attacks, and takes 11 (2d10) additional psychic damage each time the intercessor hits it with a weapon attack. The intercessor can only have one quarry at a time.

Wings of Justice (recharge 6): Divine winds rise in a 60-foot-radius sphere around the intercessor. The area becomes difficult terrain for 1 minute. A creature who start its turn in the area must make a Wisdom saving throw (DC 16) or be restrained. A restrained creature can take its action to make a Strength (Athletics) check (DC 15), ending the effect on itself on a success. Restrained creatures are freed when this effect ends.

Reactions

Eye for an Eye (recharge 5-6): When the intercessor takes damage from a creature it can see within 60 ft, the attacker must make a Charisma saving throw (DC 16) or take 33 (6d10) psychic damage, or half as much on a successful save.

Intercessor, Sand Eagle

Source: Strange Lands

Huge celestial (intercessor), lawful neutral

Armor Class: 15 (deflection)

Hit Points: 115 (11d12+44)

Speed: 20 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	14 (+2)	20 (+5)	17 (+3)

Saving Throws: Int +6, Wis +9

Skills: Athletics +8, Insight +9, Perception +9, Survival +9

Damage Resistances: fire, psychic, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison

Condition Immunities: charmed, frightened, petrified, poisoned

Senses: darkvision 120 ft, passive Perception score 19

Languages: all, telepathy 100 ft

Challenge: 7 (2,900 XP)

Keen Senses: The intercessor has advantage on all Wisdom (Perception) checks based on sight.

Magic Weapons: The intercessor weapon attacks are magical.

Vision of Law: Magical darkness doesn't impede the the intercessor's darkvision.

Actions

Multiattack: The intercessor makes two Claw attacks.

Claw: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 17 (3d8+4) slashing damage and the target is grappled (escape DC 16). The grapple ends if the intercessor makes a Claw attack against another creature. While flying, the intercessor has advantage on Strength (Athletics) checks to move a grappled creature.

Eyes of the Desert (short rest): The intercessor creates a magical sensor anywhere within its line of sight (up to 10 miles). The intercessor can see through this sensor as if it were standing on it, and benefits from truesight 60 ft when doing so. The intercessor is blinded to its own surroundings while this ability is active. The intercessor can maintain this ability from round to round with an action, up to 10 minutes.

Shriek (recharge 5-6): All creatures within 30 ft who hear the intercessor shriek must make a Wisdom saving throw (DC 17). On a failed save, the target takes 18 (4d8) thunder damage and is frightened for 1 minute (save ends). On a successful save, the target only takes half damage and can't be frightened by this ability for 24 hours.

Iron Dragon

Source: Creature Collection 2

Tiny construct, unaligned

Armor Class: 13

Hit Points: 31 (9d4+9)

Speed: 20 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	3 (-4)

Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

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

Senses: truesight 60 ft, passive Perception score 10

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

Challenge: 2 (400 XP)

Magic Resistance: The iron dragon has advantage on all saving throws against spells and magical effects.

Telepathic Link: A spellcaster can attune to the iron dragon (as if attuning with a magic item), forging a telepathic link between them. The two can communicate with telepathy up to 100 miles, and the iron dragon can send it images of what it is seeing by taking an action.

Actions

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

Steel Shards (recharge 5-6): *Ranged Spell Attack:* +5 to hit, range 20 ft, up to two creatures in a 20-foot-cone in front of the iron dragon. *Hit:* 6 (1d6+3) slashing damage.

Reactions

Wing Shield (recharge 5-6): When the iron dragon is attacked, it can protect itself behind its wings, thus imposing disadvantage to the attack roll. After using this ability, the iron dragon can't use or recharge its Steel Shards at its next turn.

Iron Serpent

Source: Creature Collection 3

Huge monstrosity, neutral evil

Armor Class: 16 (natural armor)

Hit Points: 125 (10d12+60)

Speed: 30 ft, burrow 20 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	22 (+6)	3 (-4)	13 (+1)	10 (+0)

Skills: Survival +5

Damage Vulnerabilities: lightning

Damage Resistances: cold, fire, poison, thunder

Damage Immunities: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantium weapons

Senses: tremorsense 120 ft, passive Perception score 11

Languages: -

Challenge: 7 (2,900 XP)

Iron Mind: The iron serpent can be affected by spells and magical effects that specifically target constructs. However, it has advantage on saving throws against such effects.

Keen Senses: The iron serpent has advantage on all Wisdom (Perception) checks based on smell.

Actions

Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 16 (2d10+4) piercing damage plus 11 (2d10) lightning damage.

Constrict: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 26 (4d10+4) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the iron serpent can't use that attack against another creature.

Reactions

Conduct Lightning (recharge 5-6): When the iron serpent takes lightning damage, the creature it grapples must make a Constitution saving throw (DC 18) or be stunned until the end of its next turn.

Iron Tusk

Source: Creature Collection

Large fey, unaligned

Armor Class: 16 (natural armor)

Hit Points: 102 (12d10+36)

Speed: 80 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	4 (-3)	14 (+2)	9 (-1)

Saving Throws: Str +8, Dex +5, Con +7

Skills: Athletics +8, Survival +6

Damage Immunities: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantium weapons

Condition Immunities: frightened

Senses: passive Perception score 12

Languages: -

Challenge: 9 (5,000 XP)

Charge: If the iron tusk moves at least 20 ft straight toward a target and then hits it with a Tusk attack, the attack deals 14 (4d6) slashing additional damage.

Keen Senses: The iron tusk has advantage on all Wisdom (Perception) checks based on smell.

Magic Weapons: The iron tusk weapon attacks are magical.

Actions

Multiattack: The iron tusk makes one Tusk and one Hooves attacks.

Tusk: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 13 (2d8+4) slashing damage. On a roll of 19 to 20 on the d20, the target takes an additional 14 (4d6) damage.

Hooves: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 11 (2d6+4) bludgeoning damage, and the target must make a Strength saving throw (DC 16) or be knocked prone.

Legendary Actions

Tusk: The iron tusk makes one Tusk attack.

Move: The iron tusk moves by its movement speed.

Sharpen Tusk (costs 2 actions): If the next attack the iron tusk makes before the end of its next turn is a hit, it breaks any armor or shield the target is wearing. This reduces by 1 point the target's AC until the armor or shield is repaired. This has no effect if the target doesn't wear armor or a shield.

Jin-Sat

Source: Creature Collection 3

Medium monstrosity, unaligned

Armor Class: 13

Hit Points: 67 (9d8+27)

Speed: 40 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	6 (-2)	16 (+3)	10 (+0)

Saving Throws: Int +0

Skills: Perception +5, Survival +5

Damage Vulnerabilities: radiant, thunder

Senses: blindsight 60 ft, passive Perception score 15

Languages: -

Challenge: 2 (400 XP)

Hyper-sensitive: When the jin-sat takes radiant or thunder damage, it must make a Constitution saving throw (DC equal to half the damage taken) or become blinded or deafened until the end of its next turn. If the jin-sat rolls a natural 1, it is also incapacitated for the same duration.

Keen Senses: The jin-sat has advantage on all Wisdom (Perception) checks based on hearing, sight and smell.

Pounce: If the jin-sat moves at least 20 ft straight toward a creature and then hits it with a Claw attack in the same turn, the creature must make a Strength saving throw (DC 12). On a failed save, it falls prone and the jin-sat can make a Bite attack against it as a bonus action.

Actions

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

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

Reactions

Uncanny Dodge: When the jin-sat is hit by an attack and is neither blinded or deafened, it only takes half damage.

Jungle Squid

Source: Creature Collection 3
Huge monstrosity, neutral evil
Armor Class: 18 (natural armor)
Hit Points: 200 (16d12+96)
Speed: 40 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+1)	22 (+6)	17 (+3)	22 (+6)	19 (+4)

Saving Throws: Str +13, Dex +6, Con +11, Int +8, Wis +11
Skills: Nature +8
Damage Resistances: acid, fire
Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities: frightened, paralyzed, poisoned
Senses: darkvision 120 ft, tremorsense 120 ft, passive Perception score 16
Languages: understands Dark Speech but can't speak, telepathy 120 ft
Challenge: 14 (11,500 XP)

Freedom of Movement: The jungle squid ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 ft of movement to escape from nonmagical restraints or being grappled.

Siege Engine: The jungle squid deals double damage against objects and structures.

Actions

Multiattack: The jungle squid makes three Tentacle attacks.

Bite: *Melee Weapon Attack:* +13 to hit, reach 5 ft, one target. *Hit:* 21 (3d8+8) bludgeoning damage.

Tentacle: *Melee Weapon Attack:* +13 to hit, reach 20 ft, one target. *Hit:* 17 (2d8+8) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained. The jungle squid can only grapple up to six creatures at a time.

Swallow: The jungle squid makes one Bite attack against a Large or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The target becomes blinded and restrained, and gains cover against all attacks and other effects from outside the jungle squid. At the start of the jungle squid turns, the target takes 31 (7d8) acid damage damage.

If the jungle squid takes more than 30 points of damage on a single turn from a creature it has swallowed, it must make a Constitution saving throw (DC 21) or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the jungle squid. If the jungle squid dies, a swallowed creature is no longer restrained by it and can escape by using 20 ft of movement, exiting prone.

Denev's Thrall: The jungle squid charms one beast or plant it can see within 60 ft, unless it makes a successful Wisdom saving throw (DC 19). The charm is permanent, and the target can't be frightened as long as it is controlled by the jungle squid. The jungle squid can enthrall up to 3 creatures with this ability, and can give order to thrall creatures using its telepathy as a bonus action.

Denev's Rage: One of the beasts charmed by the jungle squid becomes enraged for 1 minute. While enraged, it becomes resistant to bludgeoning, piercing and slashing damage, it can take a bonus action on its turn to make a melee attack, and his Strength modifier is increased by +4 for the purpose of attack and damage rolls. However, the target can't take actions other than attack or Dash to an opponent, and the target gains one level of exhaustion at the end of the rage.

Legendary Actions

Tentacle: The jungle squid makes one Tentacle attack.

Command Thrall: One creature controlled by the jungle squid and that the jungle squid can see takes an action (except the Multiattack action).

Power of Denev (costs 2 actions): The jungle squid casts one of the following spells, as if it were a 9th-level druid (spell save DC 19): *entangle*, *insect plague*, *spike growth*, *tree stride*.

Kadum's Leviathan

Source: Creature Collection 2
Gargantuan undead, chaotic evil
Armor Class: 19 (natural armor)
Hit Points: 310 (20d20+100)
Speed: swim 120 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	4 (-3)	21 (+5)	2 (-4)	12 (+1)	6 (-2)

Saving Throws: Str +16, Con +11
Damage Resistances: acid, cold, psychic
Damage Immunities: necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, incapacitated, paralyzed, poisoned, prone, stunned
Senses: darkvision 120 ft, passive Perception score 20
Languages: -
Challenge: 17 (18,000 XP)
Regeneration: At the start of each of its turn, the Kadum's leviathan regenerates 20 hit points. When it takes radiant damage, it doesn't regenerate at its next turn. The Kadum's leviathan can only be destroyed if it starts its turn at 0 hit points and doesn't regenerate.

Rend: A creature hit by the Kadum's leviathan must succeed a Constitution saving throw (DC 19) or bleed uncontrollably (save or healing ends). At the start of each of the Kadum's leviathan turns, the target takes 10 (3d6) necrotic damage.

Siege Engine: The Kadum's leviathan deals double damage against objects and structures.

Actions

Multiattack: The Kadum's leviathan makes one Tail and either one Bite or one Ram attacks.

Ram: *Melee Weapon Attack:* +16 to hit, reach 5 ft, one target. *Hit:* 36 (4d12+10) bludgeoning damage.

Swallow: *Melee Weapon Attack:* +16 to hit, reach 5 ft, one target. *Hit:* 21 (2d10+10) piercing damage and the target must make a Strength saving throw (DC 24) or be swallowed. The target becomes blinded and restrained, and gains cover against all attacks and other effects from outside the Kadum's leviathan. At the start of the Kadum's leviathan turns, the target takes 22 (4d10) necrotic damage.

If the Kadum's leviathan takes more than 100 points of damage on a single turn from a creature it has swallowed, it must make a Constitution saving throw (DC 25) or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the Kadum's leviathan. If the Kadum's leviathan dies, a swallowed creature is no longer restrained by it and can escape by using 30 ft of movement, exiting prone.

Tail: *Melee Weapon Attack:* +16 to hit, reach 15 ft, one target. *Hit:* 17 (1d12+10) bludgeoning damage.

Gaping Maw (recharge 5-6): The Kadum's leviathan makes one Swallow attack against all creatures in a 15 ft cube in front of it. All swallowed creatures can spend their reaction to make a Strength (Athletics) check to escape (DC 24).

Keel Crusher

Source: Creature Collection 2
Gargantuan monstrosity, unaligned
Armor Class: 12 (natural armor)
Hit Points: 192 (11d20+77)
Speed: 10 ft, swim 60 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	24 (+7)	2 (-4)	10 (+0)	4 (-3)

Damage Vulnerabilities: cold
Senses: passive Perception score 10
Languages: -
Challenge: 8 (3,900 XP)

Charge: If the keel crusher moves at least 20 ft straight toward a target and then hits it with a Ram attack, the attack deals 20 (6d6) additional damage.

Siege Engine: The keel crusher deals double damage against objects and structures.

Actions

Bite: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 25 (4d8+7) piercing damage.

Ram: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 17 (3d6+7) bludgeoning damage.

Armored Shell: The keel crusher retracts into its shell, which increases its AC to 16 but prevents its to make Bite attacks. The keel crusher must spend 30 ft of movement to end this effect, but it must wait at least the start of its next turn to do so.

Propulsion (recharge 5-6): The keel crusher's movement speed increases by 60 ft until the end of its next turn.

Keffiz

Source: Creature Collection
Medium monstrosity, lawful evil
Armor Class: 15 (natural armor)
Hit Points: 60 (8d8+24)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	8 (-1)	11 (+0)	12 (+1)

Saving Throws: Wis +3
Damage Resistances: psychic
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands Infernal but can't speak, telepathy 60 ft (only with canine beasts and monstrosities)
Challenge: 2 (400 XP)

Keen Senses: The keffiz has advantage on all Wisdom (Perception) checks based on hearing and smell.

Pack Tactics: The keffiz has advantage on attack rolls against a creature if at least one of the keffiz allies is within 5 ft of that creature and is not incapacitated.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+3) piercing damage.

Canine Command (recharge 5-6): The keffiz can charm a canine beast it can see within 30 ft, unless it makes a Wisdom saving throw (DC 12). The keffiz can charm up to 3 beasts at a time with this ability. If the keffiz targets a beast it has already charmed, the target can take any action of the keffiz choice (except Multiattack) as a bonus action.

Howl (recharge 5-6): All creatures within 30 ft of the keffiz must make a Wisdom saving throw (DC 12) or be frightened for one minute. Beasts charmed by the keffiz gain 10 (3d6) temporary hit points instead, and have advantage on all attack rolls until the end of the keffiz next turn.

Laughing Drake

Source: Strange Lands
Small dragon, chaotic neutral
Armor Class: 14
Hit Points: 39 (6d6+18)
Speed: 20 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	7 (-2)	16 (+3)	21 (+5)

Skills: Insight +5, Perception +5
Damage Resistances: psychic
Condition Immunities: charmed, frightened, paralyzed
Senses: darkvision 60 ft, passive Perception score 15
Languages: Draconic
Challenge: 2 (400 XP)

Keen Senses: The laughing drake has advantage on all Wisdom (Perception) checks based on hearing.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+4) piercing damage and the target must make a Constitution saving throw (DC 13). On a failed save, the target suffers a fit of laughter for 1 minute (save ends). While laughing, the target can't cast spells with verbal components or use abilities that require it to speak, and has disadvantage on any other attack roll or ability check.

Distracting Cackle (recharge 5-6): All creatures within 60 ft that hear the laughing drake must make a Charisma saving throw (DC 15). On a failed save, the target loses concentration on spells, and has disadvantage on all attack rolls, ability checks, and Dexterity, Intelligence, Wisdom and Charisma saving throws for 1 minute (save ends). If the target was subject to a fit of laughter from the laughing drake's Bite, it also suffers 7 (2d6) psychic damage.

Reactions

Uncanny Dodge: When the laughing drake is attacked and not incapacitated, the damage is reduced by half.

Leeching Willow

Source: Creature Collection 2
Huge plant, neutral evil
Armor Class: 10 (natural armor)
Hit Points: 207 (18d12+90)
Speed: 0 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	1 (-5)	20 (+5)	7 (-2)	10 (+0)	10 (+0)

Saving Throws: Con +9
Damage Vulnerabilities: fire
Damage Resistances: necrotic, piercing, psychic
Damage Immunities: poison
Condition Immunities: exhaustion, grappled, incapacitated, paralyzed, poisoned, prone, restrained, stunned
Senses: passive Perception score 10
Languages: -
Challenge: 7 (2,900 XP)

Life Drain: At the start of each of the leeching willow turn, any creature it is grappling must make a Constitution saving throw (DC 17). On a failed save, the target takes 10 (3d6) necrotic damage and its hit point maximum is reduced by the same amount. If the target succeeds three saving throws, it becomes immune against this ability for 24 hours.

Actions

Multiattack: The leeching willow makes three Branch attacks.

Branch: *Melee Weapon Attack:* +10 to hit, reach 15 ft, one target. *Hit:* 15 (2d8+6) bludgeoning damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained. The leeching willow can only grapple up to six creatures at a time.

Blood Drain (recharge 6): *Melee Spell Attack:* +10 to hit, reach 15 ft, all creatures grappled by the leeching willow. *Hit:* 17 (5d6) necrotic damage, and the leeching willow regains hit points equal to half the damage taken by the target (8, unless it has resistances).

Living Bog

Source: Creature Collection 3
Gargantuan ooze, unaligned
Armor Class: 5
Hit Points: 122 (7d20+49)
Speed: 10 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	1 (-5)	24 (+7)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances: acid, piercing, slashing
Damage Immunities: poison, psychic
Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, poisoned, prone, restrained
Senses: blindsight 60 ft (blind beyond that radius), passive Perception score 5
Languages: -
Challenge: 7 (2,900 XP)

Boglike: The living bog closely resembles a normal swamp terrain, and creatures must succeed an Intelligence (Nature) or Wisdom (Survival) check (DC 15) to correctly identify it as an animated ooze creature.

Actions

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 19 (3d8+6) bludgeoning damage, and the target is grappled (escape DC 17). Until the grapple ends, the target is restrained. The living bog can only grapple up to four creatures at a time.

Incendiary Burst: Two swamplings of the living bog's choice explode. Creatures in a 20-foot-radius sphere around the living bog (including the bog itself) must make a Dexterity saving throw (DC 17). The creature takes 21 (6d6) fire damage on a failed save, or half as much on a successful save.

Summon Swampling (recharge 5-6): The living bog creates 4 swamplings, which are Tiny spheres of light similar to those created by the *dancing lights* spell. The swamplings last for 10 minutes, after which they fade away. The living bog can't summon new swamplings as long as it has at one swampling still lit.

Love-Scorned Soul

Source: Creature Collection 3

Medium undead, chaotic evil

Armor Class: 13

Hit Points: 39 (6d8+12)

Speed: 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	14 (+2)	12 (+1)	18 (+4)

Skills: Insight +4

Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: cold, necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft, passive Perception score 12

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

Challenge: 3 (700 XP)

Incorporeal Movement: The love-scorned soul 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

Touch of Despair: *Melee Spell Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 11 (2d10) psychic damage and the target must make a Charisma saving throw (DC 15) or be charmed by the love-scorned soul for 1 minute (save ends). While charmed by this effect, the target can't take reactions or bonus actions. The effect ends if the love-scorned soul uses this attack again against the target.

Hateful Gaze (recharge 5-6): One creature charmed by the love-scorned soul, within 30 ft, and who is able to see it, must make an Intelligence saving throw (DC 15). On a failed save, the target considers its allies as enemies, and must take all actions to kill them. This effect lasts for 1 minute, during which the target can't make new saving throws to resist the charm effect. Once per turn when the target takes damage from one of its allies, it can make a new saving throw.

Lurker Below

Source: Creature Collection 2

Medium monstrosity, unaligned

Armor Class: 14 (natural armor)

Hit Points: 49 (9d8+9)

Speed: burrow 5ft, swim 40 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	3 (-4)	10 (+0)	8 (-1)

Skills: Stealth +4

Senses: passive Perception score 10

Languages: -

Challenge: 1 (200 XP)

Lurk: The lurker below gains advantage on all Dexterity (Stealth) checks if it doesn't move on its turn.

Surprise Attack: If the lurker below surprises a creature and hits with an attack during the first round of combat, the target takes 7 (2d6) extra damage from the attack.

Surprise Attack: When the lurker below makes an attack against a creature that has not detected it, it deals 7 (2d6) additional damage.

Actions

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

Tentacle: *Melee Weapon Attack:* +4 to hit, reach 10 ft, one target. *Hit:* 5 (1d6+2) bludgeoning damage and the target must make a Constitution saving throw (DC 11) or be poisoned for 1 minute (save ends). If the target was already poisoned or exhausted, she becomes incapacitated instead. If she is incapacitated and is underwater, she starts suffocating.

Manster

Source: Creature Collection
Large monstrosity, neutral evil
Armor Class: 14 (natural armor)
Hit Points: 85 (10d10+30)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	4 (-3)	6 (-2)	5 (-3)

Skills: Athletics +7, Stealth +4
Senses: darkvision 120 ft, passive Perception score 8
Languages: -
Challenge: 3 (700 XP)

Natural Invisibility: If the manster ends its turn in an area of natural or magical darkness, it becomes invisible. The invisibility lasts until it enters an area of dim or bright light, or it makes an attack, whichever comes first.

Shadow Swiftness: When the manster moves more than 20 ft on its turn and is not in an area of bright light, it imposes disadvantage on all attack rolls against it until the start of its next turn. This effect ends if the manster is hit by an attack.

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

Actions

Multiattack: The manster makes one Bite and two Claw attacks.

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 10 ft, one target. *Hit:* 6 (1d4+4) slashing damage.

Brutal Jump: The manster jumps on a creature up to 30 ft away from it and makes two Claw attacks against it.

Marble Sentinel, Skyros

Source: Creature Collection 3
Medium construct, unaligned
Armor Class: 14 (natural armor)
Hit Points: 42 (5d8+20)
Speed: 20 ft

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

Damage Immunities: poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

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

Senses: darkvision 60 ft, passive Perception score 10

Languages: understands the languages of its creator but can't speak
Challenge: 2 (400 XP)

Magic Resistance: The marble sentinel has advantage on all saving throws against spells and magical effects.

Magic Weapons: The marble sentinel weapon attacks are magical.

Stand Watch: If the marble sentinel doesn't move on its turn, it gains +1 to AC and advantage on all opportunity attack rolls.

Actions

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

Launch (recharge 5-6): The marble sentinel flies by its movement speed and makes a Longsword attack against a creature. If it is still in the air at the end of its turn, it immediately starts falling.

Mire Wurm

Source: Warrens of the Ratmen
Huge monstrosity, unaligned
Armor Class: 17 (natural armor)
Hit Points: 207 (18d12+90)
Speed: 25 ft, swim 35 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	2 (-4)	12 (+1)	4 (-3)

Saving Throws: Str +10, Con +9

Skills: Perception +5

Damage Resistances: acid, necrotic, poison, psychic; bludgeoning

Senses: blindsight 240 ft, tremorsense 120 ft, passive Perception score 10

Languages: -

Challenge: 12 (8,400 XP)

Death Throes: When the mire wurm dies and its bodies is not entirely destroyed (with, for example, a disintegrate spell), it convulses for another 1 minute. Each round at initiative 20 (loosing all initiative ties), the mire wurm makes a Slam attack against all creatures within 15 ft of it.

Slimy Skin: The mire wurm has advantage on all checks made to escape a grapple. When the mire wurm is in a temperate or warm marsh environment, it ignores difficult terrain and has advantage on all Dexterity (Stealth) checks.

Actions

Multiattack: The mire wurm makes one Bite and two Slam attack. It must target three different creatures.

Bite: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 23 (3d10+6) piercing damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the mire wurm can't use that attack against another creature.

Slam: *Melee Weapon Attack:* +10 to hit, reach 15 ft, one target. *Hit:* 15 (2d8+6) bludgeoning damage. The mire wurm can't attack a creature he is grappling or he has attacked with its Bite attack since the start of its turn.

Caustic Spit (recharge 5-6): *Ranged Weapon Attack:* +10 to hit, range 20/40 ft, two creatures within 10 ft of each other. *Hit:* 24 (4d8+6) acid damage.

Sever Limb (recharge 5-6): The mire wurm can attempt to sever a limb of a creature it is grappling with its Bite. The target must make a Constitution saving throw (DC 17). If it fails, one of its limb is badly damaged. Roll 1d20. The result indicates which limb is affected.

1-10: Leg. The target movement speed is reduced by half, and the target has disadvantage on all Strength or Dexterity checks and saving throws requiring its legs. At the start of each of its turn, the target must make a Strength saving throw (DC 15) or fall prone (healing ends).

11-19: Arm. The target has disadvantage on all Strength or Dexterity checks, attack rolls and saving throws requiring its arms (healing ends).

20: Head. The target is incapacitated, blinded and deafened (healing ends).

Once the mire wurm has used this ability on a creature, it cannot use it again on the same creature before 24 hours.

Legendary Actions

Slam: The mire wurm makes one Slam attack.

Move: The mire wurm moves by its movement speed.

Acid Splash (costs 3 actions): The mire wurm projects acid from its own skin in a 30 ft cone in any direction. All creatures in the area must make a Dexterity saving throw (DC 17) or take 18 (4d8) acid damage. The area becomes difficult terrain for all creatures except the mire wurm for 1 minute.

Mirror Fiend

Source: Creature Collection 2
Medium fiend, chaotic neutral
Armor Class: 15
Hit Points: 90 (12d8+36)
Speed: 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	16 (+3)	14 (+2)	13 (+1)

Saving Throws: Dex +6, Int +7, Cha +5
Skills: Deception +5
Damage Resistances: acid, poison; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: lightning, thunder
Condition Immunities: blinded, deafened, paralyzed, petrified
Senses: truesight 60 ft, passive Perception score 13
Languages: Draconic, telepathy 100 ft
Challenge: 7 (2,900 XP)

Innate Spellcasting: The mirror fiend innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will: *detect magic, mirror image*
 3/day: *animate objects, shatter*

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

Actions

Multiattack: The mirror fiend uses its Illusory Appearance, and then makes two Claw attacks.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) slashing damage plus 9 (2d8) psychic damage.

Mirror Possession (recharge 5-6): *Melee Spell Attack:* +7 to hit, reach 5 ft, one creature whose thoughts the mirror fiend is reading. *Hit:* 18 (4d8) psychic damage, and the target must make a Charisma saving throw (DC 14) or exchange its soul with the mirror fiend. Effectively, the mirror fiend possesses the target, and the target possesses the mirror fiend. The mirror fiend and the target retain their alignment, Intelligence, Wisdom and Charisma scores, but uses otherwise the other's statistics. The target and the mirror fiend can't use each other's class features or special abilities.

The transfer remains effective until the mirror fiend is expelled from the target's body, for example with a *dispel evil and good* spell, or by taking an action to end the effect. If the target's body takes at least 15 points of damage in a single attack, the target can make a new saving throw to end the effect.

Illusory Appearance: The mirror fiend covers itself and anything it is wearing or carrying with an illusion that makes it look like a humanoid it can see within 90 ft. The illusion ends if the mirror fiend takes a bonus action to end it or if it dies.

The changes wrought by this effect fail to hold up to physical inspection. A creature can also take an action to visually inspect the illusion and succeed on an Intelligence (Investigation) check (DC 14) to discern that the mirror fiend is disguised.

Mirror Walk (short rest): The mirror fiend touches a mirror, and teleports without error to any other mirror it is aware of within 10 miles, and on the same plane of existence. It can't use this ability while possessing another creature.

Read Thoughts: The mirror fiend magically reads the surface thoughts of one creature within 30 ft of it. The effect can penetrate barriers, but 3 ft of wood or dirt, 2 ft of stone, 2 inches of metal, or a thin layer of lead blocks it. While the target is in range, the mirror fiend can continue reading its thoughts, as long as its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the mirror fiend has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation and Persuasion) checks against the target.

Mountain Nautilus

Source: Strange Lands
Large aberration, unaligned
Armor Class: 15 (natural armor)
Hit Points: 71 (11d10+11)
Speed: 15 ft, climb 15 ft, swim 15 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	13 (+1)	12 (+1)	14 (+2)	15 (+2)

Skills: Athletics +8, Perception +5
Damage Immunities: two among acid, cold, fire, lightning, poison, thunder
Senses: darkvision 60 ft, tremorsense 60 ft, passive Perception score 15
Languages: understands Draconic but can't speak
Challenge: 5 (1,800 XP)

Divination Resistance: Creatures who attempt to cast a divination spell against the mountain nautilus must succeed a magic attack roll against a DC 13. On a failed roll, the spell fails.

Corrosive Saliva: At the start of each of the mountain nautilus' turn, a creature grappled by its Bite attack automatically takes 10 (3d6) acid damage.

Actions

Multiattack: The mountain nautilus makes two melee attacks.

Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) piercing damage, and the target is grappled (escape DC 16). The grapple ends if the mountain nautilus attacks another creature.

Pseudopod: *Melee Weapon Attack:* +8 to hit, reach 20 ft, one target. *Hit:* 9 (1d8+5) bludgeoning damage, and the target is grappled (escape DC 16). The mountain nautilus can only grapple up to two creatures at a time.

Reel: The mountain nautilus pulls each creature grappled by it up to 20 ft straight towards it.

Retract: The mountain nautilus retracts in its shell. While retracted, it can't make Bite attacks and its Pseudopod attacks have a reach of 5 ft only. However, its AC increases by +2. The mountain nautilus can take a bonus action on any of its subsequent turns to restore itself.

Mummy, Sand

Source: Creature Collection 2
Medium undead, lawful evil
Armor Class: 13 (natural armor)
Hit Points: 67 (7d8+35)
Speed: 20 ft, burrow 5 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	6 (-2)	14 (+2)	15 (+2)

Damage Vulnerabilities: fire
Damage Resistances: bludgeoning, piercing and slashing
Damage Immunities: necrotic, poison
Condition Immunities: charmed, exhaustion, paralyzed, poisoned
Senses: darkvision 60 ft, passive Perception score 12
Languages: understands the languages it knew in life but can't speak
Challenge: 5 (1,800 XP)

Desert Corruption: Spells that create, control, preserve, purify or change water and food can't work within 120 ft of the sand mummy. Water evaporates and food dries after one hour within 120 ft of the sand mummy, or after 7 days within 1 mile.

Actions

Multiattack: The mummy can use its Dreadful Glare and then make a Dehydrating Touch attack.

Dehydrating Touch: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 11 (2d6+4) bludgeoning damage plus 14 (4d6) necrotic damage. The target must make a Constitution check (DC 16) or be dehydrated until it drinks at least 1 gallon of water. If the target was already dehydrated, it suffers one level of exhaustion instead.

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 Wisdom saving throw (DC 13) against this magic effect 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.

Sand Escape (recharge 6): The sand mummy transforms into a cloud of sand and flies by 60 ft. During this movement, it can squeeze through any opening large enough for a sand grain, and can move through openings wider than 1 inch without squeezing. It can also move through spaces occupied by creatures, in which case the creature must make a Dexterity saving throw (DC 15) or be blinded until the end of its next turn (action ends).

Mummy, Spiderweb

Source: Creature Collection 3
Medium undead, lawful evil
Armor Class: 13 (natural armor)
Hit Points: 95 (10d8+50)
Speed: 20 ft, burrow 5 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	8 (-1)	14 (+2)	15 (+2)

Damage Vulnerabilities: fire
Damage Resistances: bludgeoning, piercing and slashing
Damage Immunities: necrotic, poison
Condition Immunities: charmed, exhaustion, paralyzed, poisoned
Senses: blindsight 30 ft, darkvision 60 ft, passive Perception score 12
Languages: understands the languages it knew in life but can't speak, telepathy 120 ft (with spiders only)
Challenge: 6 (2,300 XP)

Spider Climb: The mummy can climb difficult surfaces, including upside down on ceiling, without requiring an ability check.

Web Walker: The mummy ignores movement restriction caused by webbing.

Actions

Multiattack: The mummy can use its Dreadful Glare and then make a Touch of Lassitude attack.

Touch of Lassitude: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) bludgeoning damage plus 14 (4d6) poison damage. The target must make a Constitution check (DC 16) or be restrained for 1 minute (save ends). If it was already restrained, it becomes poisoned instead.

Web (recharge 5-6): *Ranged Weapon Attack:* +5 to hit, range 20/40 ft, one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a Strength check (DC 13), 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).

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 Wisdom saving throw (DC 13) against this magic effect 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.

Spider Charm: The mummy charms one spider beast it can see within 30 ft for 24 hours, unless the target succeeds a Wisdom saving throw (DC 13). The target becomes controlled by the mummy, and if the spider is within the telepathy range of the mummy, the mummy can spend a bonus action to choose the action the spider takes on its next turn. The mummy can only control one creature at a time.

Naga, Bloodmist

Source: Creature Collection 3
Large monstrosity, lawful evil
Armor Class: 15 (deflection)
Hit Points: 102 (12d10+36)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	14 (+2)	16 (+3)	17 (+3)

Saving Throws: Dex +6, Con +7, Wis +7, Cha +7
Damage Resistances: acid, psychic
Damage Immunities: poison
Condition Immunities: charmed, poisoned
Senses: darkvision 60 ft, passive Perception score 9
Languages: Dark Speech and one common language
Challenge: 7 (2,900 XP)

Bloodmist: The bloodmist naga is surrounded by a 10-foot-radius of a thin cloud of blood. The area is lightly obscured. The bloodmist naga can target with its Coils of Blood attack any creature within a bloodmist, either its own or one generated by a creature hit with its Bite attack.

Incorporeal Movement: The naga 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.

Solidify Blood: As a bonus action, the naga can gain some physical substance. Until the start of its next turn, its weapon attacks deal piercing damage instead of poison, and it can't use its incorporeal movement trait.

Spellcasting: The naga is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It only needs verbal components to cast its spells. It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, dancing lights, mage hand, minor illusion, true strike*
 1st level (4 slots): *ray of sickness, shield, witch bolt*
 2nd level (3 slots): *blur, misty step*
 3rd level (3 slots): *hypnotic pattern, protection from energy*
 4th level (2 slots): *blight, confusion*

Actions

Multiattack: The bloodmist naga makes two Coils of Blood attacks.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 11 (2d10) poison damage, and the target must make a Constitution saving throw (DC 15). If it fails, the target emits a bloodmist (see above) for the next 1 minute (healing ends).

Coils of Blood: *Melee Spell Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 11 (2d10) poison damage, and the target must make an Intelligence saving throw (DC 15) or be restrained as long as it is within the bloodmist. At the start of the naga's next turn, the target suffers 11 (2d10) psychic damage if it is still restrained.

Naga, Crown

Source: Creature Collection 2
Large monstrosity, neutral evil
Armor Class: 14 (natural armor)
Hit Points: 76 (8d10+32)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	18 (+4)	12 (+1)	16 (+3)

Saving Throws: Dex +5, Con +7, Wis +4, Cha +7
Damage Immunities: poison
Condition Immunities: charmed, poisoned
Senses: darkvision 60 ft, passive Perception score 9
Languages: Dark Speech and one common language
Challenge: 4 (1,100 XP)

Two Heads: The naga has advantage on Wisdom (Perception) checks and on all saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Spellcasting: The naga is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It only needs verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *blade ward, mage hand, minor illusion, poison spray*
 1st level (4 slots): *chromatic orb, grease, sleep*
 2nd level (3 slots): *crown of madness, Melf's acid arrow*
 3rd level (2 slots): *fear*

Actions

Multiattack: The crown naga can make two Bite attacks, or one Bite attack and cast one spell.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 11 (2d6+4) piercing damage, and the target must make a Constitution saving throw (DC 14) or be poisoned for 1 minute. While poisoned, the target has disadvantage on all saving throws against the crown naga spells.

Tense Body: The crown naga becomes petrified until it loses concentration or takes a bonus action to end the effect. While petrified, it gains a +2 bonus to AC and gains resistance against bludgeoning, piercing and slashing damage from nonmagical attacks. The crown naga can end this effect as a bonus action at the start of each of its turn. A young crown naga that uses this action can be considered as an arrow or a javelin.

Na'heem

Source: Strange Lands
Medium undead, lawful evil
Armor Class: 16
Hit Points: 152 (16d8+80)
Speed: 60 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	12 (+1)	22 (+6)	15 (+2)

Saving Throws: Dex +9, Wis +10
Skills: Acrobatics +9, Athletics +8, Insight +10, Religion +5, Stealth +9
Damage Resistances: cold, fire; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: necrotic, poison
Condition Immunities: charmed
Senses: darkvision 60 ft, passive Perception score 16
Languages: understands the languages it knew in life but can't speak, Infernal
Challenge: 12 (8,400 XP)

Infernal Discipline: The na'heem has advantage on all saving throws against being frightened, except against divine effects, in which case it has disadvantage.

Infernal Perfection: When the na'heem succeeds a Dexterity saving throw, it takes no damage from that effect instead of half damage. The na'heem doesn't take damage from falls, and always land on its feet.

Magic Weapons: The na'heem weapon attacks are magical.

Actions

Multiattack: The na'heem makes three Punch attacks.

Punch: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 15 (3d6+5) bludgeoning damage. The na'heem can choose to deal piercing or slashing damage instead.

Ki Projection (recharge 5-6): *Ranged Spell Attack:* +10 to hit, range 60 ft, one target. *Hit:* 33 (6d10) force damage and the target must make a Constitution saving throw (DC 16) or be stunned until the end of its next turn.

Ki Burst (recharge 5-6): All creatures within 20 ft of the na'heem must make a Strength saving throw (DC 16). On a failed save, the target takes 16 (3d10) force damage and is pushed back 20 ft, and knocked prone. On a successful save, the target only takes half damage.

Legendary Actions

Detect: The na'heem makes a Wisdom (Perception) check.

Punch: The na'heem makes one Punch attack.

Ki Thrust (costs 2 actions): The na'heem flies by 30 ft. It can move through objects and creatures during this movement, but must end in an empty space. If the na'heem is still in the air at the end of its movement, it starts falling at the end of its next turn.

Narleth

Source: Creature Collection
Large monstrosity, chaotic evil
Armor Class: 15 (natural armor)
Hit Points: 105 (10d10+50)
Speed: 60 ft, climb 60 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	20 (+5)	6 (-2)	5 (-3)	3 (-4)

Saving Throws: Str +5, Dex +6, Wis +0
Skills: Stealth +6
Damage Resistances: acid, psychic
Damage Immunities: poison
Senses: passive Perception score 7
Languages: understands Elvish but can't speak
Challenge: 5 (1,800 XP)

Arachnid Mind: The narleth has advantage on all saving throws against being charmed or frightened, except against effects that specifically target arachnid creatures.

Web Walker: The narleth ignores movement restriction caused by webbing.

Actions

Multiattack: The narleth makes one Bite and four Claw attacks. Alternatively, it can make one Web and two Claw attacks.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) piercing damage plus 7 (2d6) acid damage. At the start of the narleth's next turn, the target must make a Constitution saving throw (DC 16) or suffer 14 (4d6) acid damage, and any armor it is wearing has a -1 penalty to AC until it is repaired (this doesn't affect natural armor, or armor bonus granted by spells and other magical effects).

Claw: *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 4 (1d6+2) slashing damage.

Web (recharge 5-6): *Ranged Weapon Attack:* +6 to hit, range 60/120, one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a Strength check (DC 16), 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).

Night-Touched, Hound

Source: Creature Collection 2

Medium undead (night-touched), chaotic evil

Armor Class: 13

Hit Points: 52 (8d8+16)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	13 (+1)

Skills: Perception +3, Stealth +6, Survival +6

Damage Resistances: acid, cold, fire; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: poison, necrotic

Condition Immunities: poisoned

Senses: darkvision 120 ft, passive Perception score 12

Languages: telepathy 50 ft

Challenge: 2 (400 XP)

Bloodtracker: Once the night-touched has tasted the blood of a creature (typically, by dealing it damage with a Bite attack), it automatically senses its location within 50 miles, and its movement speed increases to 80 ft when moving toward its target. The night-touched can only track one creature at a time with this ability.

Demon's Blood: The night-touched is also considered as a fiend for all effects that specifically affects fiends.

Keen Senses: The night-touched has advantage on all Wisdom (Perception) Wisdom (Survival) checks based on smell.

Light Sensitivity: The night-touched has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or anything it is trying to perceive is in an area of bright light.

Night-touched Aura: Living creatures who start their turn within 20 ft of the night-touched must make a Constitution saving throw (DC 12) or take 5 (1d10) necrotic damage. Plants take maximum damage. Unanimated plants in the area wither and die after 1 minute of exposure, and food becomes improper for consumption after the same time. A creature becomes immune to this ability for 24 hours after three successful saves.

Improved Darkvision: Magical darkness doesn't impede the night-touched's darkvision.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+3) piercing damage.

Ooze, Crimson

Source: Creature Collection 3

Small ooze, unaligned

Armor Class: 7

Hit Points: 90 (12d6+48)

Speed: 10 ft, climb 10 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	19 (+4)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances: acid, psychic

Damage Immunities: necrotic, poison

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, poisoned, prone, restrained

Senses: blindsight 60 ft ft (blind beyond that radius), passive Perception score 6

Languages: -

Challenge: 4 (1,100 XP)

Amorphous: The crimson ooze can climb any surface (including the ceiling) and move through any space as narrow as 1 inch wide without squeezing.

Disease Carrier: The crimson ooze is immune to the effects of all diseases. However, it is still infected by any disease it comes in contact with, and can transmit it normally.

Crimson Plague: When a humanoid or giant is killed by the crimson ooze, its body becomes infected by the crimson plague disease.

Crimson Sense: The crimson ooze can detect creatures carrying disease up to 1 mile away. It has advantage on all attack rolls against such creatures, and deals 10 (3d6) additional necrotic damage with each attack.

Spider Climb: The crimson ooze can climb difficult surfaces, including upside down on ceiling, without requiring an ability check.

Actions

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 15 (3d6+5) bludgeoning damage and the target must make a Constitution saving throw (DC 14) or be infected by the crimson plague disease. On a critical hit, the target also takes one level of exhaustion on a failed save.

Crimson Feast: *Melee Weapon Attack:* +5 to hit, reach 10 ft, one creature below half its maximum hit points. *Hit:* 10 (3d6) necrotic damage, and the target has disadvantage on all saving throws against disease for the next 24 hours.

Crimson Plague

A beast, giant, or humanoid hit by a crimson ooze or exposed to a corpse of a creature who died of crimson ooze must make a Constitution saving throw (DC 14) or become infected itself.

Symptoms appear after 1d6 days, and include fever, fatigue, and blood in the stools. The creature suffers from one level of exhaustion, and regains no hit points from the first Hit Dice it spends at each short rest. The creature doesn't recover hit points at the end of a long rest.

At the end of each long rest, the creature must make a new Constitution saving throw (DC 14) or suffer another level of exhaustion. On a successful save, the creature regains a level of exhaustion. The creature is healed if it recovers from all levels of exhaustion.

If a creature dies because of this disease, its body turns into a pool of blood in 1d6 days. When this transformation happens, there is a chance that a new crimson ooze is created, depending on the creature size:

- Small or smaller: 25% chance
- Medium: 50% chance
- Large: 100% chance
- Huge or larger: one crimson ooze, plus 50% chance of a second one

Ooze, Undead

Source: Creature Collection

Huge ooze, chaotic evil

Armor Class: 6

Hit Points: 92 (8d12+40)

Speed: 20 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	3 (-4)	21 (+5)	1 (-5)	3 (-4)	1 (-5)

Saving Throws: Con +8

Damage Vulnerabilities: radiant

Damage Immunities: cold, necrotic

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

Senses: blindsight 60 ft ft (blind beyond that radius), passive Perception score 6

Languages: -

Challenge: 3 (700 XP)

Amorphous: The undead ooze can climb any surface (including the ceiling) and move through any space as narrow as 1 foot wide without squeezing. When it does so, all engulfed creatures are freed.

Actions

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 7 (2d6) cold damage plus 7 (2d6) necrotic damage, and the target is grappled (escape DC 14). The undead ooze can grapple up to 3 creatures at a time.

Engulf: The undead ooze can try to engulf a Large or smaller creature it is grappling. The target must make a Strength saving throw (DC 14) or be engulfed. While engulfed, the target can't breathe, is restrained and blinded, but has cover against all attacks from outside the undead ooze. At the start of each of the the undead ooze's turns, the creature takes 14 (4d6) cold damage plus 14 (4d6) necrotic damage. When the undead ooze moves, any engulfed creature moves along with it.

An engulfed creature or any ally within 5 ft of the undead ooze can take its action to make a Strength check to escape (DC 14 (4d6) cold damage plus 14 (4d6) necrotic). In case of success, the target enters an unoccupied space within 5 ft of the undead ooze. When the undead ooze dies, the damage ends, and the target can escape by spending 10 ft of movement.

The undead ooze can engulf up to six creatures at a time.

Expel Skeleton (short rest): The undead ooze expels 1d6 skeletons from itself. They appear in an unoccupied space within 10 ft of the ooze.

Orafaun

Source: Creature Collection

Large fey, neutral good

Armor Class: 16 (deflection)

Hit Points: 75 (10d8+30)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	17 (+3)	19 (+4)	18 (+4)

Saving Throws: Con +6, Wis +7

Skills: Insight +7

Damage Resistances: necrotic, psychic

Damage Immunities: poison

Condition Immunities: charmed, frightened, paralyzed, poisoned, unconscious

Senses: truesight 60 ft, passive Perception score 10

Languages: Orafaun

Challenge: 6 (2,300 XP)

Charge: If the orafaun moves at least 20 ft straight toward a target and then hits it with a Horns attack, the attack deals 7 (2d6) additional damage.

Dreaming Presence: Any creature able to sleep has disadvantage on attack rolls and saving throws against the orafaun. The orafaun has advantage on all attack rolls against creatures unable to sleep.

Innate Spellcasting: The orafaun innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will: *phantasmal killer*

3/day: *blur*, *charm person*, *hypnotic pattern*, *major image*

1/day: *heroes' feast*

Actions

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

Sleep: One creature within 60 ft must make a Wisdom saving throw (DC 15) or fall asleep for 8 hours. The target may wake earlier if it is attacked, or if an ally takes one action to wake it up. If the target submits willingly to the spell, and sleeps for 8 hours uninterrupted, it is healed of any exhaustion level, curse and diseases it had, in addition to gaining the benefits of a long rest.

Reactions

Hyponotic Sight (recharge 5-6): When the orafaun is attacked by a creature within 30 ft, and the orafaun and the creature can see each other, the creature must make a Wisdom saving throw (DC 15). If it fails, the attack fails, and the creature is charmed and restrained for 1 minute. The effect ends if the creature is attacked. An ally can spend an action to shake the target up, which grants it a new saving throw to end the effect.

Ossseus Callabra

Source: Hollowfaust
Large construct, unaligned
Armor Class: 14
Hit Points: 75 (10d10+20)
Speed: 30 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	6 (-2)	10 (+0)	1 (-5)

Saving Throws: Int +0
Skills: Perception +2
Damage Resistances: cold, lightning, necrotic
Damage Immunities: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 12
Languages: understands the languages of its creator but can't speak
Challenge: 4 (1,100 XP)
Keen Senses: The osseus callabra has advantage on all Wisdom (Perception) checks based on sight.
Magic Weapons: The osseus callabra weapon attacks are magical.
Signature Engine: The osseus callabra deals double damage against objects and structures.

Actions

Multiattack: The osseus callabra makes one Bone Javelin and two Claw attacks. Alternatively, it can make three Bone Javelin attacks.
Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) slashing damage.
Bone Javelin: *Ranged Weapon Attack:* +6 to hit, range 100/400 ft, one target. *Hit:* 11 (2d6+4) piercing damage.
Targeting System (recharge 5-6): *Ranged Weapon Attack:* +6 to hit, range 200/800 ft, one target. *Hit:* 18 (4d6+4) piercing damage and 14 (4d6) necrotic damage. If the attack fails, the osseus callabra can retry the attack against another creature within 10 feet of the projectile's path. If that attack also fails, it can retry against a third creature. The osseus callabra has disadvantage on the third attack roll. The three attacks must be made against different creatures.

Overseer

Source: Creature Collection 3
Medium monstrosity, lawful evil
Armor Class: 13 (natural attack)
Hit Points: 67 (9d8+27)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	14 (+2)

Skills: Insight +8, Perception +5, Stealth +4, Survival +5
Senses: darkvision 60 ft, passive Perception score 15
Languages: understands Charduni but can't speak
Challenge: 2 (400 XP)
Keen Senses: The overseer has advantage on all Wisdom (Perception) checks based on hearing and smell.
Read Intents: Once per turn, the overseer can gain advantage on an attack roll or a contested ability check, provided it has read the target's mind in the past 1 minute.

Actions

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 5 ft piercing damage and the target must make a Strength saving throw (DC 13 (2d8+4)) or fall prone.
 15

Read Thoughts: The overseer magically reads the surface thoughts of one creature within 30 ft of it. The effect can penetrate barriers, but 3 ft of wood or dirt, 2 ft of stone, 2 inches of metal, or a thin layer of lead blocks it. While the target is in range, the overseer can continue reading its thoughts, as long as its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the overseer has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation and Persuasion) checks against the target.

Reactions

Uncanny Dodge: When the overseer is attacked and it can either see its attacker or has read its thoughts within the past 1 minute, the damage is reduced by half.

Pain Doll

Source: Creature Collection 3
Medium undead, unaligned
Armor Class: 13 (natural armor)
Hit Points: 37 (5d8+15)
Speed: 30 ft

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

Damage Resistances: cold, lightning, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons

Damage Immunities: necrotic, poison

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

Senses: darkvision 60 ft, passive Perception score 10

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

Challenge: 1 (200 XP)

Pain Aura: When a creature starts its turn within 20 ft of the pain doll, it must make a Constitution saving throw (DC 13). On a failed save, the target suffers one level of exhaustion. This level of exhaustion is removed if the creature regains hit points or temporary hit points. Once a creature has made a saving throw against this ability (successful or not), it can't be affected again for the next 24 hours.

Spines: At the start of each of its turn, the pain doll deals 3 (1d6) piercing damage to any creature grappling it.

Actions

Multiattack: The pain doll makes two Claw attacks.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 4 (1d6+2) slashing damage. If the pain doll scores a critical hit, it gains 7 (2d6) temporary hit points.

Parargon Crocodile

Source: Creature Collection
Huge monstrosity, neutral good
Armor Class: 15 (natural armor)
Hit Points: 121 (10d12+56)
Speed: 30 ft, swim 60 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	24 (+7)	14 (+2)	23 (+6)	17 (+3)

Damage Resistances: poison, radiant; bludgeoning, piercing and slashing damage from nonmagical attacks

Senses: passive Perception score 16

Languages: understands Asheraki and Celestials but can't speak, telepathy 100 ft

Challenge: 6 (2,300 XP)

Hold Breath: The parargon crocodile can hold its breath for 1 hour.

Magic Resistance: The parargon crocodile has advantage on all saving throws against spells and magical effects.

Actions

Multiattack: The parargon crocodile makes one Bite and one Tail attacks.

Bite: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 14 (2d8+5) piercing damage, and the target is grappled (escape DC 17). A grappled creature takes 10 psychic damage at the start of each of the crocodile parargon's turn, unless it makes a Wisdom saving throw (DC 18). If the parargon crocodile brings a grappled creature underwater, it must make a Dexterity saving throw (DC 13) or immediately start suffocating. The parargon crocodile can only grapple one creature. The grapple ends if it makes a Bite attack against another creature or uses its Healing Hiss action.

Tail: *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Healing Hiss (recharge 6): The parargon crocodile heals one ally within 5 ft by 22 (5d8) hit points.

Seal of Protection (recharge 5-6): All allies within 30 ft gains a +2 bonus to AC for 1 minute (maximum 17). Furthermore, enemies in the area must make a Wisdom saving throw (DC 18) or suffer disadvantage on all saving throws and magic attack rolls for 1 minute, and any creature has advantage on all saving throws against spells and magical effects created by the target. The effect ends earlier if the parargon crocodile stops concentrating.

Pestilite

Source: Creature Collection 2

Small humanoid, lawful evil

Armor Class: 14 (natural armor)

Hit Points: 52 (8d6+24)

Speed: 20 ft, climb 20 ft, fly 45 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws: Con +5, Wis +4

Damage Resistances: thunder

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 10

Languages: Dark Speech, telepathy 30 miles (only with other pestilites)

Challenge: 1 (200 XP)

Hive Mind: The pestilite can't be surprised and has advantage on all saving throws against being charmed or frightened. It retains these benefits as long as it is in telepathic contact with another pestilite who isn't surprised or incapacitated.

Pack Tactics: The pestilite has advantage on attack rolls against a creature if at least one of the pestilite allies is within 5 ft of that creature and is not incapacitated.

Actions

Multiattack: The pestilite makes four Claw attacks.

Bite: *Melee Weapon Attack:* +1 to hit, reach 5 ft, one target. *Hit:* 3 (1d6) piercing damage and 7 (2d6) poison damage, and the target must make a Constitution saving throw (DC 13) or be infected with the pestilite fever disease.

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

Cadence (recharge 5-6): All creatures within 30 ft of the pestilite must make a Wisdom saving throw (DC 13) or be deafened and incapacitated until the end of its next turn. If the target was already affected by the Cadence of another pestilite, it takes 5 (1d10) thunder damage instead. When the pestilite uses its cadence, it can't fly until the start of its next turn.

Pestilite Fever

This disease is transmitted to beasts and humanoids by bites and attacks from the dreaded pestilites. It takes 1d6+6 hours for the symptoms to manifest, at which point the internal organs of the infected creature turn cancerous one after the other. The creature's skin becomes covered with pus-filled boils until it is healed. The creature suffers a -1 penalty to all Charisma and Constitution-based checks (including attack rolls and saving throws) except for Charisma (Intimidation) checks. Other creatures have advantage on all saving throws against being charmed by a creature infected by the pestilite fever.

At the end of each long rest, the creature must succeed a Constitution saving throw (DC 13). If it fails, the penalty increases by -1, and the creature suffers one level of exhaustion. On a success, the penalty diminishes by +1, and the creature maximum hit points increases by 20 (up to its usual value). The creature is healed if the penalty returns to 0. The creature dies if the penalty reaches 5 + its Constitution modifier.

Plague Gator

Source: Creature Collection

Large undead, neutral evil

Armor Class: 15 (natural armor)

Hit Points: 105 (10d10+50)

Speed: 20 ft, swim 40 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	2 (-4)	10 (+0)	1 (-5)

Damage Immunities: poison, necrotic

Condition Immunities: exhaustion, paralyzed, poisoned

Senses: blindsight 60 ft, tremorsense 120 ft, passive Perception score 10

Languages: -

Challenge: 3 (700 XP)

Flying Filth: Creature that make attacks of opportunity against the plague gator must make a Constitution saving throw (DC 15) or take 10 (3d6) poison damage.

Hold Breath: The plague gator can hold its breath for 1 hour.

Actions

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 9 (1d8+5) piercing damage and the target is grappled (escape DC 15). If the plague gator brings a grappled creature underwater, it must make a Dexterity saving throw (DC 10) or immediately start suffocating. While grappled, the plague gator can make a Bite attack against the target as a bonus action at the start of each of its turn. The grapple ends if the plague gator attacks another creature with its Bite.

Tail: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 14 (2d8+5) bludgeoning damage and the target must make a Strength saving throw (DC 15) or be knocked prone. If the plague gator is grappling a creature, it can't make a Tail attack against a creature within 5 ft of the creature it is grappling.

Steam of Filth: recharge 5-6

All creatures in a 60-ft line in front of the plague gator must make a Constitution saving throw (DC 15) or take 10 (3d6) poison damage plus 10 (3d6) necrotic damage, or half as much on a successful save. A creature grappled by the plague gator has disadvantage on its saving throw against this effect.

Preychaser

Source: Creature Collection 2

Medium monstrosity, chaotic neutral

Armor Class: 15 (natural armor)

Hit Points: 49 (9d8+9)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	5 (-3)	10 (+0)	9 (-1)

Skills: Perception +2, Survival +4

Condition Immunities: frightened

Senses: darkvision 120 ft, passive Perception score 12

Languages: -

Challenge: 2 (400 XP)

Keen Senses: The preychaser has advantage on all Wisdom (Perception) checks based on sight.

Pack Tactics: The preychaser has advantage on attack rolls against a creature if at least one of the preychaser allies is within 5 ft of that creature and is not incapacitated.

Actions

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) piercing damage, and the target must make a Strength saving throw (DC 11) or fall prone. The preychaser always deals maximum damage (10) to creatures frightened by it or one of its allies within 30 ft, provided the preychaser can see that ally and that ally isn't incapacitated.

Howl (recharge 5-6): Every creature within 30 ft of the preychaser and that can hear the preychaser howl must make a Charisma saving throw (DC 11) or be frightened for 1 minute (save ends). While frightened, the target can't take reactions, and must use its first action to Dash away from the preychaser.

Reactions

Chase Prey (recharge 5-6): When a creature frightened by the preychaser moves away from it, the preychaser can move up to 50 ft in its direction.

Pyre

Source: Creature Collection

Medium elemental, chaotic neutral

Armor Class: 14

Hit Points: 67 (9d8+27)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	16 (+3)	14 (+2)	10 (+0)	4 (-3)

Damage Vulnerabilities: cold

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

Damage Immunities: fire, poison

Senses: darkvision 60 ft, passive Perception score 10

Languages: understands Ignan but can't speak

Challenge: 5 (1,800 XP)

Ignite: As a bonus action, the pyre can deal 9 (2d8) fire damage to a creature or object within 5 ft. The target can make a Dexterity saving throw (DC 14) to negate the damage. The target has disadvantage on the saving throw if it is in the same space as the pyre. Flammable objects targeted with this ability catch fire.

Incorporeal Movement: The pyre 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

Multiattack: The pyre makes two Slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) bludgeoning damage plus 4 (1d8) fire damage.

Engulf (recharge 5-6): *Melee Spell Attack:* +7 to hit, reach 5 ft, one target. *Hit:* The pyro moves into the space of the target, and target is grappled (escape DC 13). While grappled, the target takes 18 (4d8) fire damage at the start of the pyre's turn, but the pyre takes damage from its incorporeal movement. The pyre can't use this ability or make Slam attacks until the grapple ends.

Quicksilver Stalker

Source: Creature Collection 2
Medium aberration, chaotic evil
Armor Class: 15
Hit Points: 90 (12d8+36)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	10 (+0)	10 (+0)	6 (-2)

Saving Throws: Con +6, Int +3
Skills: Stealth +8, Survival +3
Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks
Senses: blindsight 120 ft ft (blind beyond that radius), passive Perception score 10
Languages: -
Challenge: 4 (1,100 XP)

Quicksilver Alacrity: The quicksilver stalker has advantage on all checks to escape a grapple, as well as on all saving throws against being paralyzed, petrified, prone or restrained. Opponents have disadvantage on opportunity attack rolls against the quicksilver stalker.

Quicksilver Poison: The quicksilver stalker attacks deal 7 (2d6) additional damage against poisoned creatures.

Actions

Multiattack: The quicksilver stalker makes two Claw attacks.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+3) slashing damage, and the target must make a Constitution saving throw (DC 14) or be poisoned for 1 minute (healing or save ends).

Invisibility (recharge 5-6): The quicksilver stalker magically turns invisible until it attacks, casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the quicksilver stalker wears or carries is invisible with it.

Razor Eel

Source: Strange Lands
Large monstrosity, chaotic evil
Armor Class: 13
Hit Points: 97 (13d10+26)
Speed: swim 20 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Skills: Athletics +6
Senses: darkvision 60 ft, passive Perception score 11
Languages: -
Challenge: 3 (700 XP)

Grappler: The razor eel has advantage on attack rolls against creatures grappled by it.

Magic Weapons: The razor eel weapon attacks are magical.

Siege Engine: The razor eel deals double damage against objects and structures.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 13 (2d8+4) piercing damage, and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the razor eel can't use that attack against another creature.

Dorsal Fin: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 15 (2d10+4) slashing damage. This attack deals maximum damage (24) against objects or grappled creatures.

Razor Leaf

Source: Creature Collection 3
Small monstrosity, unaligned
Armor Class: 15 (natural armor)
Hit Points: 14 (4d6)
Speed: 20 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	10 (+0)

Skills: Perception +3, Stealth +5
Senses: darkvision 60 ft, passive Perception score 13
Languages: -
Challenge: 1 (200 XP)

Camouflage: The razor leaf has advantage on Dexterity (Stealth) checks made to hide in forest environments.

Pounce: If the razor leaf moves at least 20 ft straight toward a creature and then hits it with a Claw attack in the same turn, the creature must make a Strength saving throw (DC 11). On a failed save, it falls prone and the razor leaf can make a Bite attack against it as a bonus action.

Spines: At the start of each of its turn, the razor leaf deals 3 (1d6) piercing damage to any creature grappling it.

Actions

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

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

Burst of Speed (recharge 5-6): The razor leaf moves by 100 ft and then makes a Claw attack.

Razorfin Dolphin

Source: Creature Collection 2
Medium monstrosity, neutral evil
Armor Class: 14
Hit Points: 80 (12d8+24)
Speed: swim 80 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	4 (-3)	10 (+0)	12 (+1)

Saving Throws: Con +4
Skills: Perception +2
Senses: blindsight 120 ft, passive Perception score 12
Languages: -
Challenge: 2 (400 XP)

Siege Engine: The razorfin dolphin deals double damage against objects and structures.

Actions

Multiattack: The razorfin dolphin makes one Bite, one Fin and one Tail attacks.

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

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

Tail: *Melee Weapon Attack:* +4 to hit, reach 10 ft, one target. *Hit:* 7 (1d10+2) slashing damage.

Thunderwave (recharge 5-6): All creatures in a 30 ft cone in front of the razorfin dolphin must make a Constitution saving throw (DC 12) or take 10 (3d6) thunder damage, or half as much on a successful save.

Remembrance

Source: Creature Collection 3
Medium construct, chaotic good
Armor Class: 15
Hit Points: 67 (9d8+27)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	17 (+3)	16 (+3)	20 (+5)

Saving Throws: Int +7
Skills: History +7, Performance +9
Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Damage Immunities: poison, psychic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 13
Languages: Elvish
Challenge: 5 (1,800 XP)

Graceful: The remembrance has advantage on all Dexterity checks (not attack rolls or saving throws), and imposes disadvantage on opportunity attack rolls against it.

Keen Senses: The remembrance has advantage on all Wisdom (Perception) checks based on hearing.

Magic Resistance: The remembrance has advantage on all saving throws against spells and magical effects.

Magic Weapons: The remembrance weapon attacks are magical.

Actions

Multiattack: The remembrance makes two Longsword attacks.

Longsword: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 9 (1d8+5) slashing damage. On a critical hit, the target also takes 9 (2d8) psychic damage.

Hypnotize (recharge 5-6): The remembrance whirls its blade around in a graceful dance. All creatures within 20 ft of the remembrance and who can see it must make a Wisdom saving throw (DC 17) or be charmed and restrained for 1 minute. This effect ends if the remembrance or one of its allies attack the target.

Inspire (short rest): One ally within 30 ft and who can see the remembrance becomes inspired. While inspired, the target can't be frightened, and can add 1d6 to the result of a d20 roll it makes. Once this dice has been rolled, the inspiration ends.

Spectral Revenant

Source: Hollowfaust
Medium undead, neutral evil
Armor Class: 15 (deflection)
Hit Points: 95 (10d8+40)
Speed: 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws: Con +7, Wis +6, Cha +6
Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained
Senses: darkvision 60 ft, passive Perception score 12
Languages: understands the languages it knew in life but can't speak
Challenge: 7 (2,900 XP)

Incorporeal Movement: The revenant 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.

Rejuvenation: When the spectral revenant is destroyed, its soul lingers and reconstructs itself after 24 hours on the same plane of existence. It regains all hit points. Before the spectral revenant rejuvenates, a *wish* spell can be used to force the soul in its afterlife and not return.

Turn Immunity: The revenant is immune to effects that turn undead.

Vengeful Tracker: The revenant knows the distance to and direction of any creature which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack: The revenant makes two Slam attacks.

Slam: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 12 (2d8+3) necrotic damage. The attack deals 18 (4d8) additional psychic damage against a creature the revenant has sworn vengeance against.

Vengeful Glare: The revenant targets all creatures that can see it in a 30 feet cone in front of it. A creature affected by this effect must make a Wisdom saving throw (DC 15) or be frightened by the revenant for 1 minute (save ends). The creature the revenant has sworn vengeance against has disadvantage on all saving throws against that effect.

Reaction

Undying Revenge (recharge 6): When a creature within 30 ft uses a Necromancy spell or effect, the spectral revenant can swear revenge against this creature until the end of the encounter.

Risen

Source: Hollowfaust
Large construct, unaligned
Armor Class: 17 (natural armor)
Hit Points: 126 (12d10+60)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	1 (-5)	11 (+0)	1 (-5)

Damage Resistances: cold, fire, necrotic
Damage Immunities: lightning, poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands the languages of its creator but can't speak
Challenge: 10 (5,900 XP)

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

Enraged Mind: At the end of its turn, the risen rolls 1d20 provided it has made an attack or been attacked since the end of its previous turn. On a result of 1, it goes berserk. While berserk, the risen has advantage on all Strength checks (including attack rolls), and its melee attacks deal +4 damage. Furthermore, it can take a bonus action at each of its turn to make a single Slam or Great Axe attack. The risen considers all creatures its enemies while berserk, and must use its actions to attack the nearest creature. This state can only end if the risen is magically controlled and forced to lay still for at least 10 minutes.

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

Magic Resistance: The risen has advantage on all saving throws against spells and magical effects.

Magic Weapons: The risen weapon attacks are magical.

Actions

Multiattack: The risen makes two Slam or two Great Axe attacks.

Great Axe: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 19 (3d8+6) slashing damage.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Reactions

Retribution (recharge 6): When the risen suffers damage, it can make a Slam or Great Axe attack against the target. When the risen uses this reaction, it must roll its d20 check not to go berserk, whether the attack fails or not.

Sage Camel

Source: Creature Collection
Large monstrosity, lawful good
Armor Class: 14 (natural armor)
Hit Points: 94 (11d10+33)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	21 (+5)	20 (+5)	17 (+3)

Saving Throws: Int +9, Wis +9, Cha +7
Skills: Arcana +7, History +9, Insight +9, Perception +9
Condition Immunities: charmed, frightened
Senses: truesight 60 ft, passive Perception score 15
Languages: Asheraki, Celestial
Challenge: 2 (400 XP)
Desert Sage: The sage camel can't become lost in a desert environment. Furthermore, it always know the direction towards the nearest source of potable water.

Innate Spellcasting: The sage camel innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *comprehend languages*
 3/day: *hold monster, tongues*
 1/day: *divination, legend lore, locate creature, scrying*

Shared Wisdom: All creatures within 30 ft of the sage camel have advantage on all Intelligence (Investigation) checks against illusion effects.

Actions

Multiattack: The sage camel makes two Kick attacks.

Kick: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+2) bludgeoning damage and the target must succeed a Strength saving throw (DC 14) or be pushed back by 10 ft and knocked prone.

Spit: *Ranged Weapon Attack:* +4 to hit, range 30/60 ft, one target. *Hit:* 7 (2d6) acid damage and the target is blinded for 1 minute (action ends).

Skeleton, Masterwork

Source: Hollowfaust
Medium undead, neutral
Armor Class: 13 (armor scraps)
Hit Points: 45 (6d8+18)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	5 (-3)

Damage Resistances: piercing and slashing
Damage Immunities: poison
Condition Immunities: exhaustion, poisoned
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands the languages it knew in life but can't speak
Challenge: 2 (400 XP)

Actions

Multiattack: The skeleton makes two Longbow or two Longsword attacks.

Longbow: *Ranged Weapon Attack:* +4 to hit, range 80/320 ft, one target. *Hit:* 7 (1d8+3) piercing damage.

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

Reactions

Tactical Maneuver (recharge 6): When another skeleton attacks a creature adjacent to the masterwork skeleton, it can make a Longsword attack or take the Retreat action for free.

Skeleton, Superior

Source: Hollowfaust
Medium undead, neutral
Armor Class: 13 (armor scraps)
Hit Points: 26 (4d8+8)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities: bludgeoning
Damage Resistances: piercing and slashing
Damage Immunities: poison
Condition Immunities: exhaustion, poisoned
Senses: darkvision 60 ft, passive Perception score 10
Languages: understands the languages it knew in life but can't speak
Challenge: 1 (200 XP)

Actions

Multiattack: The skeleton makes two Shortbow or two Shortsword attacks.

Shortbow: *Ranged Weapon Attack:* +4 to hit, range 80/320 ft, one target. *Hit:* 6 (1d6+2) piercing damage.

Shortsword: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+2) slashing damage.

Slaracian, Beetle Builder Queen

Source: Echoes of the Past
Medium aberration, unaligned
Armor Class: 16 (natural armor)
Hit Points: 78 (12d8+24)
Speed: 10 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	9 (-1)	9 (-1)	15 (+2)

Saving Throws: Int +2, Wis +2, Cha +5
Skills: Perception +2
Damage Resistances: psychic
Senses: blindsight 60 ft, darkvision 60 ft, passive Perception score 12
Languages: telepathy 120 ft (1 mile with other builder beetles)
Challenge: 3 (700 XP)

Innate Spellcasting: The slaracian beetle builder queen innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following psionic spells, requiring no material components:

At will: *charm person*
 1/day: *dominate monster*

If the builder beetle queen casts *dominate monster* on a builder beetle swarm, the range of this power becomes equal to the range of the queen's telepathy, and the queen regains the ability to cast this spell after a short rest.

Psionic Proxy: Any creature controlling the builder beetle queen via a psionic ability may use the builder beetle queen's own psionic abilities against builder beetle swarms, even if the power used to control the queen doesn't normally allow it.

Resistance to Domination: The builder beetle queen has advantage on all saving throws against being charmed or frightened, as well as on Intelligence, Wisdom and Charisma saving throws against psionic abilities.

Actions

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 8 (2d6+1) piercing damage.

Mind Concussion (recharge 5-6): *Ranged Spell Attack:* +5 to hit, range 60 ft, one target. *Hit:* 21 (6d6) psychic damage and the target must make a Wisdom saving throw or be stunned until the end of its next turn.

Lair Actions

Call of the Queen (short rest): The builder beetle queen calls 1d4 builder beetle swarms. The swarms arrive one after another, each at the start of the queen's upcoming turn.

Direct Beetles: A builder beetle swarm in the queen's lair takes one action of the queen's choice, except the Multiattack action.

Merge Swarms (recharge 5-6): The queen merges two builder beetle swarms into one. Both swarms must be in the same space and be below half their maximum hit points. The newly-made swarm has hit points equal to the sum of the remaining hit points of both swarms.

Slaracian, Beetle Builder Swarm

Source: Echoes of the Past

Tiny swarm of Medium aberration, unaligned

Armor Class: 15 (natural armor)

Hit Points: 65 (10d10+10)

Speed: 40 ft, fly 20 ft, climb 20 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	12 (+1)	6 (-2)	6 (-2)	9 (-1)

Saving Throws: Con +4

Damage Resistances: fire, poison; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: radiant

Condition Immunities: blinded, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 60 ft, darkvision 60 ft, passive Perception score 8

Languages: telepathy 120 ft (only with other builder beetles)

Challenge: 5 (1,800 XP)

Attracted To Light: When the swarm is not in an area of bright light, it can Dash towards an area of bright light as a bonus action at the start of its turn.

Enslaved Mind: The swarm has disadvantage on all saving throws against being charmed. If the swarm is already controlled by a queen, the queen makes the saving throw against the charmed effect, and has advantage on that saving throw.

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

Bite: *Melee Weapon Attack:* +7 to hit, reach 0 ft, all creatures in the swarm space. *Hit:* 20 (3d10+4) piercing damage, or 10 (1d12+4) piercing damage if the swarm is below half its maximum hit points, and the target must make a Constitution saving throw (DC 12). If the target fails, it becomes restrained. As long as the target is restrained, it must make a new saving throw at the start of each of its turns. If it fails, the target takes 14 (4d6) acid damage and is petrified until the start of its next turn. The target only takes half damage on a successful save. The target or its allies can use their action to attempt to end the restrained condition by making a Strength (Athletics) check (DC 16). If the target stays restrained for more than 1 minute, it starts suffocating. If the target dies because of the acid damage, its body is destroyed.

Frightening Buzz (short rest): All creatures who can hear the swarm and within 60 ft must make a Wisdom (DC 16) saving throw. If it fails, the target is frightened by the swarm for 1 minute (save ends).

Slaracian, Horror

Source: Secrets of the Asaathi

Medium aberration, neutral evil

Armor Class: 15 (deflection)

Hit Points: 65 (10d8+20)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	18 (+4)	10 (+0)	17 (+3)

Saving Throws: Dex +4, Wis +4

Skills: Perception +4, Stealth +4

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons

Damage Immunities: cold, necrotic, poison, psychic

Condition Immunities: charmed, frightened, paralyzed, petrified

Senses: truesight 60 ft, passive Perception score 14

Languages: understands all common languages but can't speak

Challenge: 6 (2,300 XP)

Aura of Woe: A creature which starts its turn within 10 ft of the slaracian horror must make a Wisdom saving throw (DC 15) or become frightened by the slaracian horror until it is destroyed. The target can make a new saving throw at the start of each of its turns. On a success, this effect is suppressed for 1 round, but does not end. If the target succeeds three successful saving throws, the effect is suppressed until the target takes a short rest. If the target succeeds its initial saving throw, it becomes immune against this ability for 24 hours.

Scorn: When the horror succeeds an attack against a frightened creature, it takes an additional 14 (4d6) psychic damage.

Actions

Multiattack: The slaracian horror makes two Claw attacks.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+2) slashing damage and 14 (4d6) necrotic damage.

Anguish (recharge 6): All creatures within 30 ft of the slaracian horror must make a Wisdom saving throw (DC 14) or become frightened for 1 minute (save ends). If the target was already frightened, it also suffers disadvantage on all checks and saving throws for 1 minute (save ends).

Slaracian, Hound

Source: Echoes of the Past
Large monstrosity, neutral evil
Armor Class: 14 (natural armor)
Hit Points: 101 (12d10+36)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	4 (-3)	14 (+2)	10 (+0)

Saving Throws: Dex +4, Int +0, Wis +5
Skills: Perception +5, Stealth +4, Survival +5
Damage Resistances: psychic
Senses: darkvision 60 ft, passive Perception score 15
Languages: -
Challenge: 3 (700 XP)

Inexorable Track: Once a slaracian hound has made a successful Wisdom (Survival) check to track a creature, it automatically succeeds all subsequent Wisdom (Survival) checks against that creature for 1 week, or until the target moves through an area that impedes psionics or teleports.

Keen Senses: The slaracian hound has advantage on all Wisdom (Perception) checks based on hearing or smell.

Pack Link: The slaracian hound has an empathic link with all other slaracian hounds within 120 ft. A slaracian hound can't be surprised as long as another slaracian hound in that range isn't and isn't incapacitated. Furthermore, the slaracian hound has advantage on all attack rolls against creatures within 5 ft of another slaracian hound, provided that slaracian hound isn't incapacitated.

Actions

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) piercing damage, and the target must make a Wisdom saving throw (DC 13) and a Strength saving throw (DC 15). If the Wisdom saving throw fails, the target takes 10 (3d6) psychic damage and becomes unable to use psionic abilities for 1 minute (save ends). If the Strength saving throw fails, the target is knocked prone.

Bay (recharge 6): All creatures within 30 ft of the slaracian hound and who can hear the hound bay must make a Wisdom saving throw (DC 15) or be frightened for 1 minute. A creature that was already frightened by another slaracian hound or one of its allies takes 20 (6d6) thunder damage and becomes paralyzed until the start of its next turn.

Burst of Speed (recharge 5-6): The slaracian hound moves by 100 ft, ignoring difficult terrain. Furthermore, all attacks against it until the start of its next turn have disadvantage.

Reactions

Mental Fortitude (3/day): When the slaracian hound fails a Wisdom saving throw, it succeeds instead.

Slaracian, Snowbeast

Source: Echoes of the Past
Medium humanoid, unaligned
Armor Class: 16 (natural armor)
Hit Points: 133 (14d8+70)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	7 (-2)	6 (-2)	10 (+0)

Saving Throws: Wis +1
Skills: Survival +1
Damage Resistances: psychic
Damage Immunities: cold
Senses: darkvision 60 ft, passive Perception score 8
Languages: one common language
Challenge: 7 (2,900 XP)

Icy Fur: The slaracian snowbeast has advantage on all Strength (Athletics) and Dexterity (Stealth) checks made in a snowy or icy terrain.

Magic Resistance: The slaracian snowbeast has advantage on all saving throws against spells and magical effects except against fire effects.

Actions

Multiattack: The slaracian snowbeast makes two Claw attacks.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 12 (2d6+5) slashing damage and 7 (2d6) cold damage.

Icy Touch: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 9 (1d6+5) slashing damage and 14 (4d6) cold damage. The target must make a Constitution saving throw (DC 16) or become paralyzed until the end of its next turn, and a Wisdom saving throw (DC 16) or be unable to use psionic abilities until the end of its next turn.

Icy Restoration (recharge 5-6): The snowbeast heals itself or another snowbeast ally within 5 ft. The target regains 14 (4d6) hit points and negates one level of exhaustion.

Mind Freeze (recharge 6): All creatures within 20 ft of the snowbeast must make a Constitution saving throw (DC 16). If it fails, the target takes 10 (3d6) psychic damage, 10 (3d6) cold damage, and is stunned until the end of its next turn. If it succeeds, the target only takes half damage and is not stunned. Creatures with psionic abilities have disadvantage on their saving throws against this ability.

Storm Harvester

Source: Strange Lands

Huge aberration, unaligned

Armor Class: 12 (natural armor)

Hit Points: 195 (17d12+85)

Speed: 5 ft, burrow 10 ft, swim 10 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	20 (+5)	4 (-3)	9 (-1)	7 (-2)

Skills: Stealth +4

Condition Immunities: prone, restrained

Senses: darkvision 60 ft, tremorsense 60 ft, passive Perception score 9

Languages: -

Challenge: 6 (2,300 XP)

Amphibious: The storm harvester can breathe air and water.

Form Bog: If the storm harvester lies still for 1 hour, a 30-foot radius area around it transforms into a bog, thus becoming difficult terrain. The storm harvester sinks slightly below the surface of the water, obtaining an automatic 15 on its Dexterity (Stealth) check (for a total of 19). For each hour that passes beyond the first, the area increases by 10 ft, and the Dexterity (Stealth) check by 1, up to a maximum of 24.

Grappler: The storm harvester has advantage on attack rolls against creatures grappled by it.

Surprise Attack: If the storm harvester surprises a creature and hits with an attack during the first round of combat, the target takes 18 (4d8) extra damage from the attack.

Actions

Multiattack: The storm harvester makes one Bite and two Tendril attacks.

Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 21 (3d10+5) piercing damage.

Tendril: *Melee Weapon Attack:* +8 to hit, reach 20 ft, one target. *Hit:* 9 (1d8+5) bludgeoning damage, and the target is grappled (escape DC 17). Until the grapple ends, the target is restrained. The storm harvester can only grapple up to four creatures at a time.

Nauseating Wave (recharge 6): All creatures touching water within 60 ft of the storm harvester must make a Constitution saving throw (DC 16). On a failed save, the target becomes incapacitated for 1 minute, and takes all its actions to retch (save ends). While incapacitated, the target can't make saving throws or Strength (Athletics) checks to avoid being grappled or moved by the storm harvester.

Swamp Gobbler

Source: Creature Collection

Small monstrosity, chaotic neutral

Armor Class: 14 (natural armor)

Hit Points: 31 (7d6+7)

Speed: 40 ft, climb 30 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	7 (-2)	5 (-3)	4 (-3)

Skills: Acrobatics +4

Senses: passive Perception score 10

Languages: understands Halfling but can't speak

Challenge: 1 (200 XP)

Amphibious: The swamp gobbler can breathe air and water.

Pack Tactics: The swamp gobbler has advantage on attack rolls against a creature if at least one of the swamp gobbler allies is within 5 ft of that creature and is not incapacitated.

Rake: As a bonus action, the swamp gobbler can make one Claw attack against a prone creature.

Skirmisher: If the swamp gobbler ends its turn 30 ft away from where it started it (or more), it gains 5 temporary hit points.

Actions

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) slashing damage. If an ally of the swamp gobbler has attacked the same creature since the end of its previous turn, the target must make a Strength check (DC 11) or be knocked prone.

Swamp Tyrant

Source: Creature Collection 2

Huge aberration, unaligned

Armor Class: 8

Hit Points: 115 (10d12+50)

Speed: 20 ft, swim 40 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	20 (+5)	8 (-1)	10 (+0)	10 (+0)

Saving Throws: Con +9

Skills: Perception +4

Damage Immunities: poison

Condition Immunities: frightened, grappled, petrified, poisoned, prone

Senses: blindsight 30 ft, passive Perception score 14

Languages: -

Challenge: 8 (3,900 XP)

Regeneration: At the start of each of its turn, the swamp tyrant regenerates 10 hit points. When it takes fire or lightning damage, it doesn't regenerate at its next turn. The swamp tyrant can only be destroyed if it starts its turn at 0 hit points and doesn't regenerate.

Spawning Digestion (1/day): When the swamp tyrant kills a creature with its Swallow ability, roll 1d6. On a result of 6, a swamp mite swarm spawns in the tyrant's stomach, and exits in one empty space within 5 ft of the tyrant at the start of its next turn.

Actions

Multiattack: The swamp tyrant makes three Tentacle attacks.

Bite: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 18 (3d8+5) piercing damage.

Tentacle: *Melee Weapon Attack:* +9 to hit, reach 20 ft, one target. *Hit:* 8 (1d6+5) damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained. The swamp tyrant can only grapple up to four creatures at a time.

Reel: The swamp tyrant pulls each creature grappled by it up to 20 ft straight towards it.

Swallow: The swamp tyrant makes one Bite attack against a Large or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The target becomes blinded and restrained, and gains cover against all attacks and other effects from outside the swamp tyrant. At the start of the swamp tyrant turns, the target takes 14 (4d6) acid damage.

If the swamp tyrant takes more than 20 points of damage on a single turn from a creature it has swallowed, it must make a Constitution saving throw (DC 19) or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the swamp tyrant. If the swamp tyrant dies, a swallowed creature is no longer restrained by it and can escape by using 15 ft of movement, exiting prone.

Swarm, Bloodlings

Source: The Divine and the Defeated

Small swarm of Tiny aberration, unaligned

Armor Class: 14 (natural armor)

Hit Points: 68 (8d6+40)

Speed: 40 ft, climb 40 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	20 (+5)	2 (-4)	10 (+0)	10 (+0)

Damage Resistances: acid; bludgeoning, piercing and slashing damage

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

Senses: passive Perception score 10

Languages: -

Challenge: 4 (1,100 XP)

Keen Senses: The swarm has advantage on all Wisdom (Perception) checks based 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 insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 0 ft, one target in the swarm's space. *Hit:* 15 (2d10+4) piercing damage or 9 (1d10+4) piercing damage if the swarm is below half its maximum hit points, and the target must make a Constitution saving throw (DC 15). If the target fails, she takes 14 (4d6) poison damage at the start of its next turn, and then 7 (2d6) poison damage at the start of its following turn. The target does not suffer this damage if she benefits from any healing effect in between.

Acid Spit: *Ranged Weapon Attack:* +6 to hit, range 10/40 ft, one target. *Hit:* 13 (2d8+4) acid damage.

Shriek (short rest): The swarm emits an ear-piercing shriek. All creatures within 30 ft must make a Constitution saving throw (DC 15) or take 10 (3d6) thunder damage and be deafened for 1 minute (save ends). If the swarm uses this effect while above half its hit points, a second bloodlings swarm appears after 1d4 turns. The summoned swarm cannot call another swarm with this ability. The swarm is immune against the shriek of other swarms.

Swarm, Ruunk

Source: Creature Collection

Large swarm of Small elemental, unaligned

Armor Class: 16 (natural armor)

Hit Points: 52 (7d10+14)

Speed: 60 ft, fly 80 ft

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

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing and slashing damage

Damage Immunities: cold, poison

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

Senses: darkvision 60 ft, passive Perception score 10

Languages: -

Challenge: 4 (1,100 XP)

Camouflage: The swarm has advantage to all Dexterity (Stealth) checks in arctic environments.

Army of Terror: When two ruunk swarms are within 60 ft of one another, they both deal 10 (3d6) additional damage on each successful Frostbite attack, and creatures have disadvantage on their saving throws against the Wind of Winter action.

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

Actions

Forstite: *Melee Weapon Attack:* +6 to hit, reach 0 ft, one target in the swarm's space. *Hit:* 10 (2d6+3) piercing damage plus 10 (3d6) cold damage or 6 (1d10+4) piercing damage plus 5 (1d10) cold damage if the swarm is below half its maximum hit points.

Call Blizzard (recharge 5-6): The swarm creates a *fog cloud* centered on itself. If another ruunk swarm is within 20 ft, it becomes a *sleet storm* instead (DC 13).

Wind of Winter (recharge 5-6): The swarm moves by its movement speed. All creatures within 20 ft of its path must make a Dexterity saving throw (DC 13) or take 13 (4d6) cold damage, and a Wisdom saving throw (DC 13) or be terrified 1 minute (save ends).

Swarm, Swamp Mites

Source: Creature Collection 2

Medium swarm of Tiny aberration, unaligned

Armor Class: 11

Hit Points: 54 (12d8)

Speed: swim 20 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	1 (-5)	10 (+0)	2 (-4)

Damage Resistances: poison; bludgeoning, piercing and slashing damage

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses: passive Perception score 10

Languages: -

Challenge: 3 (700 XP)

Frenzy: Each time the swamp mite takes damage, it may enter a frenzy. Roll 1d20. On a result of 1, it becomes frenzied for 1 minute. While frenzied, it can make one additional Bite attack as a bonus action each turn, and its piercing damage increases to 7 (2d6), or 3 (1d6) if it's below half its maximum 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 insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 0 ft, one target in the swarm's space. *Hit:* 1 piercing damage plus 7 (2d6) poison damage or 1 piercing damage plus 3 (1d6) poison damage if the swarm is below half its maximum hit points.

Swarm, Unlife

Source: Creature Collection 2

Medium swarm of Tiny ooze, neutral evil

Armor Class: 10

Hit Points: 68 (8d8+32)

Speed: fly 20 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Vulnerabilities: radiant

Damage Resistances: poison; bludgeoning, piercing and slashing damage

Damage Immunities: cold, necrotic

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses: blindsight 30 ft (blind beyond that radius), passive Perception score 10

Languages: -

Challenge: 4 (1,100 XP)

Drain Life: The unlife regains 1 hit points for every 10 points of necrotic damage it deals. If the unlife was already at full life, it doesn't gain temporary hit points. Instead, it divides into two unlife swarms, each of which with half their maximum hit points + 1.

Light Sensitivity: The swarm has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or anything it is trying to perceive is in an area of bright light.

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 ooze. The swarm can't regain hit points or gain temporary hit points, except through its Drain Life trait.

Actions

Unliving Bite: *Melee Spell Attack:* +4 to hit, reach 0 ft, one target in the swarm's space. *Hit:* 22 (4d10) necrotic damage or 11 (2d10) necrotic damage if the swarm is below half its maximum hit points. One spell or magical effect the target is benefiting from is dispelled, provided the attack roll exceeds a DC of 10 + the spell level. If a permanent effect is dispekked, it is merely suppressed for 1 minute. The unlife ooze has disadvantage on the check if it is below half its maximum hit points.

Tobaryl

Source: Creature Collection 3

Small monstrosity, unaligned

Armor Class: 13

Hit Points: 21 (6d6)

Speed: 10 ft, climb 10 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	13 (+1)	7 (-2)

Skills: Perception +5, Stealth +6, Survival +5

Damage Resistances: thunder

Senses: darkvision 60 ft, passive Perception score 15

Languages: -

Challenge: 1/2 (100 XP)

Keen Senses: The tobaryl has advantage on all Wisdom (Perception) checks based on sight.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4+3) piercing damage, and the target must make a Constitution saving throw (DC 10) or be poisoned until the end of its next turn.

Wing Blast (recharge 5-6): *Ranged Weapon Attack:* +5 to hit, range 10/20 ft, one target. *Hit:* 7 (2d6) thunder damage and the target must make a Constitution saving throw (DC 10) or be deafened for 1 minute (save ends). The tobaryl can choose to deal half damage instead, in which case the target must make a Strength saving throw (DC 10) and be knocked prone.

Troll, Steppes

Source: Creature Collection

Large giant, unaligned

Armor Class: 14 (leather armor)

Hit Points: 66 (7d10+28)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	9 (-1)	9 (-1)	8 (-1)

Skills: Animal Handling +2, Survival +2

Senses: passive Perception score 9

Languages: Giant

Challenge: 4 (1,100 XP)

Keen Senses: The troll has advantage on all Wisdom (Perception) checks based on smell.

Might of the Tribe (short rest): When the troll makes a successful attack, the attack automatically deals maximum damage. Once the troll has used this ability, it loses the benefits from its tribal tattoos as well until it takes a short rest.

Regeneration: At the start of each of its turn, the troll regenerates 10 hit points. When it takes acid or fire damage, it doesn't regenerate at its next turn. The troll can only be destroyed if it starts its turn at 0 hit points and doesn't regenerate.

Tribal Tattoos: The troll's tattoos are magical and grant it advantage on saving throws against being frightened.

Actions

Multiattack: The troll makes one Bite and two Mace attacks.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+3) piercing damage.

Mace: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d10+3) bludgeoning damage.

Tuscar

Source: Creature Collection 2

Large giant, chaotic evil

Armor Class: 16 (heavy armor)

Hit Points: 67 (9d10+18)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	15 (+2)	9 (-1)	8 (-1)	15 (+2)

Saving Throws: Con +5

Skills: Animal Handling +2, Survival +2

Damage Resistances: cold, necrotic

Senses: passive Perception score 9

Languages: Giant

Challenge: 5 (1,800 XP)

Ageless: Tuscars don't age and can't be aged magically.

Fearless: The tuscar has advantage on all saving throws against being frightened.

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

Actions

Multiattack: The tuscar makes two melee attacks.

Axe: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 15 (2d10+4) slashing damage.

Spear: *Ranged Weapon Attack:* +7 to hit, range 30/180 ft, one target. *Hit:* 13 (2d8+4) piercing damage.

Reactions

Death's Door (recharge 6): When the tuscar reaches 0 hit points, it can make a Constitution saving throw (DC equal to half the damage sustained). If it succeeds, it drops to 1 hit points instead, and gains 15 temporary hit points. Its next melee attack at its next turn automatically deals maximum damage.

Ukrudan Stalker

Source: Creature Collection 2
Large monstrosity, lawful evil
Armor Class: 15 (natural armor)
Hit Points: 60 (8d8+24)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	10 (+0)	12 (+1)	7 (-2)

Skills: Stealth +4, Survival +4
Senses: passive Perception score 11
Languages: Ukrudan
Challenge: 3 (700 XP)

Regeneration: At the start of each of its turn, the ukrudan stalker regenerates 5 hit points. When it takes cold damage, it doesn't regenerate at its next turn. The ukrudan stalker can only be destroyed if it starts its turn at 0 hit points and doesn't regenerate.

Sand Mastery: When the ukrudan stalker is in contact with sand, it has advantage on all Strength (Athletics), Wisdom (Perception) and Wisdom (Survival) checks.

Actions

Multiattack: The ukrudan stalker makes one Bite and two Claw attacks.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) piercing damage.

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

Sand Chameleon (recharge 5-6): When the ukrudan stalker is in contact with sand, it can become invisible as long as it maintains its concentration. The effect ends if the ukrudan stalker makes an attack or moves by more than 10 ft during its turn.

Unbegotten

Source: Creature Collection 3
Small undead, chaotic evil
Armor Class: 16 (deflection)
Hit Points: 38 (7d6+14)
Speed: 0 ft, fly 50 ft (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws: Con +5, Cha +7
Skills: Deception +7, Insight +5
Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: cold, necrotic, poison
Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained
Senses: darkvision 60 ft, passive Perception score 12
Languages: understands the languages it knew in life but can't speak
Challenge: 3 (700 XP)

Bound: The unbegotten is bound to a manor or mansion, and can't escape the building. If an effect forces it out, it takes 5 (1d10) points of psychic damage at the start of each of its turn until it is back within the bounds of its manor.

Incorporeal Movement: The unbegotten 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.

Rejuvenation: If the unbegotten is brought to 0 hit points, it reforms itself the next night. It can be only destroyed if a cleric spends a turning attempt after its destruction.

Actions

Draining Touch: *Melee Spell Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) necrotic damage. The unbegotten can decide to deal psychic damage instead.

Charm of Innocence (recharge 5-6): The unbegotten charms one creature who can see or hear it within 60 ft. The target can make a Wisdom saving throw (DC 15), in which case it becomes immune to this ability for 24 hours. On a failed save, the target becomes charmed by the unbegotten, and refuses to believe it is an undead creature. It will obey the vocal orders of the unbegotten to the best of its abilities. The charm is permanent, but the unbegotten can only charm one creature at a time. A charmed creature can make a new saving throw every 24 hours, provided it is at least 1 mile away from the unbegotten.

Shroud of Madness (short rest): When the unbegotten is within 30 ft of a creature it charms, it can cast any Enchantment or Illusion spell of 4th-level or lower (spell save DC 15, magic attack roll +7). It chooses its spells from the wizard spell list.

Unholy Child

Source: Creature Collection

Tiny undead, neutral evil

Armor Class: 11

Hit Points: 17 (5d4+5)

Speed: 0 ft, fly 20 ft (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	13 (+1)	7 (-2)	14 (+2)	8 (-1)

Saving Throws: Con +3, Cha +1

Skills: Deception +1, Insight +4

Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: cold, necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft, passive Perception score 12

Languages: -

Challenge: 1/2 (100 XP)

Dreadful Presence: When a creature sees the unholy child real appearance for the first time, and is within 30 ft of the child, it must make a Wisdom saving throw (DC 12). If it fails, the target becomes terrified for 1 minute (save ends).

Incorporeal Movement: The unholy child 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

Draining Touch: *Melee Spell Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 4 (1d6+1) cold damage. If the unholy child has hit the target on its previous turn, or if the target is terrified, it takes an additional 4 (1d8) necrotic damage.

Death Breath: All living creatures within 10 ft must make a Constitution saving throw (DC 12). On a failed save, the target suffers vulnerability to cold and necrotic damage for 1 minute (healing ends).

Illusory Appearance: The unholy child covers itself and anything it is wearing or carrying with an illusion that makes it look like an ordinary infant. The illusion ends if the unholy child takes a bonus action to end it or if it dies.

The changes wrought by this effect fail to hold up to physical inspection. A creature can also take an action to visually inspect the illusion and succeed on an Intelligence (Investigation) check (DC 12) to discern that the unholy child is disguised.

Unholy Chorus

Source: Strange Lands

Medium undead, chaotic evil

Armor Class: 15 (natural armor)

Hit Points: 105 (10d8+60)

Speed: 30 ft

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

Skills: Arcane +4, History +4, Insight +4, Performance +7

Damage Resistances: necrotic, poison, psychic

Condition Immunities: charmed, deafened, poisoned

Senses: passive Perception score 10

Languages: understands the languages it knew in life but can't speak (see text)

Challenge: 6 (2,300 XP)

Head Collection: The unholy chorus carries up to three heads in each hand. Each hand grants it a +1 bonus to Wisdom saving throws, one language its possessor knew in life, as well as other abilities described below. The heads can be targeted and destroyed separately (AC 13; 10 hp).

Actions

Multiattack: The unholy chorus makes two Head Slam or two Claw attacks.

Head Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+3) bludgeoning damage plus 5 (1d10) thunder damage per head carried in that hand, up to 15 (3d10) thunder damage.

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) slashing damage, plus 7 on a critical hit. The unholy chorus can't use this attack if it is still grabbing one head.

Collect Head: The unholy chorus touches the body of a humanoid that died within the last hour, and adds its head to its collection. The unholy chorus can't carry more than three heads in each hand. The humanoid can't be resurrected until the unholy chorus has been destroyed.

Haunting Melody (recharge 5-6): The unholy chorus casts one spell from the bard spell list (spell save DC 15, magic attack bonus +7). The spell level must be equal or lower to the number of heads it is carrying. If the unholy chorus carries the head of an arcane spellcaster, it may cast the spells the target knew in life, as long as the spell has a level equal or lower to the number of heads. If the first recharge roll after using this ability is a 1, the unholy chorus loses one of its heads.

Valuga

Source: Strange Lands

Gargantuan monstrosity, unaligned

Armor Class: 17 (natural armor)

Hit Points: 222 (12d20+96)

Speed: 10 ft, swim 60 ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	27 (+8)	7 (-2)	16 (+3)	14 (+2)

Saving Throws: Str +13, Con +12

Damage Immunities: cold, fire

Senses: blindsight 360 ft, darkvision 60 ft, passive Perception score 13

Languages: -

Challenge: 15 (13,000 XP)

Amphibious: The valuga can breathe air and water.

Bloodthirsty: The valuga can smell blood in water up to 3 miles away.

Keen Senses: The valuga has advantage on all Wisdom (Perception) checks based on smell.

Siege Engine: The valuga deals double damage against objects and structures.

Actions

Multiattack: The valuga makes one Bite and one Tail attacks.

Bite: *Melee Weapon Attack:* +13 to hit, reach 10 ft, one target. *Hit:* 31 (4d10+9) piercing damage, and the target is grappled (escape DC 21). The grapple ends if the valuga attacks another creature.

Tail: *Melee Weapon Attack:* +13 to hit, reach 20 ft, one target. *Hit:* 23 (4d6+9) bludgeoning damage.

Breath Weapon (recharge 5-6): The valuga uses one of the following breath weapons.

- **Steam Breath:** The valuga exhales fire in a 50-foot cone. Each creature in the area must make a Dexterity saving throw (DC 20), taking 66 (12d10) fire damage on a failed save, or half as much on a success.

- **Water Breath:** The valuga exhales cold in a 100-foot line that is 10 feet wide. Each creature in the area must make a Dexterity saving throw (DC 20), taking 66 (12d10) cold damage on a failed save, or half as much on a success.

Swallow: The valuga makes one Bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The target becomes blinded and restrained, and gains cover against all attacks and other effects from outside the valuga. At the start of the valuga turns, the target takes 22 (4d10) bludgeoning damage plus 11 (2d10) acid damage.

If the valuga takes more than 50 points of damage on a single turn from a creature it has swallowed, it must make a Constitution saving throw (DC 22) or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the valuga. If the valuga dies, a swallowed creature is no longer restrained by it and can escape by using 30 ft of movement, exiting prone.

Regional Effects

The following effects apply in a 25 miles radius around the valuga's lair, and last for 1 week after the valuga's death or departure.

- The water is unusually warm or cold, depending on which breath weapon the valuga uses the most.
- The number of sharks in the region dramatically increases.
- Ships regularly disappear due to the valuga's attacks.

Warden, Guardian of the Damned

Source: Creature Collection 2

Large celestial (warden), lawful neutral

Armor Class: 15 (natural armor)

Hit Points: 105 (10d10+50)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	18 (+4)	23 (+6)	20 (+5)

Skills: History +8, Insight +10, Perception +10, Religion +8

Damage Resistances: cold, fire, necrotic

Damage Immunities: poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned

Senses: truesight 60 ft, passive Perception score 20

Languages: all, telepathy 100 ft

Challenge: 12 (8,400 XP)

Legendary Resistance (3/day): When the warden fails a saving throw, it can choose to succeed instead.

Magic Resistance: The warden has advantage on all saving throws against spells and magical effects.

Magic Weapons: The warden weapon attacks are magical.

Regeneration: At the start of each of its turn, the warden regenerates 10 hit points. When it takes acid or lightning damage, it doesn't regenerate at its next turn. The warden can only be destroyed if it starts its turn at 0 hit points and doesn't regenerate.

Actions

Multiattack: The warden makes two melee attacks.

Adamantine Fist: *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 9 (2d8) force damage. On a critical hit, the warden's Mithril Fist recharges.

Mithril Fist (recharge 5-6): *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 15 (2d8+6) bludgeoning damage and the target must make a Constitution saving throw or be stunned until the end of its next turn.

Change Shape: The warden magically polymorphs into a Medium humanoid that has a challenge rating no higher than its own, or back to its true form. It reverts to its true form if it dies. Any equipment it is carrying is absorbed or borne by the new form (the warden's choice).

In a new form, the warden retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of its new form, except any class feature or legendary actions of that form.

Legendary Actions

Adamantine Fist: The warden makes one Adamantine Fist attack.

Move: The warden moves by its movement speed.

Divine Censure (costs 2 actions): One creature within 30 ft of the warden must succeed a Wisdom saving throw (DC 18) or be restrained for 1 minute (save ends), or until the warden uses this ability against another creature.

Warden, Maintainer

Source: Edge of Infinity
Medium celestial (warden), neutral
Armor Class: 16 (natural armor)
Hit Points: 75 (10d8+30)
Speed: 40 ft, teleport 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	14 (+2)	16 (+3)	10 (+0)

Saving Throws: Con +6, Wis +6, Cha +3
Skills: Arcana +5
Damage Resistances: necrotic, poison; bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities: psychic
Senses: truesight 60 ft, passive Perception score 13
Languages: all non-secret languages
Challenge: 5 (1,800 XP)
Innate Spellcasting: The warden innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will: *detect magic, mending*
 3/day: *arcane lock, knock*
 1/day: *plane shift*

Magic Resistance: The warden has advantage on all saving throws against spells and magical effects.

Actions

Multiattack: The warden makes up to four Slam or Dart attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) bludgeoning damage.

Dart: *Ranged Weapon Attack:* +6 to hit, range 10/60 ft, one target. *Hit:* 6 (1d6+3) piercing damage.

Reactions

Planar Lock: When a creature tries to shift to another plane or summon creatures from other planes within 60 ft of the maintainer, it must succeed a Wisdom saving throw (DC 14). If it fails, the target loses its action, the effect doesn't activate, and the target can't repeat the same action for 1 minute. However, it doesn't lose its spell slot or daily usage.

Well Spirit

Source: Creature Collection
Medium undead, neutral evil
Armor Class: 14
Hit Points: 60 (8d8+24)
Speed: 30 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	9 (-1)	9 (-1)	12 (+1)

Damage Resistances: fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons

Damage Immunities: acid, cold, necrotic, poison

Condition Immunities: exhaustion, grappled, paralyzed, prone, restrained, stunned

Senses: blindsight 30 ft (in its well only), darkvision 60 ft, passive Perception score 9

Languages: understands the languages it knew in life but can't speak
Challenge: 3 (700 XP)

Cursed Well: A living creature that start its turn in the spirit's bonded well (see below) must make a Constitution saving throw (DC 14) or take 14 (3d8) cold damage. Living creatures in the well has disadvantage on all Strength (Athletics) checks made to swim and saving throws against suffocation.

Incorporeal Movement: The well spirit 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.

Rejuvenation: If the well spirit is destroyed outside of its well, it reforms in its well after 24 hours.

Well Bond: The well spirit is bonded to a pool of water. It can't move more than 20 ft away from its well. If an effect attempts to move it beyond that range, it suffers 5 (1d10) force damage per 5 feet of movement instead. While in its well, the spirit is invisible and doesn't provoke attacks of opportunities.

Actions

Grab: *Melee Spell Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 13 (3d8) cold damage and the target is grappled (escape DC 14). The well spirit can grapple only one creature at a time. If the well spirit brings a grappled creature into its well, it immediately starts suffocating.

Wickerman

Source: Creature Collection 2
Huge construct, chaotic evil
Armor Class: 15 (natural armor)
Hit Points: 76 (8d12+24)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	16 (+3)	1 (-5)	10 (+0)	6 (-2)

Damage Immunities: fire, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

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

Senses: darkvision 60 ft, passive Perception score 10

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

Challenge: 7 (2,900 XP)

Magic Resistance: The wickerman has advantage on all saving throws against spells and magical effects except against effects based on cold or water.

Siege Engine: The wickerman deals double damage against objects and structures.

Water Vulnerability: The wickerman takes 3 (1d6) cold damage each time it is exposed to more than 10 gallons of water, or 14 (4d6) cold damage each turn if it is immersed in water. When the wickerman takes damage because of water, it can't deal fire damage until the end of its next turn.

Actions

Multiattack: The wickerman makes two Slam or two Fire Bolt attacks.

Slam: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) bludgeoning damage plus 10 (3d6) fire damage.

Fire Bolt: *Ranged Spell Attack:* +2 to hit, range 60 ft, one target. *Hit:* 21 (6d6) fire damage.

Trample (recharge 5-6): *Melee Weapon Attack:* +9 to hit, reach 5 ft, all Large or smaller creatures within 5 ft of the wickerman. *Hit:* 13 (2d6+6) bludgeoning damage plus 10 (3d6) fire damage, and the target must make a Strength saving throw (DC 17) or be knocked prone.

Windigo

Source: Creature Collection 3
Medium fey, neutral evil
Armor Class: 15
Hit Points: 82 (11d8+33)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	5 (-3)	13 (+1)	16 (+3)

Saving Throws: Con +7, Wis +5

Damage Resistances: acid, lightning, necrotic, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities: cold, poison

Condition Immunities: charmed, exhaustion, prone, restrained

Senses: darkvision 60 ft, passive Perception score 11

Languages: understands Common, Dark Speech but can't speak

Challenge: 8 (3,900 XP)

Incorporeal Movement: The windigo 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.

Keen Senses: The windigo has advantage on all Wisdom (Perception) checks based on smell.

Actions

Multiattack: The windigo makes two Claw attacks.

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+3) slashing damage plus 9 (2d8) cold damage.

Possession (recharge 6): One humanoid that the windigo can see within 5 ft of it must succeed a Charisma saving throw (DC 14) or be possessed by the windigo. The windigo then disappears, and the target is incapacitated and loses the control of its body. The windigo now controls the body but doesn't deprive the target of awareness. The windigo can't be affected by any attack, spell or other effect, and it retains its alignment, as well as its Intelligence, Wisdom and Charisma scores. 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 windigo ends it as a bonus action, or the windigo is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the windigo reappears in an unoccupied space within 5 ft of the body. The target is immune to the windigo Possession for 24 hours after succeeding its saving throw or after the possession ends.

Cold Hunger (recharge 6): The windigo regains 11 (2d10) hit points. The windigo can't use this ability if it's in an area above 60 degree Fahrenheit, or if it has taken fire damage since the end of its last turn.

Scream of Winter (recharge 5-6): Creatures in a 30 ft cone in front of the windigo must make a Dexterity saving throw (DC 14). On a failed save, the target takes 36 (8d8) cold damage and is restrained until the end of its next turn. On a successful save, the target takes only half damage and is not restrained. Creatures within 60 ft that hear the windigo scream must make a Wisdom saving throw (DC 14) or be frightened by the windigo for 1 minute.

Wisp

Source: The Penumbral Pentagon

Large fiend, lawful evil

Armor Class: 14

Hit Points: 68 (8d10+24)

Speed: 0 ft, fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	12 (+1)	15 (+2)	13 (+1)

Skills: Stealth +5

Damage Vulnerabilities: radiant

Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silver weapons

Damage Immunities: cold, necrotic, poison

Condition Immunities: grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 360 ft, passive Perception score 12

Languages: understands Draconic but can't speak

Challenge: 5 (1,800 XP)

Dweller in the Shadows: The wisp's darkvision is not impeded by magical darkness. When the wisp is in an area of darkness (magical or not), it always rolls a natural 20 on Dexterity (Stealth) checks. It has otherwise advantage on Dexterity (Stealth) checks made in dim light area.

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

Light Sensitivity: The wisp has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or anything it is trying to perceive is in an area of bright light. When the wisp starts its turn in an area of bright light, it automatically takes 5 (1d10) radiant damage.

Actions

Multiattack: The wisp makes two Shadow Tendril attacks.

Shadow Tendril: *Melee Weapon Attack:* +7 to hit, reach 20 ft, one target. *Hit:* 18 (4d6+4) necrotic damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained. The wisp can only grapple up to two creatures at a time.

Drain Life: All creatures grappled by the wisp must make a Constitution saving throw (DC 15). On a failed save, the target takes 14 (4d6) necrotic damage, and its maximum hit points is reduced by the amount of necrotic damage the creature took. The reduction lasts until the target finishes a long rest.

Wisp Drake

Source: Strange Lands

Tiny dragon, chaotic evil

Armor Class: 16 (deflection)

Hit Points: 21 (6d4+6)

Speed: 10 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills: Perception +2, Stealth +5

Condition Immunities: paralyzed, poisoned

Senses: blindsight 30 ft, darkvision 60 ft, passive Perception score 12

Languages: -

Challenge: 2 (400 XP)

Echolocation: The wisp drake can't use its blindsight while deafened

Incorporeal Movement: The wisp drake 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.

Keen Senses: The wisp drake has advantage on all Wisdom (Perception) checks based on hearing and smell.

Soundlessness: The wisp drake emits no sound. Any Wisdom (Perception) check to hear a wisp drake always fail.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) piercing damage plus 3 (1d6) poison damage, and the target must make a Constitution saving throw (DC 11). On a failed save, the target is numbed for 1 minute (save ends), or incapacitated for the same amount of time if it was already numbed. While numbed, the target can't take bonus action or reactions, and has disadvantage on all Intelligence, Wisdom and Charisma checks, attack rolls and saving throws.

Silent Cry (short rest): The wisp drake emits a subsonic wave that severely damage the brains of listeners. Creatures (except other wisp drakes) within 30 ft must succeed a Wisdom saving throw (DC 11). On a failed save, the target takes 7 (2d6) psychic damage, and becomes confused for 1 minute (save ends), as if affected by the *confusion* spell. Furthermore, the area becomes an area of magical silence until the end of the wisp drake turn.

Witchspider

Source: Hornsaw

Medium monstrosity, lawful evil

Armor Class: 15 (natural armor)

Hit Points: 60 (8d8+24)

Speed: 50 ft, climb 40 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	13 (+1)	14 (+2)	17 (+3)

Saving Throws: Wis +5

Skills: Arcana +4

Damage Resistances: poison, psychic

Senses: darkvision 60 ft, passive Perception score 12

Languages: Dark Speech and one common language

Challenge: 2 (400 XP), or 4 (1,100 XP) (in lair)

Vertigo: A creature that starts its turn within 30 ft of the witchspider and is able to see it must make a Wisdom saving throw (DC 14) or become poisoned for as long as the target is within 30 ft of the witchspider and can see it (save ends). If the target succeeds on one saving throw against this effect, it becomes immune against it for 24 hours.

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

Web Walker: The witchspider ignores movement restriction caused by webbing.

Witch-Eggs: The witchspider can store magical energy within its eggs. Each egg can store an arcane spell of 7th level or lower. Its innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The witchspider does not need material components to cast witch-egg spells. The witchspider generally has 5 eggs already charged at the beginning of an encounter, with the following spells:

1st level: *false life, magic missile*

2nd level: *crown of madness, invisibility*

3rd level: *fireball*

The witchspider has no spell slots, and must use her actions or reactions to cast these spells (see below). Once a witch-egg spell it cast, the egg loses its magic and must be reenchanted to be used again (see below).

The witchspider can't use this ability outside of its lair.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) piercing damage plus 7 (2d6) poison damage, and the target must make a Constitution saving throw (DC 13) or be poisoned for 1 minute (save ends). If the target was already poisoned, she is paralyzed instead (save ends).

Web (recharge 5-6): *Ranged Weapon Attack:* +6 to hit, range 20/60 ft, one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a Strength check (DC 13), 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).

Egg Discharge: The witchspider casts a spell from a witch-egg within 5 ft of itself. Once cast, the witch-egg loses its magic and can't be used again unless it is recharged.

Lay Witch-Egg (short rest): The witchspider uses the corpse of a dead creature able to cast arcane spells to store a spell in an empty witch-egg. The target must be dead for less than 24 hours, and the spell must be chosen from the list of spells it had prepared or known at the time of its death.

Reactions

Egg Reactive Discharge: When a creature within 60 ft comes within 5 ft of a witch-egg, the witchspider casts the spell stored within the egg, using the egg as the point of origin of the spell. Once cast, the witch-egg loses its magic and can't be used again unless it is recharged.

Steal Magic (recharge 5-6): When a creature within 60 ft casts an arcane spell of 7th level or lower, and the witchspider is within 5 ft of an empty witch-egg, it can store the spell within the egg. The creature can make an Intelligence saving throw (DC 14). On a success, the witchspider is unable to steal the target's spell. On a failure, the witch-egg becomes imbued with the spell, using the lowest level spell slot possible for that spell (even if the creature cast the spell using a higher level spell slot).

Wooden Helmsman

Source: Blood Sea
Medium construct, unaligned
Armor Class: 13 (natural armor)
Hit Points: 26 (4d8+8)
Speed: 25 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	8 (-1)	12 (+1)	6 (-2)

Damage Vulnerabilities: fire
Damage Resistances: necrotic, poison, psychic
Condition Immunities: exhaustion
Senses: passive Perception score 11
Languages: understands the languages of its creator but can't speak
Challenge: 1/4 (50 XP)

Magic Resistance: The wooden helmsman has advantage on all saving throws against spells and magical effects except against fire effects.

Navigator: The wooden helmsman has proficiency with the ship it is bonded to, as well as with navigator's tools. It has advantage on all checks related to sea travel.

Ship Bond: The wooden helmsman can't leave the deck of the ship it is bonded to, even through a magical effect or compulsion.

Actions

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

Meld Into Wood: The wooden helmsman melds into the deck of the ship it is bonded to. Within the wood, the helmsman remains aware of its surrounding, but it cannot be harmed unless the wood it is residing in is destroyed. In that case, the wooden helmsman reappears on the nearest unoccupied space, and cannot use that ability again until it takes a short or long rest.

Wolfrat

Source: Creature Collection 2
Medium monstrosity, unaligned
Armor Class: 12
Hit Points: 27 (5d8+5)
Speed: 40 ft, climb 30 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	5 (-3)	13 (+1)	12 (+1)

Skills: Athletics +2, Perception +3, Stealth +4, Survival +3
Condition Immunities: poisoned
Senses: passive Perception score 11
Languages: -
Challenge: 1/4 (50 XP)

Keen Senses: The wolfrat has advantage on all Wisdom (Perception) checks based on smell.

Pack Tactics: The wolfrat has advantage on attack rolls against a creature if at least one of the wolfrat allies is within 5 ft of that creature and is not incapacitated.

Pounce: If the wolfrat moves at least 20 ft straight toward a creature and then hits it with a Claw attack in the same turn, the creature must make a Strength saving throw (DC 10). On a failed save, it falls prone and the wolfrat can make a 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 and the target must succeed a Constitution saving throw (DC 11) or become infected with the wolfrat disease.

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

Wolfrat Disease

Humanoids and beasts may be exposed to this disease when bitten by a wolfrat or another creature infected by the disease. The symptoms manifest after 1d4+2 days, but quickly undermine the creature's strength, causing an intense fatigue to the subject.

Every hour, the creature must make a Constitution saving throw (DC 11). If the creature fails two saving throws in a row, it gains one level of exhaustion. When the creature takes a long rest, it only makes one saving throw every four hours.

While affected by this disease, the creature can't regain hit points during a long rest. If the creature succeeds two saving throws in a row, or one saving throw during a long rest, it recovers from one level of exhaustion. The subject heals when all levels of exhaustion have been recovered.

Wyrmspawn

Source: Creature Collection

Small monstrosity, chaotic evil

Armor Class: 13 (natural armor)

Hit Points: 22 (5d6+5)

Speed: 20 ft, climb 20 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	3 (-4)	10 (+0)	6 (-2)

Skills: Perception +2

Condition Immunities: poisoned

Senses: darkvision 60 ft, passive Perception score 12

Languages: -

Challenge: 1/2 (100 XP)

Dive Attack: If the wyrmspawn is flying and dives at least 30 ft straight toward a target and then hits it with a melee weapon attack, the attack deals 3 (1d6) additional damage.

Actions

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 4 (1d6+1) piercing damage and the target must make a Constitution saving throw (DC 11) or be paralyzed for 1 minute (save ends).

Larval Cloud (recharge 6): The wyrmspawn expels a cloud of larvae in a 10-foot-cube originating from it. The area is heavily obscured, and creatures that are caught in the area, enter the area, or start their turn in the area must make a Dexterity saving throw (DC 11). On a failure, the target is blinded 1 minute (save ends), and ingests wyrmspawn larvae, exposing it to the wyrmspawn disease.

Wyrmspawn Disease

The wyrmspawn may infect beasts, giants, humanoids, or monstrosities when expelling its larva cloud in the air. A creature in the cloud must succeed a Dexterity saving throw (DC 11) or inhale wyrmspawn larvae, at which point it becomes a host for wyrmspawn eggs.

The symptoms start after 24 hours and include coughing and a heavy pressure on the chest. The subject suffers disadvantage on all saving throws requiring to breathe and saving throws against exhaustion. Every time the creature obtains a natural 20 on a Strength, Dexterity or Constitution check or saving throw, it becomes poisoned for 1 minute.

1d4+1 days after the first symptoms appear, the larvae have fully incubated in the subject's lungs and burst out of its chest, dealing 21 (6d6) piercing damage and appearing in an unoccupied space within 5 ft of the subject. If the creature doesn't die outright, it must make a Constitution saving throw at the start of each of its turns (DC 11) or take 7 (2d6) necrotic damage. This ends when the creature succeeds three saving throws, or receives healing, whichever comes first.

This disease can only be cured magically, but it ends when the wyrmspawn appears.

Chapter 3

Unique Monsters

Dragonwrack, Bonewrack

Source: Hollowfaust

Gargantuan undead, unaligned

Armor Class: 18 (natural armor)

Hit Points: 287 (14d20+140)

Speed: 40 ft, climb 40 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	11 (+0)	11 (+0)	18 (+4)

Saving Throws: Con +17, Wis +7, Cha +11

Damage Resistances: lightning, psychic

Damage Immunities: cold, necrotic, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silvered weapons

Condition Immunities: charmed, exhaustion, frightened, petrified, poisoned, stunned

Senses: darkvision 120 ft, truesight 30 ft, passive Perception score 10

Languages: understands most humanoid languages but can't speak

Challenge: 22 (41,000 XP)

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

Lifeleech Area: The bonewrack dragon is surrounded by an aura of death within 30 ft. Any creature that starts its turn in the area must make a Constitution saving throw (DC 18) or take 15 (2d10+4) necrotic damage, and have its maximum hit points lowered by the same amount. If this brings the target to 0 hit points, it dies instantly. On a successful save, the target becomes immune to the aura for 24 hours, or until it fails a saving throw against the bonewrack dragon Breath Weapon (see below), whichever comes first.

Magic Weapons: The bonewrack dragon weapon attacks are magical.

Sense Life: The bonewrack dragon has advantage on all Wisdom (Perception) checks made against living creatures within 30 ft.

Actions

Multiattack: The bonewrack dragon uses its Frightful Presence, and then makes three melee attacks.

Bite: *Melee Weapon Attack:* +16 to hit, reach 15 ft, one target. *Hit:* 21 (2d10+10) piercing damage.

Claw: *Melee Weapon Attack:* +16 to hit, reach 10 ft, one target. *Hit:* 17 (2d6+10) slashing damage.

Tail: *Melee Weapon Attack:* +16 to hit, reach 20 ft, one target. *Hit:* 19 (2d8+10) bludgeoning damage.

Frightful Presence: Each creature of the bonewrack dragon choice within 120 feet must make a Wisdom saving throw (DC 18) or become frightened for 1 minute (save ends, disadvantage on saving throws if the target can see the bonewrack dragon). When a creature makes a successful saving throw against this effect, it becomes immune against the bonewrack dragon Frightful Presence for 24 hours.

Breath Weapon (recharge 5-6): The bonewrack dragon exhales necrotic in a 90-foot line that is 10 feet wide. Each creature in the area must make a Constitution saving throw (DC 24), taking 66 (12d10) necrotic damage on a failed save, or half as much on a success.

Legendary Actions

Tail: The bonewrack dragon makes one Tail attack.

Move: The bonewrack dragon moves by its movement speed.

Call from the Grave (costs 2 actions): The bonewrack dragon animates two corpses it can see within 120 ft, as with the *animate dead* spell. It can only control up to six undeads with this ability.

Drendal Spire

Source: Burok Torn

Gargantuan construct, unaligned

Armor Class: 19 (natural armor)

Hit Points: 292 (16d20+124)

Speed: 20 ft, can't run

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	26 (+8)	12 (+1)	10 (+0)	2 (-4)

Saving Throws: Int +7, Wis +6

Damage Resistances: acid, cold, fire, lightning, necrotic

Damage Immunities: poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

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

Senses: blindsight 360 ft ft (blind beyond that radius), truesight 30 ft, passive Perception score 10

Languages: understands all humanoid languages but can't speak

Challenge: 20 (25,000 XP)

All-Around Vision: The drendal spire can't be surprised, and all opportunity attacks against it have disadvantage.

Earthquake: If the drendal spire makes one stomp attack per turn during three consecutive turns, it may cast the earthquake spell (DC 22) as a bonus action, centered on its current location. It does not require material components to cast this spell. The countdown resets to 0 each turn during which the drendal spire does not make a stomp attack.

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

Loyalty: No magical effect can control the actions of the drendal, as long as it is on the same plane as the demigod Nalthalos. A drendal will not attack a drendali, unless directed to by its master.

Magic Resistance: The drendal spire has advantage on all saving throws against spells and magical effects.

Magic Weapons: The drendal spire weapon attacks are magical.

Pack Tactics: The drendal spire has advantage on attack rolls against a creature if at least one of the drendal spire allies is within 5 ft of that creature and is not incapacitated.

Sentinel: The drendal spire has advantage on all Dexterity saving throws against effects coming from within its truesight range.

Actions

Multiattack: The drendal spire makes one Stomp and two Claw attacks.

Claw: *Melee Weapon Attack:* +14 to hit, reach 10 ft, one target. *Hit:* 32 (4d10+10) slashing damage. If the drendal spire hits twice the same creature during the same round, the target takes an additional 19 (2d8+10) slashing damage.

Stomp: *Melee Weapon Attack:* +14 to hit, reach 20 ft, all creatures within range in contact with the ground. *Hit:* 43 (6d10+10) bludgeoning damage, and the target must make a Strength saving throw (DC 22) or be knocked prone. When the drendal spire makes that attack, all creatures pinned under it (see below) can spend a reaction to attempt to escape the restraint.

Crush (recharge 5-6): The drendal spire can attempt to crush all Large or smaller creatures within a 20 ft by 20 ft area adjacent to it. The drendal spire moves into that area as part of this action. All targets in the area must make a Dexterity saving throw (DC 22). If they succeed, they can escape safely the area. Otherwise, they are pinned under the drendal spire. They are considered restrained (DC 22 to escape) and prone, and suffer 72 (16d8) bludgeoning damage at the start of each of the drendal's turn. However, they benefit from a one-half cover against all attacks. This effect ends if the drendal spire moves, either on its own, due to another creature's attack, or to crush another area.

Lair Actions

Animate Walls: The drendal spire can summon one drendal sentinel from any wall in its lair. It can only have up to six drendal sentinels active at a given time.

Blessing of Stone: The drendal spire can make a drendali ally turn to magical stone. The target gains all damage and condition immunities of the drendal spire until the end of her next turn. However, the target movement speed is reduced by half while this effect is active.

Giant Burrower: The drendal spire can disappear in the earth, and reappear anywhere within its lair. This is not a teleport effect.

Garabrud

Source: Creature Collection

Huge monstrosity, lawful evil

Armor Class: 19 (natural armor)

Hit Points: 210 (20d12+80) or 336 (32d12+128) if it has an active prey

Speed: 45 ft, burrow 15 ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	18 (+4)	7 (-2)	12 (+1)	10 (+0)

Saving Throws: Str +13, Dex +7, Con +9, Int +3, Wis +6

Skills: Perception +6, Survival +6

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

Damage Immunities: see text

Condition Immunities: see text

Senses: darkvision 120 ft (see text), passive Perception score 16

Languages: understands Dark Speech but can't speak

Challenge: 16 (15,000 XP), or 18 (20,000 XP) (with an active prey)

Frightening Presence: The first time Garabrud's prey sees it, it must succeed a Wisdom saving throw (DC 14) or be frightened by Garabrud for 24 hours. The target can make a new saving throw each time she takes a short rest to end the effect on itself. The target has disadvantage on all saving throws against this trait if it failed its last saving throw against the Nightmares ability (see below).

Keen Senses: Garabrud has advantage on all Wisdom (Perception) checks based on hearing and smell.

Magic Resistance: Garabrud has advantage on all saving throws against spells and magical effects.

Magic Weapons: Garabrud weapon attacks are magical.

Nightmares: Whenever Garabrud's prey takes a long rest, it is subject to terrifying nightmares (regardless of its current location, unless it is on a different plane). The target must make a Wisdom saving throw (DC 14). If it fails, the target doesn't get the benefits of a full long rest, but gets the benefits of a short rest instead. If the target fails three saving throws in a row against this effect, it gains one level of exhaustion, which can't be removed until it takes a successful long rest.

Relentless Hunter: When Garabrud has selected a prey, it becomes immune psychic damage, can't be charmed or frightened, and gains truesight 60 ft. It always know the direction and location of its prey (as long as it is on the same plane), and automatically succeeds any Wisdom (Survival) check it makes to follow its prey. Whenever Garabrud succeeds an attack roll against its prey, it can roll twice the damage and choose the highest result. If the prey moves to another plane and then comes back, Garabrud is instantly aware of it.

Actions

Multiattack: Garabrud makes one Bite and two Claw attacks.

Bite: *Melee Weapon Attack:* +13 to hit, reach 10 ft, one target. *Hit:* 22 (4d6+8) piercing damage, and the target is grappled (escape DC 20). The grapple ends if Garabrud attacks another creature.

Claw: *Melee Weapon Attack:* +13 to hit, reach 5 ft, one target. *Hit:* 15 (2d6+8) slashing damage.

Howl (recharge 5-6): Every creature within 90 ft of Garabrud and that can hear Garabrud howl must make a Wisdom saving throw (DC 13) or be frightened for 1 minute (save ends). Garabrud's prey has disadvantage on its saving throw against this ability.

Legendary Actions

Detect: Garabrud makes a Wisdom (Perception) check.

Claw: Garabrud makes one Claw attack.

Designate Prey (costs 2 actions): If Garabrud has no prey alive, it can choose any creature it can sense as its prey. Alternatively, it can wait for a new prey designated by any creature which is currently controlling Garabrud. It instantly gains 126 (12d12+48) temporary hit points.

Gommog

Source: Strange Lands
Huge dragon, chaotic evil
Armor Class: 16 (natural armor)
Hit Points: 202 (15d12+105)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	24 (+7)	12 (+1)	16 (+3)	18 (+4)

Saving Throws: Str +12
Skills: Athletics +12, Survival +9
Damage Immunities: fire ; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities: charmed, frightened, paralyzed
Senses: darkvision 60 ft, passive Perception score 13
Languages: Draconic
Challenge: 15 (13,000 XP)

Grappler: Gommog has advantage on attack rolls against creatures grappled by it.

Keen Senses: Gommog has advantage on all Wisdom (Perception) checks based on smell.

Siege Engine: Gommog deals double damage against objects and structures.

Actions

Multiattack: Gommog uses its Frightful Presence, and then makes two melee attacks.

Bite: *Melee Weapon Attack:* +12 to hit, reach 5 ft, one target. *Hit:* 20 (4d6+6) piercing damage.

Claw: *Melee Weapon Attack:* +12 to hit, reach 10 ft, one target. *Hit:* 13 (2d6+6) slashing damage, and the target is grappled (escape DC 20). The grapple ends if Gommog attacks another creature.

Bag: *Melee Weapon Attack:* +12 to hit, reach 15 ft, one target. *Hit:* 24 (4d8+6) bludgeoning damage. Whether the attack hits or not, all creatures snatched by Gommog must make a Strength saving throw (DC 20) or take 24 (4d8+6) bludgeoning damage on a failed save, or half as much on a successful one.

Frightful Presence: Each creature of Gommog choice within 60 feet must make a Wisdom saving throw (DC 18) or become frightened for 1 minute (save ends, disadvantage on saving throws if the target can see Gommog). When a creature makes a successful saving throw against this effect, it becomes immune against Gommog Frightful Presence for 24 hours.

Rock: *Ranged Weapon Attack:* +12 to hit, range 30/90 ft, one target. *Hit:* 20 (4d6+6) bludgeoning damage.

Breath Weapon (recharge 5-6): Gommog exhales fire in a 60-foot cone. Each creature in the area must make a Dexterity saving throw (DC 21), taking 27 (6d8) fire damage on a failed save, or half as much on a success.

Snatch: One creature grabbed by Gommog must make a Strength saving throw (DC 20) or be thrown into its bag. The target becomes blinded and restrained, and gains cover against all attacks and other effects from outside the bag.

The bag can be attacked from both inside and outside (AC 20; 100 hp; immune against bludgeoning, necrotic, poison and psychic damage). If the bag is opened, all creatures inside fall on the ground, exiting prone. The bag opens if Gommog release it or dies.

Lair Actions

Move Lair: When Gommog takes a long rest in its lair, its lair is teleported to any mountain Gommog is aware of. The lair appears in a random location within that mountain range.

Repair Bag: Gommog can repair or replace its bag by working one hour on it.

Slaracian, Maw

Source: Echoes of the Past

Gargantuan aberration, neutral evil

Armor Class: 19 (deflection)

Hit Points: 230 (20d20+20)

Speed: 0 ft, fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	13 (+1)	10 (+0)	14 (+2)	20 (+5)

Saving Throws: Dex +5, Con +7, Int +6, Wis +8, Cha +11

Skills: Perception +7, Stealth +5

Damage Resistances: psychic

Damage Immunities: necrotic, poison; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses: darkvision (unlimited), passive Perception score 17

Languages: understands all non-secret languages but can't speak

Challenge: 21 (33,000 XP)

Innate Spellcasting: The Maw innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following psionic spells, requiring no material components:

3/day: *dominate monster* (9th level slot).

Magic Weapons: The Maw weapon attacks are magical.

Shadow Mastery: The Maw has advantage on all Dexterity (Stealth) checks made in a lightly or heavily obscured area. When the Maw is in a heavily obscured area, it cannot obtain a result lower than 20 (including bonuses) on a Dexterity (Stealth) check.

Shadow Spy: The Maw's darkvision is not impeded by magical darkness. However, the Maw has disadvantage on all attack rolls and Wisdom (Perception) checks when it, its target, or whatever it is trying to perceive is in an area of bright light.

Shadow Travel: At the start of each of its turn, as a bonus action, the Maw can teleport by 60 ft, as long as it starts and ends its teleport in an area of dim light or darkness. Alternatively, it can choose to go into the plane of shadows from its current location, provided it currently is within an area of dim light or darkness.

Actions

Bite: *Melee Weapon Attack:* +14 to hit, reach 10 ft, one target. *Hit:* 24 (4d8+6) necrotic damage, and the target is grappled (escape DC 19). The grapple ends if the Maw attacks another creature.

Devour: *Melee Spell Attack:* +14 to hit, reach 10 ft, one target grappled by the Maw. *Hit:* 33 (6d8+6) necrotic damage, and the target must make a Wisdom saving throw (DC 19) or be thrown in the plane of shadows. While in the plane of shadows, the target is blinded and frightened, and takes 21 (6d6) psychic and 21 (6d6) necrotic damage at the start of each of its turns. The target can make a new saving throw at the start of each of its turns to avoid the damage and end the effect on itself. The target then reappears on the nearest unoccupied space. The target can escape the plane of shadows by her own means if she has the ability to travel through planes. If the target dies on the plane of shadows, its body is destroyed.

Legendary Actions

Detect: The Maw makes a Wisdom (Perception) check.

Induce Madness: One creature within 60 ft of the Maw must make a Wisdom saving throw (DC 19) or act randomly for 1 minute (save ends), as if it were affected by the *confusion* spell.

Spawn of Shadow (costs 2 actions): The Maw teleports by 60 ft and makes a Bite attack. Any creature previously grappled by the Maw becomes restrained for 1 minute. The target can make a Strength saving throw (DC 19) at the start of each of its turn to end that condition on itself.

Chapter 4

Templates

Carnival Krewe, Bayou Spawn

Source: Blood Bayou

Template

An aberration, beast, dragon, fey, giant, humanoid, monstrosity or plant can become a bayou spawn. It keeps its statistics, except as follow:

Challenge: Unchanged.

Senses: The bayou spawn gains darkvision 60 ft, unless it has blindsight with the (blind beyond that radius) mention. If it already had darkvision, its range increases by 60 ft.

New Action: Invocation: The bayou spawn chooses one warlock invocation, and can use it as a (recharge 5-6) ability. It uses its Charisma to determine the DC or attack roll of this invocation, if applicable. Use the bayou spawn Challenge as its warlock level to determine which invocation it has access to.

Carnival Krewe, Alligator Warrior Bayou Spawn

Source: Blood Bayou

Large humanoid, neutral evil

Armor Class: 14 (natural armor)

Hit Points: 76 (8d10+32)

Speed: 40 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	6 (-2)

Saving Throws: Dex +4

Skills: Athletics +8, Survival +4

Damage Resistances: poison

Senses: darkvision 120 ft, passive Perception score 11

Languages: Termanean

Challenge: 3 (700 XP)

Surprise Attack: If the alligator warrior surprises a creature and hits with an attack during the first round of combat, the target takes 14 (4d6) extra damage from the attack.

Actions

Multiattack: The alligator warrior makes one Bite, one Shortsword and one Tail attacks.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) piercing damage

Shorsword: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) slashing damage

Tail: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 9 (1d10+4) bludgeoning damage

Javelin: *Ranged Weapon Attack:* +4 to hit, range 20/80 ft, one target. *Hit:* 5 (1d8+1) piercing damage

Tail Sweep: The alligator warrior makes one Tail attack against up to three creatures within 10 ft of one another. On a hit, the target must make a Strength saving throw (DC 15) or be knocked prone.

Invocation (recharge 5-6): The bayou spawn can use the *fiendish vigor* warlock invocation.

Carnival Krewe, Mad One

Source: Blood Bayou

Template

A fey, giant or humanoid can become a mad one. It keeps its statistics, except as follow:

Challenge: If the monster heavily relies on Intelligence, recalculate its Challenge following the guidelines in the Dungeon Master Guide. Increase to 1/2 if it was lower. Unchanged otherwise.

Armor Class: Decrease by -1

Saving Throws: The mad one loses its proficiency bonus to Intelligence saving throws, if any.

Skills: The mad one loses its proficiency bonus to Intelligence skills, if any.

Damage Immunities: Add psychic

Condition Immunities: Add charmed, frightened

Attack Rolls: Increase by +1, except those relying on Intelligence

New Trait: Mind of Chaos: The mad one has disadvantage on all Intelligence checks, and cannot use Intelligence-based traits and actions, including spells that use Intelligence as the primary spellcasting ability. It becomes immune to any mind-affecting effects.

New Action: Dreamer's Talent: The mad one casts one random spell from the druid spell list. The spell level must be equal to or lower than the mad one's Wisdom modifier or its proficiency bonus, whichever is lower. The mad one uses its Wisdom to determine the spell save DC or magic attack roll, if any.

New Reaction: Bayou's Blessings (short rest): When the mad one fails a saving throw (except an Intelligence saving throw), it can make a Wisdom saving throw and use it as the result. The mad one can only use this reaction while inside the Blood Bayou.

Carnival Krewe, Mad One Sorcerer

Source: Blood Bayou
Medium: humanoid, chaotic neutral
Armor Class: 11
Hit Points: 33 (5d8+10)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws: Cha +6
Damage Resistances: psychic
Condition Immunities: charmed
 frightened **Senses:** passive Perception score 11
Languages: Termanean
Challenge: 2 (400 XP)

Mind of Chaos: The mad one has disadvantage on all Intelligence checks. It is immune to any mind-affecting effects.

Spellcasting: The mad one is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips: *dancing lights, age hand, minor illusion, poison spray, ray of frost, true strike*

1st-level spells (4 slots): *shield, sleep*

2nd-level spells (3 slots): *crown of madness, Melf's acid arrow*

3rd-level spells (2 slots): *fear*

Actions

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

Dreamer's Talent (recharge 5-6): The mad one casts one random spell from the druid spell list. The spell level must be of 1st level or lower (spell save DC 12, +5 to hit with magic attack rolls).

Reactions

Bayou's Blessings (short rest): When the mad one fails a saving throw (except an Intelligence saving throw), it can make a Wisdom saving throw and use it as the result. The mad one can only use this reaction while inside the Blood Bayou.

Coral Host

Source: Blood Sea

Template

An aberration, beast, dragon, fey, giant, humanoid, or monstrosity with a skeleton can become a coral host. It keeps its statistics, except as follow:

Challenge: Unchanged, minimum 1/2.

Languages: If the coral host has an Intelligence of 6 or higher, it gains Telepathy 100 ft (only with other coral hosts or coralline skeletons).

New Trait: Regeneration: At the start of its turn, the coral host regains 5 hit points, or 10 if it has a Challenge of 8 or higher. If the coral host takes acid, fire or lightning damage, this trait doesn't function at the start of the coral host's next turn. The coral host dies only if it starts its turn at 0 hit points and doesn't regenerate.

New Trait: Water Affinity: The coral host has advantage on all Strength (Athletics) checks made to swim, as well as on all Constitution saving throws to avoid drowning in water. Creatures with a swim speed or able to breathe underwater don't gain this trait.

New Action: Bite: Melee Weapon Attack: Use the coral host other melee attacks as a basis for the attack roll and reach. *Hit:* 4 (1d8) + the coral host's Strength modifier piercing damage, unless the coral host already has a bite attack that deals higher damage, in which case the coral host keeps the highest damage value. The type of dice is modified by the coral host's size (1d6 for Small creatures, 1d10 for Large creatures, etc). The target must make a Constitution saving throw (DC based on Constitution). If it fails, it becomes infected with the coral parasite.

Giant Shark Coral Host

Source: Blood Sea
Huge beast, neutral evil
Armor Class: 13 (natural armor)
Hit Points: 126 (11d12+55)
Speed: 0 ft, swim 50 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills: Perception +3

Damage Resistances: psychic

Senses: blindsight 60 ft, passive Perception score 13

Languages: -

Challenge: 5 (1,800 XP)

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

Water Breathing: The coral host can only breathe underwater.

Regeneration: At the start of each of its turn, the coral host regenerates 5 hit points. When it takes acid, fire or lightning damage, it doesn't regenerate at its next turn. The coral host can only be destroyed if it starts its turn at 0 hit points and doesn't regenerate.

Actions

Bite: Melee Weapon Attack: +9 to hit, reach 5 ft, one target. *Hit:* 22 (3d10+6) piercing damage. The target must make a Constitution saving throw (DC 16). If it fails, it becomes infected with the coral parasite.

Coralline Skeleton

Source: Blood Sea

Template

Only a skeleton with a land or swim speed can become a coralline skeleton. It keeps its statistics, except as follow:

Challenge: Increase to 1/2 if it was lower, unchanged otherwise.

Speed: If the skeleton had no swim speed, it gains a swim speed equal to half its land speed. If the skeleton had no land speed, it gains a land speed equal to its swim speed.

Languages: If the coralline skeleton has an Intelligence of 6 or higher, it gains Telepathy 100 ft (only with other coral hosts or coralline skeletons).

New Action: Bite: Melee Weapon Attack: Use the coralline skeleton other melee attacks as a basis for the attack roll and reach. *Hit:* 4 (1d8) + the coralline skeleton Strength modifier piercing damage, unless the coralline skeleton already has a bite attack that deals higher damage, in which case the coral host keeps the highest damage value. The number of dice increases by 1 for each category of size above medium (2d8 for Large creatures, etc). The target must make a Constitution saving throw (DC based on Constitution). If it fails, it becomes infected with the coral parasite.

Coralline Skeleton, Human

Source: Blood Sea

Medium undead, neutral evil

Armor Class: 13 (armor scraps)

Hit Points: 13 (2d8+4)

Speed: 30 ft, swim 15 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft, passive Perception score 9

Languages: understands the languages it knew in life but can't speak, telepathy 100 ft (only with other coral hosts or coralline skeletons).

Challenge: 1/2 (100 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.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) piercing damage. The target must make a Constitution saving throw (DC 12). If it fails, it becomes infected with the coral parasite.

Vangal's Chosen

Source: Creature Collection 2

Template

Only a humanoid can become a Vangal's chosen. It keeps its statistics, except as follow:

Challenge: Increase to 1/2 if it was lower, unchanged otherwise.

Damage Resistances: Add poison

Condition Immunities: Add poisoned

New Trait: Disease Carrier: The Vangal's chosen is immune to the effects of all diseases. However, it is still infected by any disease it comes in contact with, and can transmit it normally.

New Reaction: Effusion (recharge 5-6): When the Vangal's chosen takes piercing or slashing damage, acid splashes in a 10 ft cone in the direction of the attacker. Every creature in the cone must make a Dexterity saving throw (Constitution-based saving throw) or take 7 (2d6) acid damage. Increase the damage by 7 (2d6) every two points of Challenge Rating above the 1st.

Vangal's Chosen, Cult Fanatic

Source: Creature Collection 2

Medium humanoid, neutral evil

Armor Class: 13 (leather armor)

Hit Points: 33 (6d8+4)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills: Deception +4, Persuasion +4, Religion +3

Damage Resistances: poison

Condition Immunities: poisoned

Senses: passive Perception score 11

Languages: one common language

Challenge: 2 (400 XP)

Disease Carrier: The Vangal's chosen is immune to the effects of all diseases. However, it is still infected by any disease it comes in contact with, and can transmit it normally.

Dark Devotion: The cult fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting: The Vangal's chosen is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips: *guidance, resistance, thaumaturgy*

1st-level spells (4 slots): *detect poison and disease, inflict wounds, shield of faith*

2nd-level spells (3 slots): *blindness/deafness, spiritual weapon*

Actions

Multiattack: The Vangal's chosen makes two melee Dagger attacks.

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

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

Reactions

Effusion (recharge 5-6): When the Vangal's chosen takes piercing or slashing damage, acid splashes in a 10 ft cone in the direction of the attacker. Every creature in the cone must make a Dexterity saving throw (DC 11) or take 7 (2d6) acid damage.

Vinedead Skeleton

Source: Serpent in the Fold

Template

Only a skeleton with a land or swim speed can become a coralline skeleton. It keeps its statistics, except as follow:

Type: Change to plant

Challenge: Increase to 1/2 if it was lower, unchanged otherwise.

Damage Vulnerabilities: Add fire, remove bludgeoning

Damage Resistances: Add poison, psychic; piercing and slashing

Damage Immunities: Remove poison

Senses: Add blindsight 30 ft ft (blind beyond that radius) and remove darkvision

New Trait: Rejuvenation: When the vinedead is reduced to 0 hit points, its skeletal host is destroyed, but not the plant itself. The vine can crawl at the speed of 5 ft per turn. If it finds a skeleton of the same category of size as the base creature, it animates it and the vinedead regains all its hit points. If the vinedead was destroyed by a fire attack, or if the vine suffers fire damage before finding a new body, it is definitively destroyed.

Vinedead Skeleton, Human

Source: Serpent in the fold
Medium plant, neutral evil
Armor Class: 13 (armor scraps)
Hit Points: 13 (2d8+4)
Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities: fire
Damage Resistances: poison, psychic; piercing and slashing
Condition Immunities: exhaustion, poisoned
Senses: blindsight 30 ft ft (blind beyond that radius), passive Perception score 9
Languages: understands the languages it knew in life but can't speak.
Challenge: 1/2 (100 XP)

Rejuvenation: When the vinedead is reduced to 0 hit points, its skeletal host is destroyed, but not the plant itself. The vine can crawl at the speed of 5 ft per turn. If it finds a Medium skeleton, it animates it and the vinedead regains all its hit points. If the vinedead was destroyed by a fire attack, or if the vine suffers fire damage before finding a new body, it is definitively destroyed.

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.

Void Wight

Source: Strange Lands

Template

Only an aberration, beast, giant, humanoid, monstrosity can become a void wight. It keeps its statistics, except as follow:

Challenge: Increase to 1 if it was lower, increase by 1 if it is 8 or lower, unchanged otherwise.

Speed: Reduce all movement speeds by 5 ft

Skills: Increase Stealth by the creature's proficiency bonus

Damage Resistances: Add bludgeoning, piercing and slashing damage from nonmagical attacks

New Trait: Apathy: The void wight can't take bonus actions or reactions (including attacks of opportunity), except the Divine Hunger reaction.

New Trait: Divine Magic Resistance: The void wight has advantage on all saving throws against divine spells and magical effects.

New Trait: Undead Similarities: An Intelligence (Arcane) check (DC 15) is required to distinguish the void wight from an undead. (The GM is encouraged to make this check in secret).

New Action: Despair (recharge 5-6): The two closest creatures who can see the void wight and are within 30 ft must make a Wisdom saving throw (Charisma-based saving throw). On a failed save, the target suffers disadvantage on all checks for 1 minute, and can't take reactions or bonus actions in the meantime (save ends). Creatures able to cast divine spells have disadvantage on their saving throw against this effect.

New Reaction: Divine Hunger (recharge 5-6): When the void wight is targeted by a divine spell or effect (including a turn undead attempt), it gains 10 temporary hit points and gains advantage on one d20 roll it makes before the end of its next turn.

Void Wight, Spy

Source: Strange Lands
Small humanoid, neutral evil
Armor Class: 12
Hit Points: 27 (6d8)
Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills: Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Slight of Hands +4, Stealth +6
Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical attacks
Senses: passive Perception score 15
Languages: one common language
Challenge: 2 (400 XP)

Apathy: The void wight can't take bonus actions or reactions (including attacks of opportunity), except the Divine Hunger reaction.

Divine Magic Resistance: The void wight has advantage on all saving throws against divine spells and magical effects.

Sneak Attack: Once per turn, the void wight deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft of an ally of the void wight that isn't incapacitated and the void wight doesn't have disadvantage on the attack roll.

Undead Similarities: An Intelligence (Arcane) check (DC 15) is required to distinguish the void wight from an undead. (The GM is encouraged to make this check in secret).

Actions

Multiattack: The void wight makes melee attacks.

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

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

Despair (recharge 5-6): The two closest creatures who can see the void wight and are within 30 ft must make a Wisdom saving throw (DC 13). On a failed save, the target suffers disadvantage on all checks for 1 minute, and can't take reactions or bonus actions in the meantime (save ends). Creatures able to cast divine spells have disadvantage on their saving throw against this effect.

Reactions

Divine Hunger (recharge 5-6): When the void wight is targeted by a divine spell or effect (including a turn undead attempt), it gains 10 temporary hit points and gains advantage on one d20 roll it makes before the end of its next turn.

Chapter 5

Animals

Albadian Battle Dog

Source: Creature Collection
Small beast, unaligned
Armor Class: 13 (natural armor)
Hit Points: 26 (4d6+12)
Speed: 45 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills: Perception +2
Damage Resistances: bludgeoning
Senses: passive Perception score 12
Languages: -
Challenge: 1/4 (50 XP)

Grappler: The albadian battle dog has advantage on attack rolls against creatures grappled by it.

Keen Senses: The albadian battle dog has advantage on all Wisdom (Perception) checks based on smell.

Actions

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) piercing damage, and the target is grappled (escape DC 11). Until the grapple ends, the target is restrained, and the albadian battle dog can't use that attack against another creature.

Assassin's Bane

Source: Creature Collection 2
Small beast, unaligned
Armor Class: 12
Hit Points: 10 (3d6)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	5 (-3)	10 (+0)	6 (-2)

Saving Throws: Int +1
Skills: Investigation +1, Perception +2
Damage Immunities: poison
Condition Immunities: poisoned
Senses: darkvision 60 ft, passive Perception score 12
Languages: -
Challenge: 1/4 (50 XP)

Detect Poison: The assassin's bane can smell poisons up to 30 ft away.

Keen Senses: The assassin's bane has advantage on all Wisdom (Perception) checks based on smell.

Actions

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

Canopy Creeper

Source: Creature Collection 3
Large beast, unaligned
Armor Class: 13
Hit Points: 26 (4d8+8)
Speed: 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	1 (-5)	12 (+1)	2 (-4)

Skills: Athletics +6, Perception +3, Stealth +5
Senses: passive Perception score 13
Languages: -
Challenge: 1 (200 XP)

Keen Senses: The canopy creeper has advantage on all Wisdom (Perception) checks based on smell.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit:* 8 (1d8+4) piercing damage and the target must make a Constitution saving throw (DC 12) or be paralyzed until the end of its next turn.

Constrict: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+4) bludgeoning damage, and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained, and the canopy creeper can't use that attack against another creature.

Crescent Elk

Source: Creature Collection
Large beast, unaligned
Armor Class: 14
Hit Points: 42 (5d10+15)
Speed: 70 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	12 (+1)

Senses: darkvision 60 ft, passive Perception score 10
Languages: -
Challenge: 2 (400 XP)

Charge: If the crescent elk moves at least 20 ft straight toward a target and then hits it with a Antler attack, the attack deals 7 (2d6) piercing additional damage.

Actions

Multiattack: The crescent elk makes one Antler and one Hooves attacks.

Antlers: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 9 (2d6+2) piercing damage. If the crescent elk doesn't use its Hooves attack on its turn, it can also push back the target 20 ft, unless the target succeeds a Strength saving throw (DC 12).

Hooves: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Desert Falcon

Source: Creature Collection
Large beast, unaligned

Armor Class: 12
Hit Points: 34 (4d10+12)
Speed: 10 ft, fly 90 ft

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

Skills: Perception +3
Senses: passive Perception score 13
Languages: -
Challenge: 1 (200 XP)

Keen Senses: The desert falcon has advantage on all Wisdom (Perception) checks based on sight.

Actions

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

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 7 (1d6+4) slashing damage, and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the desert falcon can't use that attack against another creature.

Ebon Eel

Source: Creature Collection
Medium beast, unaligned

Armor Class: 13
Hit Points: 26 (4d8+8)
Speed: swim 60 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	1 (-5)	6 (-2)	4 (-3)

Skills: Perception +3
Damage Resistances: poison
Condition Immunities: prone
Senses: passive Perception score 8
Languages: -
Challenge: 1/2 (100 XP)

Actions

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

Blinding Spray (short rest): The ebon eel releases blinding poison in a 20 ft radius sphere around it. The cloud remains in the water for 1 minute, during which it is considered a lightly obscured area. A creature that starts its turn in the spray must make a Constitution saving throw (DC 13) or take 7 (2d6) acid damage and be blinded for 1 minute. If a creature succeeds its saving throw, it takes no damage, isn't blinded, and is immune against that effect for 24 hours.

Flense Drake

Source: Hollowfaust
Tiny beast, unaligned
Armor Class: 14
Hit Points: 14 (4d4+4)
Speed: 15 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	4 (-3)	13 (+1)	13 (+1)

Skills: Perception +3
Damage Resistances: necrotic, poison
Senses: passive Perception score 13
Languages: -
Challenge: 1/4 (50 XP)

Keen Senses: The flense drake has advantage on all Wisdom (Perception) checks based on sight and smell.

Improved Fortitude: The flense drake has advantage on all saving throws against diseases and poisons.

Scavenger: If the flense drake feeds on a corpse, its bite becomes highly poisonous for 1 hour. When this effect is active, the flense drake deals 5 (2d4) poison damage whenever it succeeds a bite attack against a poisoned creature.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 2 (1d4) piercing damage, and the target must make a Constitution saving throw (DC 11) or be poisoned until the end of its next turn.

Ghost Crab

Source: Blood Sea
Huge beast, unaligned
Armor Class: 16 (natural armor)
Hit Points: 180 (24d12+24)
Speed: 40 ft, burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	2 (-4)

Damage Immunities: psychic
Condition Immunities: prone
Senses: tremorsense 120 ft, passive Perception score 13
Languages: -
Challenge: 7 (2,900 XP)

Amphibious: The ghost crab can breathe air and water.

Camouflage: The ghost crab has advantage on Dexterity (Stealth) checks made to hide.
sand

Grappler: The ghost crab has advantage on attack rolls against creatures grappled by it.

Actions

Multiattack: The ghost crab makes two Claw attacks.

Claw: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 14 (2d8+6) slashing damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained. The ghost crab can only grapple up to two creatures at a time.

Horned Boar

Source: Creature Collection 3

Large beast, unaligned

Armor Class: 13 (natural armor)

Hit Points: 95 (10d10+40)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	2 (-4)	13 (+1)	6 (-2)

Senses: darkvision 60 ft, passive Perception score 11

Languages: -

Challenge: 3 (700 XP)

Charge: If the horned boar moves at least 20 ft straight toward a target and then hits it with a Gore attack, the attack deals 9 (2d8) additional additional damage.

Tenacity: While below half its maximum hit points, the horned boar has advantage on the first saving throw it makes each round.

Actions

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

Reactions

Blood Rage (recharge 5-6): When the horned boar takes damage, it can move by 40 ft and make a Gore attack with advantage on the attack roll.

Kelklic Sand Beetle

Source: Strange Lands

Large beast, unaligned

Armor Class: 15 (natural armor)

Hit Points: 63 (6d10+30)

Speed: 30 ft, burrow 20 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	1 (-5)	8 (-1)	5 (-3)

Damage Resistances: fire, lightning, psychic

Condition Immunities: charmed, frightened, paralyzed

Senses: tremorsense 60 ft, passive Perception score 9

Languages: -

Challenge: 3 (700 XP)

Fortified Anatomy: Whenever the kelklic sand beetle takes bludgeoning, piercing or slashing damage, the first die of damage counts as a natural 1.

Actions

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

Muskhorn

Source: Creature Collection

Huge beast, unaligned

Armor Class: 13

Hit Points: 175 (13d12+93)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	24 (+7)	1 (-5)	9 (-1)	5 (-3)

Senses: darkvision 60 ft, passive Perception score 9

Languages: -

Challenge: 6 (2,300 XP)

Actions

Horns: *Melee Weapon Attack:* +8 to hit, reach 10 ft, one target. *Hit:* 19 (3d8+6) piercing damage.

Trample: *Melee Weapon Attack:* +8 to hit, reach 5 ft, one Large creature or two Medium or smaller creatures. *Hit:* 16 (3d+6) bludgeoning damage and the target must make a Strength saving throw (DC 16) or be knocked prone.

Corrosive Musk (recharge 6): The muskhorn emits a mist of acid within a 30-foot-radius sphere. The area becomes lightly obscured until the muskhorn's next turn, and creatures and metallic items in the area must make a Constitution saving throw (DC 17). On a failed save, a creature is blinded for 1 minute (save ends), and items take 5 (1d8) acid damage.

Night Tyrant

Source: Creature Collection

Large beast, unaligned

Armor Class: 13

Hit Points: 38 (7d8+7)

Speed: 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	6 (-2)

Skills: Stealth +3

Damage Resistances: poison

Senses: blindsight 10 ft, darkvision 60 ft, passive Perception score 10

Languages: -

Challenge: 1 (200 XP)

Spider Climb: The night tyrant can climb difficult surfaces, including upside down on ceiling, without requiring an ability check.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) piercing damage, and if the target is restrained, it must make a Constitution saving throw (DC 12) to fall unconscious for 1 minute (damage ends).

Sedative Spray (recharge 6): All creatures within 30 ft of the night tyrant must make a Constitution saving throw (DC 12) or become restrained for 1 minute (save ends). A creature that is poisoned or has at least one level of exhaustion falls unconscious instead (damage ends).

Quillwolf

Source: Creature Collection 3
Medium beast, unaligned
Armor Class: 13 (natural armor)
Hit Points: 32 (5d8+10)
Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills: Survival +3
Senses: passive Perception score 11
Languages: -
Challenge: 1/2 (100 XP)
Keen Senses: The quillwolf has advantage on all Wisdom (Perception) checks based on hearing.
Spines: At the start of each of its turn, the quillwolf deals 3 (1d6) piercing damage to any creature grappling it.

Actions

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 8 (1d6+3) piercing damage, and the target must make a Strength saving throw (DC 12) or be knocked prone.
Quill Burst (recharge 5-6): *Ranged Weapon Attack:* +4 to hit, range 15 ft, all creatures in range. *Hit:* 8 (1d6+3) piercing damage.

Sand Hulk

Source: Creature Collection 3
Gargantuan beast, unaligned
Armor Class: 17
Hit Points: 218 (19d12+95)
Speed: 40 ft, burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	1 (-5)	10 (+0)	2 (-4)

Damage Immunities: psychic
Condition Immunities: prone
Senses: tremorsense 120 ft, passive Perception score 10
Languages: -
Challenge: 8 (3,900 XP)
Camouflage: The sand hulk has advantage on Dexterity (Stealth) checks made to hide.
 sand

Actions

Multiattack: The sand hulk makes two Claw attacks.
Claw: *Melee Weapon Attack:* +9 to hit, reach 10 ft, one target. *Hit:* 16 (2d8+7) slashing damage, and the target is grappled (escape DC 17). Until the grapple ends, the target is restrained, and the sand hulk can't use that attack against another creature.
 two
Reed: *Melee Weapon Attack:* +9 to hit, reach 5 ft, one creature grappled by the sand hulk. *Hit:* 34 (6d8+7) piercing damage.

Reactions

Empty Shell (short rest): When the sand hulk takes damage while below half its maximum hit points, it can drop its shell to escape faster. Its AC decreases to 15, but its movement speed increases to 60 ft, burrow 40 ft. These modifications last until the sand hulk takes a short rest.

Sapheral's Kite

Source: Hollowfaust
Tiny beast, unaligned
Armor Class: 14
Hit Points: 5 (3d4-3)
Speed: 10 ft, fly 70 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Saving Throws: Con +1
Skills: Perception +4
Condition Immunities: frightened
Senses: passive Perception score 14
Languages: -
Challenge: 1/4 (50 XP)
Keen Senses: The Sapheral's kite has advantage on all Wisdom (Perception) checks based on sight.

Actions

Beak: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 4 (1d8) piercing damage.
Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 3 (1d6) piercing damage.

Swarm, Ratroo

Source: Creature Collection
Medium swarm of Tiny beast, unaligned
Armor Class: 14 (natural armor)
Hit Points: 55 (10d8+10)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	1 (-5)	8 (-1)	2 (-4)

Damage Vulnerabilities: fire, thunder
Damage Resistances: bludgeoning, piercing and slashing damage
Damage Immunities: poison
Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses: passive Perception score 9
Languages: -
Challenge: 3 (700 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 animal. The swarm can't regain hit points or gain temporary hit points.

Actions

Claw: *Melee Weapon Attack:* +5 to hit, reach 0 ft, one target in the swarm's space. *Hit:* 10 (2d6+3) slashing damage or 6 (1d6+3) slashing damage if the swarm is below half its maximum hit points, and the target must make a Strength saving throw (DC 14) or fall prone.
Devastation: The swarm moves by its movement speed, and it can make one Claw attack against up to three different creatures in spaces it goes through during its action. A character which is not incapacitated can make a Dexterity saving throw (DC 14) to dodge the attack, in which case it moves by 5 feet away from the swarm's path.

Swarm, Wasp

Source: Creature Collection 3

Large swarm of Tiny beast, unaligned

Armor Class: 13

Hit Points: 19 (3d8+6)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	1 (-5)	10 (+0)	2 (-4)

Damage Resistances: bludgeoning, piercing and slashing damage

Damage Immunities: poison

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

Senses: blindsight 10 ft, passive Perception score 10

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

Sting: *Melee Weapon Attack:* +5 to hit, reach 0 ft, up to two targets in the swarm's space. *Hit:* 1 piercing damage plus 7 (2d6) poison damage. The target must make a Dexterity saving throw (DC 13) or be blinded until the end of its next turn, or until it goes out of the swarm's space.

Tanil's Fox

Source: Creature Collection

Small beast, unaligned

Armor Class: 16

Hit Points: 7 (2d6)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	23 (+6)	10 (+0)	4 (-3)	15 (+2)	8 (-1)

Saving Throws: Dex +8

Skills: Perception +4, Survival +4

Senses: passive Perception score 14

Languages: -

Challenge: 1/4 (50 XP)

Freedom of Movement: The Tanil's fox ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 ft of movement to escape from nonmagical restraints or being grappled.

Tanil's Luck: The Tanil's fox has advantage on all saving throws and on all Dexterity (Stealth) checks.

Actions

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

Reactions

Quick Escape (recharge 5-6): When an attack fails against the Tanil's fox, it can move by its movement speed.

Tar Beetle

Source: Creature Collection 2

Small beast, unaligned

Armor Class: 13 (natural armor)

Hit Points: 10 (3d6)

Speed: 40 ft, swim 20 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	1 (-5)	10 (+0)	2 (-4)

Skills: Perception +2

Damage Resistances: poison

Condition Immunities: charmed, frightened, paralyzed

Senses: tremorsense 60 ft, passive Perception score 8

Languages: -

Challenge: 1/8 (25 XP)

Actions

Multiattack: The tar beetle makes two Claw attacks.

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

Tar Spray (recharge 5-6): All creatures in a 20 ft cone in front of the tar beetle must succeed a Dexterity saving throw (DC 11) or be restrained for 1 minute (action ends). The area becomes difficult terrain for 1 hour.

Tent Bird

Source: Creature Collection 3

Medium beast, neutral good

Armor Class: 13

Hit Points: 32 (5d8+10)

Speed: 50 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills: Perception +3

Senses: passive Perception score 13

Languages: -

Challenge: 1/2 (100 XP)

Keen Senses: The tent bird has advantage on all Wisdom (Perception) checks based on hearing.

Subsonic Call: Creatures with keen hearing or similar abilities can hear the call of the tent bird from up to 500 ft away.

Actions

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

Sheltering Wing: The tent bird extends its wings to shelter one Medium, two Small or four Tiny creatures within 5 ft. The sheltered creatures gain advantage on all saving throws against the effects of warm environment. Furthermore, the wings can support a heavy weight of sand, possibly avoiding the target to suffocate. If the target is unwilling, it can make a Dexterity saving throw (DC 13) to move 5 ft away from the tent bird.

Valraven

Source: Creature Collection
Huge beast, neutral good
Armor Class: 14 (natural armor)
Hit Points: 78 (12d8+24)
Speed: 10 ft, fly 100 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills: Perception +4
Senses: darkvision 400 ft, passive Perception score 13
Languages: understands Common and Celestial but can't speak
Challenge: 2 (400 XP)
Keen Senses: The valraven has advantage on all Wisdom (Perception) checks based on sight.
Triumphant Flight: When it is flying, the valraven and any creature it is carrying has advantage on all saving throws against being frightened.

Actions

Multiattack: The valraven makes one Beak and one Claw attacks.
Beak: *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 9 (2d4+4) piercing damage.
Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 6 (1d4+4) slashing damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the valraven can't use that attack against another creature.

Vrail

Source: Creature Collection
Tiny beast, unaligned
Armor Class: 15
Hit Points: 10 (4d4)
Speed: 10 ft, fly 80 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	2 (-4)	12 (+1)	10 (+0)

Skills: Perception +3
Senses: passive Perception score 13
Languages: -
Challenge: 1/2 (100 XP)
Dive Attack: If the vrail is flying and dives at least 30 ft straight toward a target and then hits it with a melee weapon attack, the attack deals 2 (1d4) additional damage.
Keen Senses: The vrail has advantage on all Wisdom (Perception) checks based on sight.
Pack Tactics: The vrail has advantage on attack rolls against a creature if at least one of the vrail allies is within 5 ft of that creature and is not incapacitated.

Actions

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

Weran

Source: Hollowfaust
Medium beast, unaligned
Armor Class: 13 (natural armor)
Hit Points: 45 (6d8+18)
Speed: 45 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills: Perception +3, Stealth +4
Senses: passive Perception score 13
Languages: -
Challenge: 1 (200 XP)
Keen Senses: The weran has advantage on all Wisdom (Perception) checks based on hearing and smell.
Pack Tactics: The weran has advantage on attack rolls against a creature if at least one of the weran allies is within 5 ft of that creature and is not incapacitated.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 ft piercing damage and the target must make a Strength saving throw (DC 10 (2d6+3)) or fall prone.
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Carnival Krewe, Silken Parasite	19
Demon, Feral	23
Desert Falcon	92
Dragoneet	24
Grippett	36
Horserat	38
Lurker Below	47
Night Tyrant	93
Pain Doll	57
Pestilite	58
Razor Leaf	61
Skeleton, Superior	64
Swamp Gobbler	67
Weran	96

Challenge Rating 2

Abyssal Lamprey	7
Allergorhai-Horhai	8
Aquantis	9
Cadaver Bloom	16
Carnival Krewe, Mad One Sorcerer	88
Carnival Krewe, Mirth Jack	19

Corpse Whisperer	20
Crescent Elk	91
Demon, Feral (10 remaining)	23
Drendari Monkey	25
Ethereal Destrier	27
Forge Wight	30
Ghul, Fossil	32
Grim Puppeteer	35
Hamadryad	36
Iron Dragon	41
Jin-Sat	42
Keffiz	45
Laughing Drake	45
Marble Sentinel, Skyros	48
Night-Touched, Hound	54
Overseer	56
Preychaser	59
Razorfin Dolphin	61
Sage Camel	63
Skeleton, Masterwork	64
Valraven	96
Vangal's Chosen, Cult Fanatic	89
Void Wight, Spy	90
Wisp Drake	77
Witchspider	78

Challenge Rating 3

Angel, Panacea Spirit	8
Carnival Krewe, Alligator Warrior Bayou Spawn	87
Carnival Krewe, Alligator Warrior	18
Daemon, Beguiling Merchant	21
Demon, Feral (6 remaining)	23
Forsaken Spirit	31
Horned Boar	93
Ice Basilisk	39
Kelklic Sand Beetle	93
Love-Scorned Soul	47
Manster	48
Ooze, Undead	55
Plague Gator	58
Razor Eel	60
Slaracian, Beetle Builder Queen	64
Slaracian, Hound	66
Swarm, Ratroo	94
Swarm, Swamp Mites	69
Ukrudan Stalker	72
Unbegotten	72
Well Spirit	75

Challenge Rating 4

Barbed Thrasher	12
Barrow Worm	12
Burned One	15
Daemon, Gristly Minstrel	22
Demon, Feral (3 remaining)	23
Figment, Dreamwraith	29
Hrinruuk's Hound	39
Naga, Crown	52
Ooze, Crimson	54
Ossseus Callabra	56

Quicksilver Stalker	60
Swarm, Bloodlings	68
Swarm, Ruunk	69
Swarm, Unlife	70
Troll, Steppes	71
Witchspider (in lair)	78

Challenge Rating 5

Bane Cloud	11
Cairn Hunter	17
Demon, Feral (1 remaining)	23
Giant Shark Coral Host	88
Mountain Nautilus	50
Mummy, Sand	51
Narleth	53
Pyre	59
Rememberance	62
Slaracian, Beetle Builder Swarm	65
Tuscar	71
Warden, Maintainer	75
Wisp	77

Challenge Rating 6

Boneweed	14
Canopy Drake	17
Custodian, Mosaic	20
Ferrite Beetle	28
Forest Walker	30
Golem, Rat	35
Mummy, Spiderweb	51
Muskhorn	93
Orafaun	55
Parangon Crocodile	57
Slaracian, Horror	65
Storm Harvester	67
Unholy Chorus	73

Challenge Rating 7

Blood Wraith	14
Elder Larva	26
Fierien	29
Gallows Eye	31
Ghost Crab	92
Hornsaw Unicorn	37
Hound of Tanil	38
Intercessor, Sand Eagle	40
Iron Serpent	41
Leeching Willow	46
Living Bog	46
Mirror Fiend	50
Naga, Bloodmist	52
Slaracian, Snowbeast	66
Spectral Revenant	62
Wickerman	76

Challenge Rating 8

Drendal Sentinel	25
Emperor Stag	27
Glass Scorpion	33
Keel Crusher	44
Sand Hulk	94
Swamp Tyrant	68
Windigo	76

Challenge Rating 9

Daemon, Assassin	21
Gate Worm	32
Golem, Ash	33
Iron Tusker	42

Challenge Rating 10

Avion	10
Risen	63

Challenge Rating 11

Golem, Chitin	34
Golem, Fang	34
Hellfire Bloodshark	37
Intercessor, Punishing	40

Challenge Rating 12

Daemon, Moon Giant	22
Mire Wyrm	49
Na'heem	53
Warden, Guardian of the Damned	74

Challenge Rating 13

Blood Maw	13
Devil, Fathom	24

Challenge Rating 14

Jungle Squid	43
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Challenge Rating 15

Gommog	84
Valuga	74

Challenge Rating 16

Garabrud	83
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Challenge Rating 17

Kadum's Leviathan	44
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Challenge Rating 18

Garabrud (with an active prey)	83
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Challenge Rating 20

Drendal Spire	82
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Challenge Rating 21

Slaracian, Maw	85
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Challenge Rating 22

Dragonwrack, Bonewrack	81
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Diseases

Corpse Blister	23
Crimson Plague	54
Larva Fever	26
Pestilite Fever	58
Wolfrat Disease	79
Wyrmspawn Disease	80

Templates

Carnival Krewe, Bayou Spawn	87
Carnival Krewe, Mad One	87
Coral Host	88
Coralline Skeleton	88
Vangal's Chosen	89
Vinedead Skeleton	89
Void Wight	90